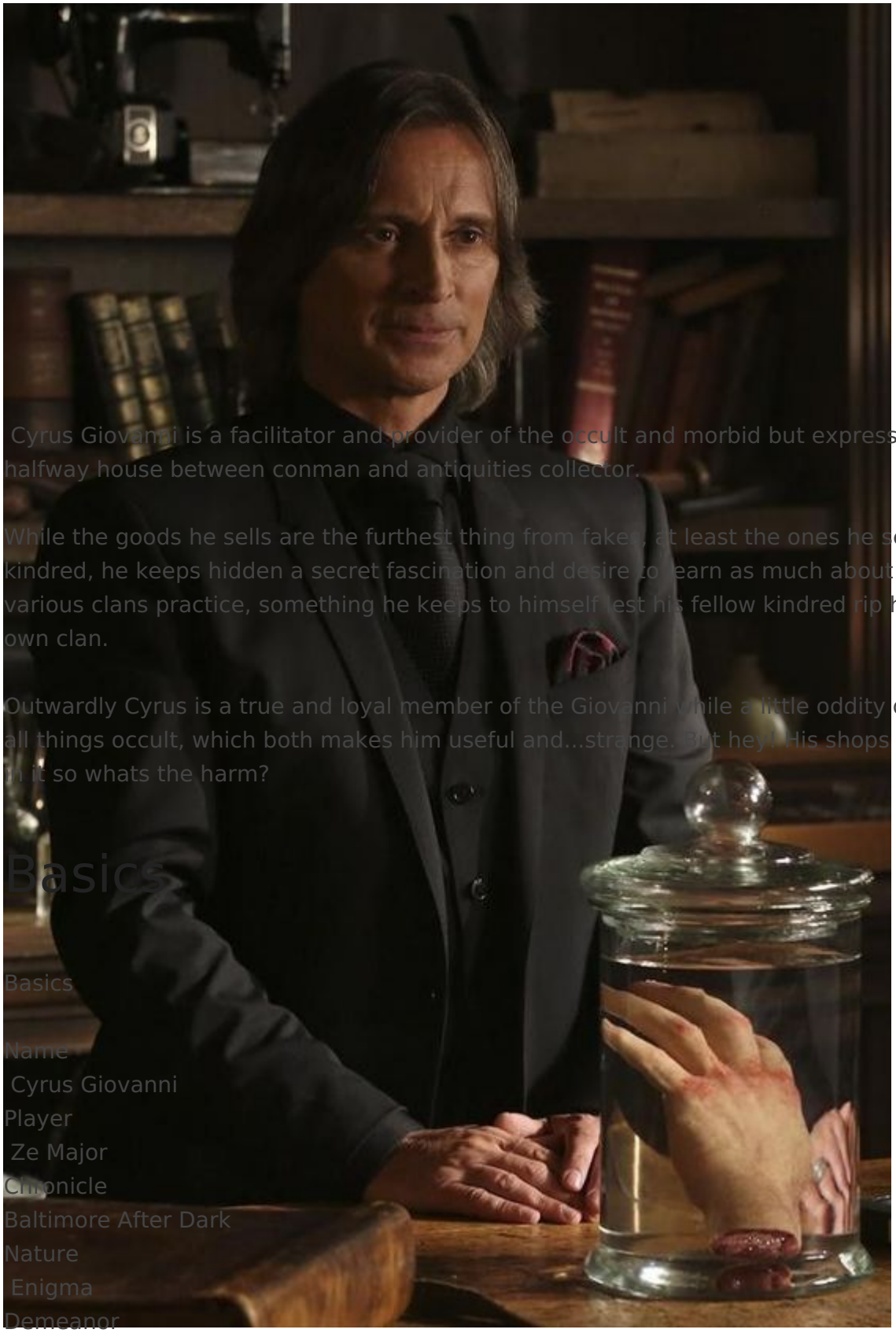
# Cyrus Giovanni

## Overview

Overview



Cyrus Giovanni is a facilitator and provider of the occult and morbid but expresses outwardly as a halfway house between conman and antiquities collector.

While the goods he sells are the furthest thing from fakes, at least the ones he sells to his fellow kindred, he keeps hidden a secret fascination and desire to learn as much about the dark arts that the various clans practice, something he keeps to himself lest his fellow kindred rip him apart, even his own clan.

Outwardly Cyrus is a true and loyal member of the Giovanni while a little oddity due to his expertise in all things occult, which both makes him useful and...strange. But hey! His shops got some good stuff in it so whats the harm?

# Basics

Basics

Name
Cyrus Giovanni
Player
Ze Major
Chronicle
Baltimore After Dark
Nature
Enigma
Demeanor
Capitalist
Concept
Coporate Occultist

Clan
Giovanni
Generation
8th
Sire
Alois Giovanni

# Attributes

Attributes

Physical
T
Strength
Specialization
11100
Dexterity

11000
Stamina

11000
Social
s
Charisma

11100
Manipulation
Persuasive
11110
Appearance

11000
Mental
P
Perception

11100
Intelligence
Problem Solver

11110
Wits
Changes in Strategy
11110

# Abilities

Abilities

Talents
S
Alertness
Specialization
10000
Athletics

00000
Awareness
Mystical Objects, S.I.M.H
11110
Brawl

00000
Empathy

11000
Expression

11000
Intimidation

00000
Leadership

00000
Streetwise

10000
Subterfuge

10000

00000
Skills
T
Animal Ken
Specialization
00000
Crafts
Appraisal
11110
Drive

00000
Etiquette

11000
Firearms

00000
Larceny

10000
Melee

00000
Performance

00000
Stealth

00000
Survival

00000

00000
Knowledge
P
Academics

Specialization
00000
Computers

00000
Finance

11100
Investigation

11000
Law

11000
Medicine

00000
Occult
Rituals,
11111
Politics

11000
Science

00000
Technology

11000

00000

# Advantages

Advantages

Disciplines
Necromancy

11111

Potence

11100

00000

00000

00000

00000
Backgrounds
Generation

11111
Contacts

11110
Resources

11110
Memento de Morte

11111
Retainers
Ghosts
11111
Haven

11100
Virtues
Conscience

11000
Self-Control

11100
Courage

11111

Humanity/Path
11111 00000
Path
Humanity
Bearing

Willpower
11111 11111
00000 00000
Blood Pool
11111 11111
11111 00000
Blood/Turn
3 Points

# Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Iron Will
Mental
3
Natural Linguist
Mental
2
Eidetic Memory
Mental
2
Language: Latin, German, Ancient Greek, Russian
Mental
2
Spectral Sepulcher
Supernatural
5

| Flaw | Type | Bonus |
| --- | --- | --- |
| Kiss of Death | Supernatural | 2 |
| Beacon of the Unholy | Supernatural | 2 |
| Touch of Frost | Supernatural | 1 |
| Prey Exclusion (No Kids) | Mental | 1 |
| Dark Secret (Ghost's Vessel) | Social | 1 |

# Rituals & Paths

Rituals & Paths

| Ritual | Level |
| --- | --- |
| Insight | 1 |

Path

Sepulcher
11111
Vitreous
11100

00000

00000

00000

00000

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# Experience & Derangements

Experience

Total
 163
Spent
160
Notes
 Backgrounds: Contacts: 15, Retainers 23, Resources 15, Haven 9 Total: 62

Disciplines: Necromancy: Sepulchre Path 35, Vitreous Path: 19 Total: 54

Potence: 15 Total: 15

Abilities: Occult 14, Awareness 6, Crafts 6, Total: 26

Specialties: Someone's in my head 3, Total: 3
Sum Total: 160

Freebie Points: 14 in Merits, 5 in willpower, 3 in backgrounds

Derangements

# Expanded Backgrounds

Expanded Backgrounds

Allies
 Bertram Crowe
Contacts
 Vik (City rat and informant), Dominik (Smuggler/Acquirer of Antiquities), Professor Zarovich (Western and Eastern Occult Expert), Norman Valiant (Private Investigator)
Fame
 TBD by ST
Herd
 None
Influence
 TBD by ST
Mentor
 Bertram Crowe
Resources
 "Ageless" (Antiques and Occultism shop), Illegal fencing trade of strange and rare items, apartment buildings across the city, Sizeable Bank Account
Retainers
1. Xui Yen: Recently Deceased Stat Block (Core book), attached to an ancient gong from the Feudal Japanese Era that was a family heirloom, honourable but wrathful.

2. Falk: Recently Deceased Stat Block (Core book). A Broadsword from Scandenavia is his fetter, blood thirsty.

3. Christoph: Old Soul Stat Block (Core Book), Cyrus pay the tuition of his descendants as an anonymous charity which keeps him in his service.
Status
TBD by ST
Other
Memento de Morte: A ceremonial dagger with a dead language inscription on the blade

# Rights & Possessions

Rights & Possessions

Gear (Carried)
Car Keys, Lockpick kit, Research Journal, 2x Cell Phone (Burner and Normal), Wallet, Keys to his shop and buildings
Feeding Grounds
Little Italy
Havens
Ageless, his antiquities shop and the building that houses it, four stories, two of which are the main shop with the top two floors acting as his main residence and research center, the basement acts as a secondary ritual space.

The Haven is watched by a group of men trusted by Cyrus either through money or through the Giovanni family however they are only mortals, not ghouls they effectively act as watchmen.

The interior of the haven is gaurded by his three Spirit Slaves unless he takes them elsewhere.

The Haven has two entrances at the front and back and a secret entrance in the basement through a hidden door accesseed by a false brick in the wall that acts as a switch, one firm press and the door opens leading to a tunnel to an abandoned apartment building that Cyrus owns "scheduled for demolition". The top two floors are locked behind a combination pad reinforced door.

His main study lies behind a hidden door in his home library accessed by turning small floral pattern on the bookcase which has been specially seperated. The basement contains ritualistic material, altars and candles, all the basics required for his occult hobbies.
Equipment (Owned)
Memento de Morte, various antique weapons, research materials/books, Various occult and antique items.
Vehicles
Mercedes 600 Grosser (Black out tint windows)
Other

Bertram Crowe: A former dark ages Charlatan who inadvertantly became attached to Cyrus, in effect becoming the ghosts fetter. This means that they are inexorably linked and must work together though they do sometimes come to odds.

# Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

# Description

Description

Age
232
Apparent Age
Late 40's to Early 50's
D.O.B.

2nd June, 1790
R.I.P.
5th October, 1840
Hair
Greying Dark Brown
Eyes
Green
Race
Caucasian
Nationality
American Italian
Height
6'4"
Build
Ectomorph
Gender
Male
Face Claim
Robert Carlysle (Mr. Gold, Once Upon A Time)
A tall and lithe man with a slightly gaunt yet determined expression. He often wears dark suits to present himself as a business man most of the time but also to fit into the higher societies of Kindred.

# History

History

Cyrus Giovanni was born in 1790 to the Giovanni clan in the city of Venice. He was raised by two mortal members of the giovanni clan, neither of which were considered worthy of the oh-so-desired embrace of their family. Cyrus however displayed a certain fascination and talent with the trademark discipline of the Clan at a young age and seemed to have an intense hunger for the knowledge of the ancient and the esoteric.
Over the decades he proved his dedication to the clan and the "family business" acting as a fixer, fence and world class researcher, operating as an apprentice for Alois Giovanni who would later become his Sire, Alois is a masterful Necromancer who took a shine to Cyrus and when he had arranged a very profitable transfer of an ancient coffin to the ownership of Alois, he made the young Cyrus into his Childe.

A century passed with Cyrus working dutifully for his clan but slowly devouring more and more knowledge and becoming more and more obsessed with other magic, especially the tremere's vaunted Blood Sorcery. Eventually Cyrus struck out on his own with the contacts and resources he had

acquired under Alois traveling to the US to join his bretheren there. Soon he established his shop "Ageless" in 1950, he accounted for the lack of change in store managers through the use of technology to alter old photo's and long periods of absence at times so people wouldn't necessarily remember how he looked exactly.

Now in the modern day he operates out of this same shop slowly growing his knowledge and influence in Baltimore and the surrounding area, acting as an advisor and expert on all things occult for the kindred of Baltimore, not for free of course...He is a businessman after all.

Who knows what this strange Occultist wants, maybe he's just an academic or maybe he has a greater design for his growing mastery of these dark magics...Care to find out?

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