

So You Want To Be A Mary-Sue?

Player Name: James Woodman				Universe: Hunter: The Vigil			
Strong:	3	Melee:	3r	Block:	3r	Will:	3
Fast:	1r	Range:	3r	Dodge:	3r	+2 to an Action or 1/2 damage	
Smart:	2r	Resist:	4r	Spot:	2r	Will Used:	
Looks:	5	Sneak:	2r	Health:	2	Health Used:	
Skill Name	Rating	Description					
Computers	2/3	Mundane Skill. Represents Jim's abilities to use computers. This will be modified by his Smart attribute most of the time					
Leadership	2/3r	Mundane Skill. This skill is Jim's ability to inspire others and get them to achieve things. This will be modified by his Looks attribute most of the time.					
Oratory	2/4r	Mundane Skill. This skill is Jim's ability to deliver speeches or other oral presentations to sway the emotions and opinions of others. This will be modified by his Looks 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	4r/6	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	3r/5	nWoD Skill: Represents 2.5 years sold, and 16 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	4/5r	nWoD Skill: Represents 19 years of making drinks for Ashwood Abbey.					
Weapon Handling	2r/5	nWoD Skill: Represents 2.5 years of being trained in various weapons by Ashwood Abbey Hunters. Pistols, Swords, Bows, Crossbows, Rifles, Machine Guns, Knives, etc.					
Hound Handling	3/5	nWoD Skill: 19 years of handling hunting hounds. Care, Management, Breeding, and controlling on the hunt.					
Socialite	3r/5	nWoD Skill: 16.5 years of dealing with high society, having to wheel and deal to impress people.					
Seduction & Sex	4r/6	nWoD Skill: 19 years of getting intimately involved with Ashwood Abbey.					
Combat Driving	2/3r	nWoD Skill: Represents Advanced Driver training given to handle vehicles in high speed chases after monsters.					
Spanish	2/4	nWoD Skill: Several years of living in Spain after stealing the ORB.					

Video Games	2r/4	nWoD Skill: Represents 20 extra years of playing Video games.
Empowering Others	+1	Passion
Overly Idealistic	-2	Flaw