

Dämonenjäger R.C.C.

Pronounced like “day-mon-en-yagger” (meaning *Demon Hunter* in German)

Based on the *Demon Hunter R.C.C.* from the *Rifter* #19, pages 81-84
Modified and updated for the *Beyond the Supernatural* 2nd edition rules

Modifying and Updating Notes: The Demon Hunter R.C.C. was modified from its original source material (to reflect the low magic environment of BTS) and an update to BTS-2 rules. Most notably the S.D.C., healing, psychic abilities, occupation & equipment all needed to be tweaked and more rule explanations and details were added as needed.

The name change comes from the confusion of having a base title (a lot of classes could arguably be called “Demon Hunter”). I wanted to give it a more specific title and I like the German sounding translation, hence the title.

As far as the rest of the *Rifter* article, I will eventually update the **Dark Rider R.C.C.** and will probably put it a separate PDF when I do (as its for GM’s only). I haven’t decided yet how much, or how little, or even at all if I will change any of the details about the Council of Elders or the GM background info. Time will tell.

Concerning noncorporeal beings: As magic rules for BTS-2 haven’t been released as of this writing, I treat this ability as being able to enhance physical damage only, meaning the Demon Hunter CANNOT damage spirits, entities, and other ethereal, noncorporeal beings (matching the BTS note on page 89). Otherwise, mortals, animals, physical supernatural beings and creatures of magic are all fair game.

Ghost/Night Hunter Note: Ghost/Night Hunters from BTS-2 & Dämonenjäger have a lot in common and would likely see each other as two sides of the same coin. There will likely be friendly rivalries between hunters who cross each other’s paths frequently and all would likely have mutual respect for one another. Some may even become lifelong friends (the long lifeline of the Dämonenjäger means they will likely outlive two-or-three Night Hunters in their lifetime, barring an early death at the hands of demons of course).

On the other hand, as Demon Hunters get older and starts following more and more direct orders from the Council of Elders, their seemingly uncaring attitude and lack of concern for the very people they’re protecting will get under the skin of the Night Hunters, who’s concern for people always comes first. Some may consider an intervention of a wayward Dämonenjäger, especially if the Night Hunter(s) aware of their potential to become a Dark Rider.

Joining the ranks of the very beings their sworn to destroy, any Dämonenjäger who become Dark Riders are considered enemies to be killed on sight by Night Hunters, before they can do more damage. It’s not uncommon for a Night Hunter to assemble an entire team to confront a Dark Rider, realizing how powerful and dangerous they’ve become.

Dämonenjäger Powers:

1. Sense Supernatural: Dämonenjäger automatically sense all supernatural beings, creatures of magic, magic users, psychics, and other Dämonenjäger, within 100 feet (30.5 m). This sensation is like a slight buzzing in their skull, and until level three the Dämonenjäger is slightly disoriented by this buzzing sensation (-1 to initiative, parry and dodge for the first round). Dämonenjäger will eventually recognize familiar individual presences (40% +5% per level) if exposed to the same individual beings repeatedly.

2. Extraordinary Healing: Dämonenjäger regenerate 1D6 S.D.C. or 1D6 Hit Points per minute (four rounds). They also have a bonus of +10% to save vs coma/death, and a +4 to save vs all toxins/poisons. For this reason, they have a remarkable tolerance for alcohol and drugs, including prescription medicines. They also receive a +2 to save vs disease (normal and magic). They must still be careful however as they cannot regenerate lost limbs, nor survive lethally serious damage, like being disemboweled by a demon for example.

3. Combat Skills: Dämonenjäger are gifted with heightened reflexes and agility that allows them to deal more efficiently with the supernatural when physical combat is required. Add +1 to dodge, parry, and roll with punch fall or impact. Their melee damage is treated as *supernatural damage* against all supernatural beings and creatures of magic.

Note: *Supernatural damage* does not work on humans/mortals and animals.

Lastly, all Dämonenjäger have an innate knowledge and understanding of Demons and Monsters and gets the *Lore: Demons & Monsters* skill with a +10% bonus.

4. Longevity: Dämonenjäger age more slowly than ordinary humans. Once they reach physical maturity, they only age about one year for every five past their twentieth birthday. For this reason, they do not suffer the normal effects of aging on neither the brain or nervous system. That said, they're still just as vulnerable to insanity as any other human, and their long lifelines mean they will likely confront a lot of potentially mind altering, mind bending, mind fracturing and mind shattering experiences in their considerable lifetime.

5. Psychic Abilities: All Dämonenjäger have psychic abilities. Dämonenjäger begin with 4D6 P.P.E. and 1D4+5 I.S.P., as well as +1 I.S.P. per level of experience (x2, x4, x6, x10).

Starting Psychic abilities: All Dämonenjäger start with Meditation, Astral Projection, See the Invisible, and Exorcism, and selects two abilities from the list below, and selects one new psychic ability at levels 3, 6, 9, 12 and 15.

Available Psychic Abilities: Alter Aura, Blind Combat (CS Manhunters), Deadened Pain, Death Trance, Empathy, Healing Touch, Increased Healing, Mind Block, Object Read, Resist Fatigue, Resist Hunger, Resist Thirst, See Aura, Sense Evil, Share Pain and Suffering (CS Manhunters), Sixth Sense, Telepathy, Transfer Hit Points (CS Manhunters) and Summon Inner Strength. The following *Anti-Demon* abilities from *CS Manhunters* can also be selected: Disrupt Bio-Regeneration, Fear the Righteous, Negate Invisibility and Prevent Teleportation.

Note: Although magically enhanced, the Dämonenjäger's psychic abilities work identically to other psychics, using the *proximity equals power* rules on page 30-33 of BTS-2.

6. P.P.E. Channeling: When a Dämonenjäger destroys a supernatural being or creature of magic, he absorbs its P.P.E. into himself, temporarily possessing its magic energy. This stored energy can be later discharged during physical combat (including melee weapons), with the stored P.P.E. being spent for additional damage. For every five P.P.E. expended in this way, 1 additional point of damage is done, with a maximum of 2 points per level of experience. For example, a 2nd level Dämonenjäger can spend up to 20 P.P.E. to add 4 points of damage.

P.P.E. spent in this manner is recovered normally, and any excess stored magic energy dissipates at a rate of 1 P.P.E. per hour (can't store it indefinitely).

Note: While a variety of supernatural beings, creatures of magic, mages and psychics can detect the stored magic energy being held by a Demon Hunter, using the *Alter Aura* ability can change their perceptions of how much the Demon Hunter is currently storing.

Alignment Requirements: Dämonenjäger must be Principled, Scrupulous, or Unprincipled.

Any other alignment results in the character being taken under the control of the G.M. as a *Dark Rider NPC*.

Attributes: Standard 3D6 rolls.

Hit Points: P.E. attribute +3D6; add 1D6 per additional level of experience.

S.D.C.: 1D4x10+60, plus any gained from skills.

R.C.C. Skills: Identical to "Step 5: Choosing an Occupation & Skills" on page 139 of BTS-2.

Tends to be attracted to investigation related jobs or physically related occupations.

Note that all Demons Hunters, regardless of occupation, starts with HTH: Marital Arts as a part of their training with a mentor, replacing any other HTH skill they do (or don't) have.

Every Dämonenjäger is well versed in Martial Arts and passes those skills on to the next.

Standard P.C.C. Equipment: Basic gear to start. 1D6-year-old sports car, SUV, pickup truck, or motorcycle (many Dämonenjäger favor motorcycles & sports cars), smartphone, personal laptop computer, printer, high-speed internet connection & Wi-Fi, (back at home), cable or satellite TV & Blu-ray player & LED Smart TV (also back home), backpack or duffle bag, large flashlight, small flashlight, a pair of sunglasses, headwear (baseball cap, face mask, scarf, headband, ski mask, balaclava, etc.), jacket, basic wardrobe, some dress clothes, one suit, holsters for their weapons, and some personal items. A cross or other holy symbol as a necklace or pocket-size item (six inches), optional.

Note: Most Dämonenjäger acquire armor early on, most often being armored vests and forearm & shin guards of some kind, along with steel toed boots and tactical impact gloves.

Two simple melee weapons like a sword (favors large two-handed swords; 2D6 damage), baseball bat (1D8 damage), axe handle/wooden club (1D8 damage), crowbar/length of pipe (2D6 damage), hammer (2D4 damage), length of chain (2D4 damage) or a knife (1D6 damage). Also keeps a boot knife or other small knife for emergencies (1D4 damage).

Note: In time, a lot of Dämonenjäger learn to wield spears for use in dealing with larger demons and supernatural beings and acquires one; keeping it stored away until needed.

NO ranged weapon to start: Favoring their *supernatural damage* and their *P.P.E. Channeling*, Dämonenjäger rarely acquire or use range weapons as their abilities don't work with them. Those with jobs that requires carrying a gun (such as working for a security company or law enforcement) start with them as needed.

Note: All weapons and equipment are probably kept in their vehicle, at least when participating in an active investigation that hasn't led to a demon hunt (yet).

Housing: Pick one: 1) A two-bedroom apartment or flat (the upstairs or downstairs of a house) in a rundown part of town for a cost of \$800 a month. Utilities are extra.

2) A two-bedroom apartment or flat in a blue-collar neighborhood that is well kept and safe for a cost of \$950 a month. Utilities are extra.

3) A two-bedroom apartment or flat in an upscale part of town for a cost of \$1,300 a month. Utilities are extra.

4) A roomy, three-bedroom, luxury apartment, condo, duplex, or a house in an upscale part of town for a cost of \$3,000 a month. Utilities are extra.

Pay: Varies with occupation: See descriptions in Occupations & Skills section for details.

Money in Savings: Highly skilled occupation: 2D6x\$1,000. Moderately skilled occupation: 1D6x\$1,000. Unskilled: 6D6x\$100.

Experience Table: Use the *Physical Psychic* table on page 146 of BTS-2.

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