

Olaus Wormius

Datos personales

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

Descripcion del personaje

Condenado a la eternidad como se narra en El Guardián de la Eternidad.

Para liberarle y poder interrogarle habría que:

1. Dibujar una ouija.
2. Colocar a los pies de la ouija el libro.
3. Hacer un círculo de sal o de agua bendita alrededor.
4. Convocar a Olaus.

Además de lo que dice el libro él les contará que Kuzma suele usar a hombres-lobo como guardianes y que los controla mediante collares de plata impregnados en su propia sangre.

Durante el combate:

- Empieza con 6 ⚔
- Gana 2 ⚔ Cada turno que esta oculto despues de **DEMATERIALIZIZE**
- La unica forma de ganar ⚔ es desapareciendo, asi que su forma de actuar es:
 - Acciones hasta gastar casi la totalidad de ⚔
 - DEMATERIALIZIZE
 - Esperar 2 ó 3 turnos (para cargarse de ⚔)
 - Vuelta a empezar

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
 - **Dexterity:** 1
 - **Stealth:** 1
 - **Streetwise:** 1

Habilidades

BOO!

(GHOST, SPECIAL ACTION, Cost 1 ✂)

The Ghost appears suddenly or does something purely terrifying.

Heroes who fail a Critical Reaction Roll in Nerves+ Cool, become Scared and suffer -1 to their next roll.

DEMATERIALIZATE

(GHOST, SPECIAL ACTION, Cost 1 ✂)

The ghost suddenly vanishes into thin air.

After a Hero lands a blow, the Ghost ignores all loss of Grit.

KNIFE VOLLEY

(GHOST, SPECIAL ACTION, Cost 2 ✂)

The Ghost flings knives and other dangerous objects through the room.

All Heroes involved must make a Critical Reaction Roll in Brawn+Stunt. Heroes who fail to score at least a Basic Success become Hurt.

SPECTRAL POSSESSION

(GHOST, SPECIAL ACTION, Cost 3 ↗)

The Ghost jumps into the body of a Hero.

If the Hero fails an Extreme Reaction Roll in Nerves+Endure, they become Possessed. If they succeed, they become Smeared.

Objetos

- SIN GEAR!!!