Mokele-Mbebe

La gente de África cuenta historias del Mokele-Mbembe, una criatura gigante con un gran cuello, la cual vive a la orilla del Rio Congo. Aunque se cree que la criatura es herbívora, los habitantes de la zona la evitan a toda costa; ellos aseguran que esta es capaz de matar a un hipopótamos adulto si se siente amenazada.

De acuerdo a nuestra base de datos, esta criatura es un apatosaurio... o un brontosaurio, o como se llamen esos dinosaurios que salen en los libros para niños. Si ven una, traten de capturarla viva. El grupo de R&D le encantaría estudiarla.



MOKELE-MBEMBE

ASPECTOS

Concepto: No Manches... es un Brontosaurio!!

Problema: Odia los insectos y las arañas

Disciplina: Herbívoro; Stomp, Stomp, Stomp.... perdón, te pise?

<u>ESTILOS</u> <u>DISCIPLINAS</u>

Cauto	d8	Supervivencia	d10
Sagaz	d6	Ocultarse	d8
Llamativo	d8	Crear alborotos	d8
Enérgico	d12	Agilidad	d4
Rápido	d4	Inteligencia	d4
Furtivo	d10		

PROEZAS

Cuello Largo: Porque **tengo un cuello super largo**, obtengo un +2 cuando SUPERO UN OBSTACULO de forma LLAMATIVA (solo tengo que pasar sobre de este)

No me puedes ver!!: Porque soy muy bueno para esconderme hasta de los fotógrafos, obtengo un +2 cuando creo VENTAJAS de manera SA-GAZ para ocultarme en junglas/selvas.

(**)BFG: Porque soy un Dinosaurio y mas te vale que no me hagas enojar, obtengo un d10 extra en todas mis acciones si me siento amenazado. Si recibo una condición SEVERA, pierdo ese dado extra. Si un jugador descubre mi PROBLEMA, puede usar este d10 en contra mía.

CONDICIONES Leves (5) Moderadas(3) Severas(2)

Image from Frank P. from Pixabay

Demon Hunters Shared Cinematic Universe

THE PREMISES

- The Demon Hunters series of programs were first produced and put out into the Universe in 1999 by Dead Gentlemen Productions LLC ("DG").
 - B. DG created Demon Hunters from scratch. As creator, DG owns the copyrights to Demon Hunters and its creative elements.
 - C. DG welcomes viewers, of course. The more Demon Hunters viewers, the better. Expand the community. Tell your friends.
 - D. DG, quite unusually, welcomes community members to create their own original variations, adaptations, and spinoffs of Demon Hunters, provided that the new creators agree to all of the following terms.

THE TERM

- You affirm your understanding that DG owns the copyright to all the Demon Hunters episodes that DG has already created or will create. That includes the stories, scripts, characters, dialogue, designs, costumes, make-up, props, cinematography, music and everything else that goes into any motion picture.
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- BUT, "Share-Alike" applies. It's a condition of your license. You must expressly allow other folks to make free use of whatever you create for further variations, adaptations or spin-offs of Demon Hunters including use of whatever new elements you create. That means that you must include or link to this license and state explicitly that your work is released under the terms of the Demon Hunters Shared Cinematic Universe License & Agreement. If you don't "Share -Alike," you lose your license.
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- "Transformation" counts too. It's a condition of your license. You can't just copy all or parts of Demon Hunters or someone else's work. You have to create something original. In other words, we welcome you to create a transformative work, that uses but is not a mere copy of Demon Hunters or someone else's work.
- "Integrity" is required. It's a condition of your license. Be careful and smart when you create your work. The license from DG doesn't mean that all new elements you use are OK. Don't rip off anyone! For example, if you add new characters, or you add music, or you use a new story line, or you use someone else's trademarks, artworks or words in your work, be sure they are original or that you get written permission from the copyright owners of those new elements. You agree to be solely responsible for claims and damages if you don't have the integrity to do this right, and that includes indemnifying others who thereafter use any of your elements to create their own new works.
- "Keep It Clean." It's a condition of your license. If DG perceives your derivative work to be hateful, racist, or misogynist, DG reserves the right to void your license and you agree that, among other remedies, DG can compel the immediate removal of the Demon Hunters name from your work or (in extreme cases) the immediate removal of the work from distribution.
- "Demon Hunters CANON STATUS" If you'd like your creation to be recognized as part of the official Demon Hunters Canon, you must acquire approval from DG's Demon Hunters Story Team before, during, or after you create your work. DEMON HUNTERS Canon Status will be granted at DG's discretion based on its Story Team's determination that your completed work fits creatively within the overall narrative of the DEMON HUNTERS universe as conceived by DG. Yes, this is vague—but we can't make it more specific. It's at DG's discretion. The advantage of receiving DEMON HUNTERS Canon Status is you can use the DEMON HUNTERS Canon logo on your work and be an official part of the story. If you generate any profits from your DEMON HUNTERS Canon work you agree to give DG 10% of your net profits to be used by DG solely to support this experiment in the creation of collective art. Your accounting and payments should be done as revenue comes in but let's face it, DG is not likely to sue you if you haven't paid a hundred dollars. You are becoming a member of a community and we rely upon you to do the right thing for the community. If you seem to be cheating, DG can at its discretion revoke your Canon Status.
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- Learn more at http://scu.la/DemonHunters.
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