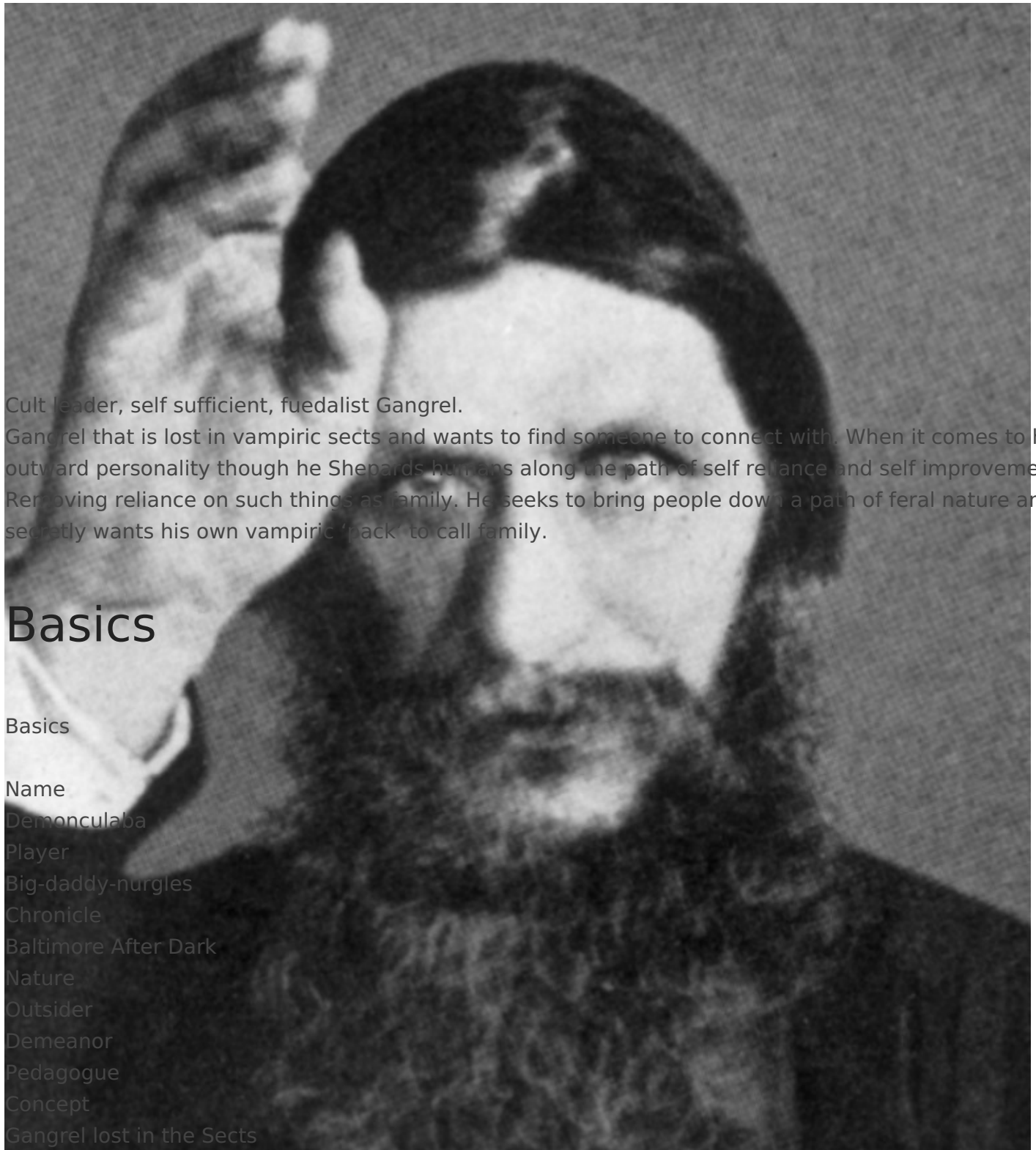


Demonculaba

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.

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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