

# Draven Angelos

## Overview

### Overview

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***"The real truth isn't what matters in court. It's the truth that they'll best understand that you want to tell."***

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At first glance Draven is just a great lawyer that works for his own major firm. He seems nice enough and charming. But truthfully, Draven is the most unpredictable person that probably has walked the face of the earth. He could be happy and smiling one moment and then ripping your heart out with a spoon the next. He doesn't like being told what to do and he thinks that family is the only thing on the planet worth a shit. No life is beneath him snuffing out, that's of course unless it is that of a child or pregnant woman. Monsters don't have to be monsters all the time. He will give anyone a run for their money intellectually speaking, and physically speaking, well there's a reason he's not been caught doing his other work. The man is a walking and breathing weapon. He gets his job done for both the clan and his clients.

## Basics

### Basics

- Name
  - Draven Vincent Angelos
- Player
  - Vader\_Punk
- Chronicle
  - Baltimore After Dark
- Nature
  - Director
- Demeanor
  - Rogue

Concept  
Lawyer Hitman  
Clan  
Ventrue  
Generation  
13th  
Sire  
Lucien Markov

# Attributes

## Attributes

Physical  
T  
Strength  
Powerful Arms  
11110  
Dexterity

11000  
Stamina

11000  
Social  
P  
Charisma

11000  
Manipulation  
Seductive  
11110  
Appearance  
Unforgettable Face  
11110  
Mental  
S  
Perception

11000

Intelligence

11100  
Wits

11100

# Abilities

Abilities

Talents  
p  
Alertness  
Specialization  
11100  
Athletics

10000  
Awareness

11000  
Brawl

11100  
Empathy

00000  
Expression

00000  
Intimidation

11100  
Leadership  
Compelling  
11110  
Streetwise

00000

Subterfuge

11000

00000

Skills

S

Animal Ken

00000

Crafts

00000

Drive

11000

Etiquette

11000

Firearms

11000

Larceny

00000

Melee

Swords

11111

Performance

00000

Stealth

00000

Survival

00000

00000

Knowledge

t  
Academics

00000  
Computers

00000  
Finance

00000  
Investigation

00000  
Law  
Suits  
11110  
Medicine

00000  
Occult

00000  
Politics

11000  
Science

00000  
Technology

10000

00000

# Advantages

Advantages

Disciplines  
Dominate

11000  
Presence

10000

00000

00000

00000

00000  
Backgrounds  
Herd

10000  
Resources

11111  
Domain

11100

00000

00000

00000  
Virtues  
Conscience

11000  
Self-Control

11110  
Courage

11110

Humanity/Path

11111 11000

Path

Bearing

Willpower

11111 11000

00000 00000

Blood Pool

11111 11111

00000 00000

Blood/Turn

1

## Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Peacemaker

Social

-2

Rising Star

Social

-3

Flaw  
Type  
Bonus  
Cast No Reflection  
Supernatural  
+1  
Cold Breeze  
Supernatural  
+1  
Touch of Frost  
Supernatural  
+1

# Rituals & Paths

Rituals & Paths

Ritual  
Level



Path

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# Experience & Derangements

Experience

Total

38

Spent

35

Notes

Freebies: -5 Merits, +3 Flaws, -4 Backgrounds, -3 willpower, -2 Humanity. -4 ability (melee).

XP: -9 (Brawl) , -10 (Leadership), -4 Dex, -4 Stamina, -6 (Law), -2 (Politics)

Derangements

# Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd

Draven has a herd of about seven specific people that he keeps around and well maintained. All of them meet his specific needs for feeding, being that they were all young women about the age of twenty with blue eyes and blonde hair.

Influence

Mentor

Resources

With elite class clients. Draven has won enough cases and built his reputation in the world of law that he's got more than enough money to maintain his own law firm and the status so loved by the Ventrue clan. No one can ever say this young lawyer will run out of money any time soon.

Retainers

Status

Other

# Rights & Possessions

Rights & Possessions

Gear (Carried)

Wallet, keys, desert eagle (handgun), smart phone x2, USB (Encrypted) x2, Kevlar Laced Suits,  
Feeding Grounds

Havens

Angelos Law: A beautiful Highrise that is home to his law firm and several other companies who rent some floors in the building as well as a penthouse home at the top of the building where Draven lives along with his herd.

Equipment (Owned)

Laptop (Encrypted), multiple sets of swords, collection of ancient weapons and paintings

Vehicles

Many Luxury Cars, Private Jet, Helicopter, Armored Cars, A Super Yacht

Other

# Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

# Description

## Description

### Age

26 (4 Years Turned)

### Apparent Age

Mid 20's

### D.O.B.

January 18, 1998

### R.I.P.

June 9th, 2020

### Hair

Black

### Eyes

Hazel Green

### Race

Caucasian

### Nationality

American

### Height

6ft 1in

### Build

Toned and well defined

### Gender

Male

### Face Claim

Matthew Daddario



# History

## History

Draven was born a kind person. But many people early on in life took advantage of that. So, he himself had to become cruel and unforgiving to the rest of the world in return. That way if anyone ever got the idea of messing with his family, they would think twice when they saw the type of person he was and what he was capable of doing to those that stood against him. He's arrogant, at one point saying, "I believe I'm powerful, therefore I am." He exudes confidence and emanates a quiet menace. There's a quiet assurance about him, a confidence in himself and the space he occupies. He looks like

trouble and gives off the same aura of primal danger as a wild animal. He is a predator through and through. Draven has an iron grip of self-control around himself, but his inner monster is never far. He's not very good at showing a wide range of emotions and is skilled at masking his true emotions. He is determined, intelligent, sly, and cunning. can be a perfectionist, and his attention to detail is astounding. His personal motto is acta non verba, or "actions, not words," and he lives by this principle. He is aloof at times, but he can also be charming and flirtatious when he wishes to be. He approaches everything strategically, even seduction. He values his secrets, and all of these qualities are what make him a perfect lawyer and an even better hitman.

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