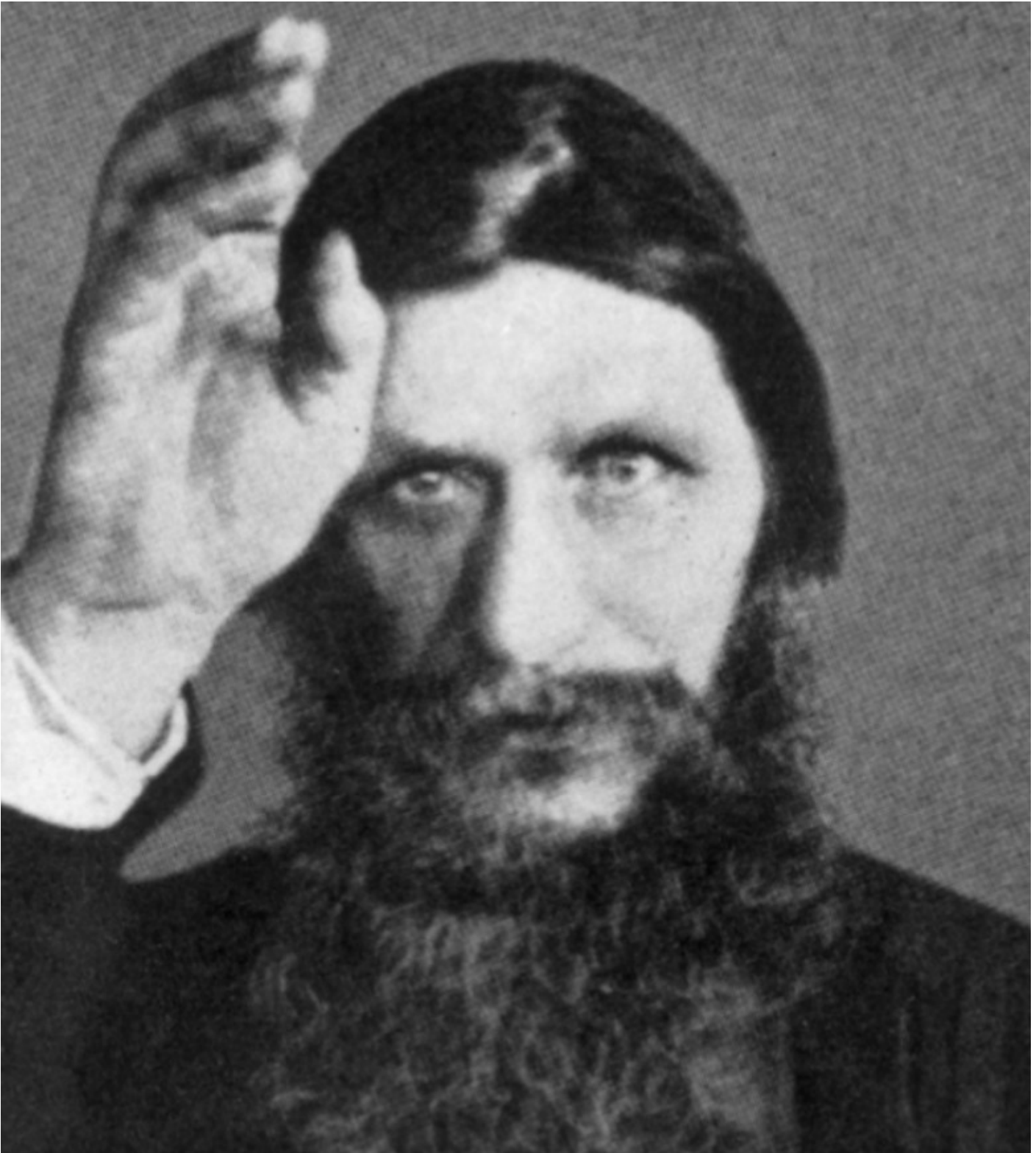


Demonculaba

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
Impatient
Mental
1pt

Rituals & Paths

Rituals & Paths

Ritual
Level

Path

00000

00000

00000

00000

00000

00000

00000

00000

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.

7 - presence 1→2

5 - empathy 0 →2.

5 - expression 0→2

5 - leadership 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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