Lawrence Graves

Overview

Overview



A terrified soldier during the attacks on Fort McHenry during the War of 1812. The rocket's red glare illuminated the induction of Lawrence Graves into Baltimore's elusive Brotherhood of the Pyramid. Suffering from PTSD for several decades, Graves buried himself into his work of understanding magic until fairly recently, the tumultuous 80s. A keeper of the Library, Lawrence has used all of his arcane ability to support the Camarilla, and will continue to do so in the face of a terrifying Sabbat menace from around the corner.

Basics

Basics

Name
Lawrence Graves
Player
kach1002
Chronicle
Baltimore After Dark
Nature
Survivor
Demeanor
Caregiver
Concept
The Port in the Storm
Clan
Ventrue
Generation
10th
Sire

Archibald the Wise

Attributes

Attributes

Physical
p
Strength

10000
Dexterity

11000
Stamina
Tough as Nails
11110
Social
s
Charisma
Compelling
11110
Manipulation

11100
Appearance

11000
Mental
t
Perception

11000
Intelligence
Analytic
11111
Wits
Getting the jump
11110

Abilities

Abilities

Talents
p
Alertness

11000
Athletics

00000
Awareness

11000
Brawl

00000
Empathy

00000
Expression

00000
Intimidation

11000
Leadership

11100
Streetwise

11000
Subterfuge

00000

00000
Skills

s
Animal Ken

00000
Crafts

00000
Drive

00000
Etiquette

11000
Firearms

00000
Larceny

11000
Melee

00000
Performance

00000
Stealth

11100
Survival

11000

00000
Knowledge
t
Academics

11000
Computers

00000

Finance

11000
Investigation

11100
Law

10000
Medicine

00000
Occult
Rituals
11110
Politics

11000
Science

10000
Technology

00000

00000

Advantages

Advantages

Disciplines
Auspex*

00000
Dominate*

00000
Thaumaturgy*

11110

00000

00000

00000
Backgrounds
Domain

11110
Generation

11100
Retainers

11000
Library

11110
Herd

11100
Resources

11100
Virtues
Conscience/Conviction

11100
Self-Control/Instinct

11110
Courage

11100

Humanity/Path
1111111000

Path
Path of Humanity
Bearing

Willpower
11111 11000
11111 11000
Blood Pool
11111 11111
11100 00000
Blood/Turn
1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
Keys to the Library
Clan
4
Natural Leader
Social
1
Rep
Social
1

Flaw
Type

Bonus	
Mage Blood	
Clan	
5	
Cloistered	
Clan	
2	

Rituals & Paths

Rituals & Paths

Ritual	Level
Incantation of the Sheperd	1
Warding Circle against Ghouls	2
Flesh of Fiery Touch	3
Warding Circle against Kindred	4

Path

Neptunes' Might
11111
Blood
11111
Movement of the Mind
11100
The Green Path
11000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
 160
Spent
 160
Notes
 Thaum 5- 20
 Path of Blood 5- 67
Movement of the Mind 3-86
The Green Path 2- 97 Awareness, Ettiquette, Larceny 2- 103
 Occult 4- 109 Stealth 3 113

Freebies: Merits- 6; willpower 7- 10; Retainer 2-12; Library 4-16; Herd 3-19; Resources 3 22

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd
Has several members of the service staff at the fort he feeds on
Influence

Mentor

Resources
After several good investments during Reconstruction, Lawrence has not had to worry about money for quite some time.
Retainers
Employs Buckley as a valet/manservant, fetches him his goods.
Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)

His signature hat, a large wooden cane, a spyglass, and any componenets needed for his magical needs.
Feeding Grounds
Snacks on the work attendants at Ft. McHenry
Havens
A secret sub-basement within the Fort.
Equipment (Owned)

Vehicles
Owns a beater from 1987
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
244
Apparent Age
39
D.O.B.
12/25/1778
R.I.P.
9/13/1814
Hair
Wild and Gray
Eyes
Dark Brown
Race
White
Nationality
American
Height
5'10
Build
Stocky
Gender
Male
Face Claim

History

History

Was a ship's Quartermaster stationed at Ft. McHenry during the war of 1812- was turned during the battle,
Was slowly taught the magical arts for the next century or so, just like a good member of the tower. Lawrence Graves Used his mastery of water to quietly help the city throughout its boom of shipbuilding, helping to move the tides, keep the harbors safe, calm, and prepared for the kine to create the industry needed to defeat kaisers, fascists, and all other sorts of bad mamma jammas.

Lawrence has risen through the years in the Chantry, gaining access to keeping the library within the city. His knowledge of wards, and the strength of the guardians of the fort kept the Tremere Stronghold hidden but standing through the years of the Sabbat incusions. Keeping the lowest profile around them, Graves kept them safe, fed any information to the pyramid up the ladder, and sang some songs of success when the sword of Caine was ran hard from town.

Since then, Lawrence Graves has focused on building inroads with other kindred. He does not go out looking for a fight, and tries to run away when possible. He has learned to fly because of it. He is ready for shit to go down, and ready to get outta dodge if it gets too sketchy.

Revision #10
Created 24 May 2022 00:38:23 by kach1002
Updated 15 June 2025 12:05:08 by kach1002