

So You Want To Be A Mary-Sue?

Player Name: Kane Edwards				Universe: Hunter: The Vigil			
Strong:	2	Melee:	4	Block:	4	Will:	3
Fast:	2	Range:	4	Dodge:	4	+2 to an Action or 1/2 damage	
Smart:	3r	Resist:	4r	Spot:	4	Will Used:	
Looks:	1r	Sneak:	3	Health:	2	Health Used:	
Skill Name	Rating	Description					
Computers	2r/3r	Mundane Skill. Represents Kane's abilities to use computers. This will be modified by his Smart attribute most of the time.					
Planning	2r/5	Mundane Skill. This skill is Kane's ability to plan things out, and have others understand his planning. This will be modified by his Smart attribute most of the time.					
Analysis	3/5r	Mundane Skill. This skill is Kane's ability to understand information given to him and figure out how it fits into the larger picture. This will be modified by his Smart attribute most of the time.					
Agent Training	2/3r	nWoD Skill. This skill represents a mix of training across a number of nWoD skills. It's mundane component will assist in most actions its assumed a FBI Agent would need to know that they could have been taught in a 2 month period. It's ORB component allows drawing on the following nWoD skills at 1 or 2 dots: Academics, Computers, Investigation, Medicine, Politics, Athletics, Brawl, Drive, Firearms, Larceny, Stealth, Weaponry, Empathy, Intimidation, Persuasion.					
Baseball	1r/4	nWoD Skill. This skill represents training in playing baseball. It's mundane component will assist when playing baseball. Mostly what could have been learned from one afternoon in a batting cage. It's ORB component allows drawing from the nWoD skill Athletics at 1 dot with a speciality in Baseball.					
Military Training	2r/4	nWoD Skill. This skill represents 6 weeks of intense boot camp training with top of the line instructors. Its mundane component covers everything that would be taught in an American Boot Camp, but with advanced techniques thrown in. It's ORB component allows drawing from the following nWoD skills: Crafts 1 (Spec: Firearms), Athletics 4 (Spec: Obstacle Courses), Brawl 4 (Spec: Disarming), Firearms 4 (Spec: Rifles), Stealth 2, Survival 2, Weaponry 2 (Spec: Knives), Expression 1 (Spec: Drill Line), Intimidation 1, Subterfuge 1 (Spec: Combat)					
Wilderness Training	1/3	nWoD Skill: Mundane Component is what could be taught from an expert in 3 days of forest survival training. ORB Component represents the nWoD skill Survival at 3 dots with a speciality in Forests.					
Posh Staff	3/4r	nWoD Skill: Represents 19 years of working for Ashwood Abbey and serving them in a fancy manner. Especially Orgy setup and cleanup. Also Clothing repairs.					
Monster Hunting	5/6r	nWoD Skill: Represents 19 years on and off of working with Ashwood Abbey in hunting down and killing monsters. Vampire Seduction, Werewolf, Changeling, etc. Includes Hunter Team Tactics.					
Car Mechanic	3/5	nWoD Skill: Represents 19 years of repairs and modification for Ashwood Abbey.					
Bartending	3/4r	nWoD Skill: Represents 19 years of making drinks for Ashwood Abbey.					
Weapon Handling	4/6r	nWoD Skill: Represents 19 years of being trained in various weapons by Ashwood Abbey Hunters. Pistols, Swords, Bows, Crossbows, Rifles, Machine Guns, Knives, etc.					
Hound Handling	2r/4r	nWoD Skill: 19 years of handling hunting hounds. Care, Management, Breeding, and controlling on the hunt.					
Combat Driving	3/4r	nWoD Skill: Represents Advanced Driver training given to handle vehicles in high speed chases after monsters.					
Advanced Languages	3r/5r	nWoD Skill: Represents several years of learning and using these languages in nWoD. Spanish, French, Italian.					
Moderate Languages	2r/4r	nWoD Skill: Represents several years of study, but without too much use in nWoD. Mandarin, & Japanese.					

Basic Languages	1r/3	nWod Skill: Represents a few courses done on the following Languages in nWoD. Ancient Greek, & Latin. As well as basic Anthropology courses.
Video Games	3/5	nWod Skill: Represents 20 extra years of playing video games.
Stories	+1	Passion
Pessimist	-2	Flaw