

Fantasma generico

Datos personales

- **Name:** Fantasma generico
- **Role:** Fighter
- **Trope:** Diehard
- **Job:** SIN JOB!!!!
- **Age:** Adult
- **Flaw:** SIN FLAW!!!!
- **Catchphrase:** SIN CATCH PHRASE!!!!

Descripcion del personaje

Empieza con 6 ✂

TROPE: Diehard

Nota: No es necesario apuntar en la hoja de personaje

It doesn't matter how many times they push you to the ground, you just keep standing back up to fight for what you believe in. When the game gets hard, and tensions run high, you always manage to give it your best. You're just wired like that.

Atributos

- **Nerves:** 3
 - **Cool:** 3
 - **Drive:** 2
 - **Shoot:** 2
 - **Survival:** 1
- **Brawn:** 3
 - **Endure:** 3
 - **Fight:** 3
 - **Force:** 3
 - **Stunt:** 2
- **Smooth:** 2
 - **Flirt:** 2
 - **Leadership:** 3
 - **Style:** 2
 - **Speech:** 1
- **Focus:** 2
 - **Heal:** 3
 - **Detect:** 1
 - **Fix:** 1

- **Know:** 1
- **Crime:** 2
 - **Awareness:** 1
 - **Desxterity:** 1
 - **Stealth:** 1
 - **Streetwise:** 1

Habilidades

CHAOS

(ENEMY, SPECIAL ACTION, Cost 2 ↗)

The Enemies scatter around, break everything in sight, and cause a racket, or they set off an alarm, or start a small fire.

From now on, the Heroes are dazed in the chaos and can no longer spend Adrenaline to gain +1 to their rolls.

SMEAR THROUGH

(GHOST, SPECIAL ACTION, Cost 1 ↗)

The Ghost passes through a Hero.

The Hero is now Smeared.

WHEEL AROUND

(GHOST, SPECIAL ACTION, Cost 1 ↗)

The Ghost whirls a Hero around mid-air.

If the Hero fails a Critical Reaction Roll in Focus+Endure, they become Confused and suffer -1 to their next roll

Objetos

- SIN GEAR!!!