

# Demonculaba

## Overview

Overview



Cult leader, self sufficient, feudalist Gangrel.

A

Gangrel that is lost in vampiric sects and wants to find someone to connect with. When it comes to his outward personality though he shepherds humans along the path of self reliance and self improvement. Removing reliance on such things as family. He seeks to bring people down a path of feral nature and secretly wants his own vampiric 'pack' to call family.

# Basics

## Basics

Name

Demonculaba

Player

Big-daddy-nurgles

Chronicle

Baltimore After Dark

Nature

Outsider

Demeanor

Pedagogue

Concept

Gangrel lost in the Sects

Clan

Gangrel

Generation

10th

Sire

?

# Attributes

## Attributes

Physical

p

Strength

11100

Dexterity

11100

Stamina

Tough

11111

Social  
s  
Charisma  
Smooth talker  
11110  
Manipulation

11000  
Appearance

11100  
Mental  
t  
Perception  
Insightful  
11110  
Intelligence

10000  
Wits

11000

# Abilities

Abilities

Talents  
p  
Alertness

11100  
Athletics

11100  
Awareness

11000  
Brawl

11100  
Empathy

11000  
Expression

11000  
Intimidation

11100  
Leadership

11000  
Streetwise

00000  
Subterfuge

00000

00000  
Skills  
s  
Animal Ken

11100  
Crafts

10000  
Drive

00000  
Etiquette

11000  
Firearms

00000  
Larceny

00000

Melee

00000

Performance

00000

Stealth

11100

Survival

10000

00000

Knowledge

t

Academics

00000

Computers

00000

Finance

00000

Investigation

10000

Law

00000

Medicine

11000

Occult

11100

Politics

00000

Science

00000  
Technology

00000

00000

# Advantages

Advantages

Disciplines  
Animalism\*

11111  
Fortitude\*

11110  
Protean\*

11110  
Celerity

11000  
Presence

11000

00000  
Backgrounds  
Herd

11111  
Retainers

11111  
Generation

11100

Haven

11111

Resources

11100

Contacts

11100

Virtues

Conviction

11000

Instinct

11000

Courage

11111

Humanity/Path

11110 00000

Path

Path of the Feral Heart

Bearing

Willpower was

11111 11111

00000 00000

Blood Pool

11111 11111

11100 00000

Blood/Turn

1

## Merits & Flaws

Merits & Flaws

Merit  
Type  
Cost

Flaw  
Type  
Bonus  
Flash backs  
Mental  
6pts  
Inpatient  
Mental  
1pt

# Rituals & Paths

Rituals & Paths

Ritual  
Level

Path

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# Experience & Derangements

## Experience

Total

164

Spent

159

Notes

60 - Animalism 0→5

40 - Fortitude 0→4

11 - Haven 0→5

7 - Resources 0→3

17 - celerity 0→2.

5 - expression 0→2

7 - presence 1→2

5 - leadership 0-2.

5 - empathy 0 →2.

2 - conviction 1-2

Freebies (22/15+7 Flaws):

7 - presence 0→1

5 - Herd - 0→5

1 - Generation 2→3

1 - Retainers 4→5

3 - Contacts 0→3

5 - Willpower 5→10

## Derangements

# Expanded Backgrounds

## Expanded Backgrounds

Allies

Contacts

Small time contacts in the world of organized and unorganized crime

Fame

Herd

They bought into a cult or were abducted into it

Influence

Mentor

Resources

A wealth acquired from the simple crime.

Retainers

4 savage warriors and one who handles paperwork and day to day.

Status

Other

## Rights & Possessions

Rights & Possessions

Gear (Carried)

Feeding Grounds

His haven and where he sees fit

Havens

Secluded plantation where people feed themselves and try to be as self sufficient as possible. It lies between York and Baltimore legally owned by one of his ghouls. Deep into the wooded paths.

Equipment (Owned)

Vehicles

Volkswagen jetta

Other

## Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To  
Rating

Bound To  
Rating

# Description

Description

Age

222

Apparent Age

47

D.O.B.

1800

R.I.P.

1847

Hair

Black

Eyes

Dark

Race

White

Nationality

Russian

Height

6'0"

Build

Muscular and lean

Gender

Male

Face Claim

Rasputin

Tall 6'0 built lean and isn't particularly handsome or ugly.

# History

History

Embraced nearly at random by a Gangrel. He lasted longer than he thought. He was there at the civil war wandering from side to side. Fighting. He was there at the First World War wandering from side to side. He is indecisive. He feels his clans need for freedom but he also feels the need to be apart. His pack is missing he substitutes it with human chaff but they can't fill his need for kinship. He needs another group to give him kinship some Gangrel or sabbat but he needs people he can trust. People he can protect. He has terrible memories and nightmares of his first embrace. He was out and when he awoke he was slaughtering his family but he couldn't stop. His hunger couldn't let him.

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