

So You Want To Be A Mary-Sue?

Player Name: Ian Bartlett				Universe: Hunter: The Vigil			
Strong:	1	Melee:	3r	Block:	3r	Will:	3
Fast:	2r	Range:	3r	Dodge:	3r	+2 to an Action or 1/2 damage	
Smart:	2r	Resist:	4	Spot:	3r	Will Used:	
Looks:	4	Sneak:	3r	Health:	2	Health Used:	
Skill Name	Rating	Description					
Cosplay	3/5	Mundane Skill. Represents Ian's interest in Cosplay and the crafting skills that come from it.					
Performance	3/5	Mundane Skill. This skill is Ian's ability to both act as well as plan and lead a performance.					
Horror	2r/4r	Mundane Skill. This skill is Ian's ability to plan ways to terrify and scare people, especially when running RPG games.					
Agent Training	2/3r	nWoD 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)					
Wilderness Training	1/2r	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	3/5	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.					
Monster Hunting	3/5	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	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.					
Socialite	4/6	nWoD Skill: 16.5 years of dealing with high society, having to wheel and deal to impress people.					
Business Management	3r/5	nWoD Skill: 16.5 years of assisting someone with managing an international business. Mostly high level deals and management.					
Child Raising	2r/4	nWoD Skill: 16.5 years of raising children.					
Katana Swordplay	2/5	nWoD Skill: 2 weeks of personal 1 on 1 training with a Master.					

Combat Driving	2/3r	nWoD Skill: Represents Advanced Driver training given to handle vehicles in high speed chases after monsters.
Spanish	3/5	nWoD Skill: 15 years of mostly living in Spain.
Video Games	2r/3r	nWoD Skill: 20 extra years of playing Video Games on and off.
Being a Hero	+1	Passion
Arrogance	-2	Flaw