


Lawrence Graves

Overview

Overview



A terrified soldier during the attacks on Ft. Mifflin 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 Libras, 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

Primer

Generation

10th

Sire

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 jammass.

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 incursions. 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.

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