

# Lawrence Graves

## Overview

Overview





A terrified soldier during the attacks on Port Hope 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  
Triumvir  
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 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 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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