

# New Fringe Disciplines

## Demon Hunter RPG

So, although the sample Fringe benefits in the **Demon Hunter Core Rulebook** are cool, we decided to co.... Wait, what? You haven't heard of the **Demon Hunter RPG**? The great RPG book written by Cam Banks and the amazing folks at **Dead Gentlemen Productions**?? Really?

Ok, stop for a second. Run to DriveThruRPG. Get the book, and then come back here.

Ready? Ok, so as we were saying, we decided to come up with a couple of new Fringe Disciplines for your next campaign.

## *Mystical Luchador*

So first a little bit of history (you don't like history? Fine, then just skip the next two paragraphs and keep on reading.)

Mexican wrestling, a.k.a. "**Lucha Libre**", is a variant of the Greco-Roman wrestling, a discipline that arrived in Mexico during the second half of the XIX century. A couple of years later, Enrique Ugartechea became the first Mexican wrestler, as well as the person responsible for defining the first set of official rules for them. Several years later, Salvador Lutteroth used these rules as a starting point to create the Mexican Wrestling Company, which would later become the CMLL (Consejo Mundial de la Lucha Libre), the Mexican equivalent of the WWE.

The event turned out to be such a great success, that in just a couple of years, dozens of wrestlers achieved international success, not only inside the ring but also outside of it. Folk heroes like El Santo, Blue Demon, and Mil Mascaras became famous B-movie actors, participating in dozens of films in the 60s and 70s, including gems like "El Santo against the Guanajuato Mummies" and "El Santo and Blue Demon against the Vampire Women".

As you can imagine, these paladins of justice caught the attention of The Brotherhood, who immediately recruited them to help in the fight against the forces of evil. Although these heroes appear to be regular wrestlers, most of them have superhuman powers, granted by ancient gods. These powers are usually tied to a physical manifestation of the entity, the one can take the form of a mask, a belt, or a long, silky mane.

**Concept:** Professional Mexican Luchador.

You can either be a rudo (tough guy) or a tecnico (good guy).

### **Suggested Aspects:**

- Backflip off the top Rope
- I owe everything to my fans
- I must keep my true identity a secret

- Banned for using the Piledriver
- I have fought against vampires/mummies/zombies/mad scientists
- I've never lost a fight
- Mask/Mane/Belt with mystical powers
- Expert in all aerial maneuvers
- Descendant of a famous wrestler

### **Suggested Trouble Aspects:**

- I am nobody without my mask/mane/belt
- I must always attend my fans
- I am not as tough as I look
- Persistent injury from my last fight
- My filthy mouth is a sign of honesty

### **Sample Stunts:**

**The Hurricanrana / Pile Driver / <Wrestling Move>:** Because I am an expert with my signature move, I Gain a +2 to Flashy attacks when I am engaged in hand-to-hand combat.

**Invoking the powers of my Mask/Mane/Belt:** Because I can use my magical mask/mane/belt to gain superhuman powers, once per game session I can double the number of d6 I get from each Faith Die I spend.

**The referee didn't see me do it:** Because the referee is sometimes distracted, I can change the result of any roll to whatever I want. Once I changed it, no other player can alter it, not even using Faith or Demon Dice. After the action is resolved, you must roll a d6. If the roll is equal or below the number of times you've used this stunt in the current session, you receive a Moderate condition called "I was caught cheating", the one remains in place until the following session.

**Mask versus Mask:** Because sometimes you must bet your mask/mane/belt to prove you are the best, once per session instead of rolling to determine the outcome of an action, you can challenge the DM to a contest. Each side rolls 2d6. If you roll higher than the DM, then you *Succeeds with Style*, and you also get to add a new situational aspect with 3 free invocations. On the other hand, if you roll below the DM, your luchador loses their mask/mane/belt for the rest of the adventure, and you receive a Severe condition called "Humiliated in front of my fans". Ties must be rerolled.

## ***Arcane Sidekick***

Getting everything ready before a fight, keeping the agenda organized and fighting evil demons during your breaks are not easy tasks. Thus, wrestlers sometimes depend on an assistant/sidekick to help them sort things out. These sidekicks usually wear colorful motleys or full body suits (although we suspect some of them are not really disguises) and follow our heroes around and keeping them on schedule.

Sidekicks might not have the same popularity or fighting skills as a regular luchador. Fortunately, they compensate their lack of prowess with exceptional organizational skills. If a luchador needs something, you can be sure their sidekick will get it for them.

**Concept:** Sidekick to professional wrestler

**Suggested Aspects:**

- Expert in crowd control
- Amazing organizational Skills
- Professional stunt performer
- Do you need something? I'll get it for you
- Laughter is the best medicine

**Suggested Trouble Aspects:**

- Nobody respects me
- I don't want to be an internet meme
- Why can't I have my own action figure?

**Sample Stunts:**

**Sneak Attack:** Because most people don't consider me a threat, I receive a +2 every time I Sneakily attack an opponent. The bonus increases to +4 if they see me coming and even then, decide to ignore me.

**I would quit if the pay wasn't so good:** Because I am used to getting hit, kicked, punched, and thrown all over the ring during our wrestling matches, I can take one additional Mild and Moderate conditions.

**Prop Master:** Because I am a Prop Master, I receive a +2 whenever I Quickly get a prop (e.g., chair, table, ladder, garbage can, sledgehammer, etc..) to create an advantage for another member of my chapter. The bonus increases to +4 if the advantage will be used by a luchador

**Amazing Organizational skills:** Because I can organize even the most complicated agenda, once per session my allies get to act twice in turn before the NPCs get a single action.

## ***Supernatural Motivational Speaker***

Imagine combining all the charisma, passion, flair, and conviction of a preacher with the wisdom and experience of an ancient spirit. What do you get? A supernatural motivational speaker!! Since even the best Demon Hunters need a pep talk occasionally (just ask the Alpha after the disaster in Vancouver), the Brotherhood decided to incorporate several motivational spirits into their ranks.

Even though some departments were initially against the initiative (\*cough\* R&D \*cough\*), after they managed to transform the worst Omega team in the organization into a super-efficient Beta team, all areas in the organization started asking for their help.

**Concept:** Spectral Inspirational Speaker

**Suggested Aspects:**

- How do you know it's not possible if you haven't tried?
- To get something you've never had, you must do something you've never done before
- Sometimes you win. Sometimes you learn.
- You can learn all about it in my new book
- You can become the best version of yourself during my new seminar

**Suggested Trouble Aspects:**

- Smiling depression
- Money can buy happiness
- I don't sweat the small stuff, like paying taxes
- Career ending secrets

**Sample Stunts:**

**Powerful, sexy voice:** Because people listen to me when I use my powerful, sexy voice, I receive a +2 every time I Flashily use Social Engineering to get information from an NPC or to convince them to do something for me.

**Don't let anyone manipulate you:** Because you cannot be happy if you let somebody else manipulate you, I receive a +2 every time I get someone to question their loyalty or whether they are truly happy at their current (this counts as a Clever verbal Attack).

**Together we can conquer the world:** Because I am an expert motivating people, once per session I can "fire up" my team and get the best out of them. This speech will create a new situational aspect with a number of free invocations equal to the number of Demon Hunters in my chapter. These dice can be used by any player if they can explain how my speech motivated them.

**If you believe in yourself, nothing will stop you:** Because you can achieve your goals if you just focus all your energy on them, once per session you can have any member of your chapter Succeed with Style any action, as well as recovering a Faith Die. At the end of the scene, you must roll a d6. If you roll a 1 or a 2, you realize you ask them to take an unnecessary risk and they could have been hurt. For this, you get a Moderate condition called "I could have hurt someone," the one cannot be eliminated until the following session.