

So You Want To Be A Mary-Sue?

Player Name: David McKie				Universe: Hunter: The Vigil			
Strong:	2	Melee:	3r	Block:	3r	Will:	3
Fast:	1r	Range:	3r	Dodge:	3r	+2 to an Action or 1/2 damage	
Smart:	3r	Resist:	3	Spot:	4r	Will Used:	
Looks:	3r	Sneak:	3r	Health:	2	Health Used:	
Skill Name	Raiting	Description					
Investigation	4r/6r	Mundane Skill. Represents David's interest in Investigation media and what skills he's picked up from it.					
Cunning Wit	3/5	Mundane Skill. This skill is David's abilities to come up with Puns or Insults on the fly.					
First Aid	4/5	Mundane Skill. This skill is David's First Aid training and how to help in an emergency.					
Agent Training	2/3	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/2r	nWoD 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. 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)					
Monster Hunting	2/4r	nWoD Skill: Represents 2/5 years of working with Ashwood Abbey in hunting down and killing monsters. Vampire Seduction, Werewolf, Changeling, etc. Includes Hunter Team Tactics.					
Business Management	3/5	nWoD Skill: Represents 16.5 years of managing his own personal Private Investigation Business. This is mostly the paperwork side in the 2000's UK political system.					
Private Investigator	4r/6r	nWoD Skill: Represents 16.5 years of being a Private Investigator. Primarily in the UK, but with travel across Europe. Mostly in tracking down lost people taken down Monsters.					
Posh Staff	3/5	nWoD Skill: Represents 2.5 years of working for Ashwood Abbey and serving them in a fancy manner. Especially Orgy setup and cleanup. Also Clothing repairs.					
Combat Driving	2/3r	nWoD Skill: Represents Advanced Driver training given to handle vehicles in high speed chases after monsters.					
Car Mechanic	2/4	nWoD Skill: Represents 1.5 years of minor repairs and modification for Ashwood Abbey.					
Bartending	2r/4	nWoD Skill: Represents 2.5 years of making drinks for Ashwood Abbey.					
Weapon Handling	2/4r	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	2/4	nWoD Skill: 2.5 years of handling hunting hounds. Care, Management, Breeding, and controlling on the hunt.					
Spanish	2/4	nWod Skill: Several years of living in Spain after helping steal the ORB in London.					
Defend Others	+1	Passion					

Gets Lost	-2	Flaw
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