So You Want To Be A Mary-Sue?

Player Name: James Woodman				Universe: Mistborn				
Strong:	3r	Melee:	3r	Block:	3r	Will:		3
Fast:	3	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:	3	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/4r	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 clean-up. 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/5r	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/6	nWoD & Mistborn Skill: 16.5 years of dealing with high society, having to wheel and deal to impress people. 3.5 years of dealing the nobility of the Final Empire.
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

Power Name	Rating/ Type	Description
Breathing on Scadriel	Constant	Allows the user to breath of Scadriel during the age of Ash without suffering any negative effects. This also gives an increased resistance to Heavy Metals, breathing in volcanic ash elsewhere, breathing in general dust clouds, and a way for the lungs to clear themselves slowly without the requirement to cough out the material.
Pewter Allomancy	Triggered	Allows the user to consume and then use Pewter to enhance their physical body. One average pewter vial has 25g of the metal. This can be accessed by tapping it, burning it, or flaring it. Tapping the metal allows the user to ignore the effects of most fatigue, lessens the effects of temperatures, increases the base healing rate, and acts as a reasonably strong pain killer. Burning the metal allows the user to ignore all but the most extreme fatigue, ignore all but extreme temperatures, greatly increases the bodies healing rate, ignore all but the most severe pain, increases Strong to 10, increases Fast to 8, and increase's increases Health to 8. Flaring the metal allows the user to ignore all fatigue, ignore all pain, ignore the feeling of all temperatures, dramatically increases healing, increases Strong to 15, increases Fast to 12, increases Health to 12. When tapping the metal it consumes it at a rate of 5g an hour. When burning the metal it consumes it at a rate of 50g an hour. When flaring the metal it consumes it at a rate of 250g an hour.
Pewter Allomancy Tricks	Constant	N/A
Copper Allomancy	Triggered	Allows the user to consume and then use Copper to provide a number of effects. The first is that it provides a potency 12 shield against the effects of Brass and Zinc Allomancy. When flared this shield goes to potency 15. The second is that it hides all uses of Allomancy from Bronze Allomancy at potency 12, for a 20 metre radius. When flared this goes to potency 15, and covers 30 metres. One average vial contains 10g of the metal. Burning it normally goes through it at a rate of 1g every hour, and flaring it goes through it at a rate of 5g an hour.
Tin Allomancy	Triggered	Allows the user to consume and then use Tin to provide a number of effects. An average Tin vial contains 20g of Tin. When burning Tin all of the users senses are enhanced, raising his Spot to 10. Flaring Tin increases all senses dramatically, raising his Spot to 15. A resist roll is required for things that might trigger a sensory overload.
Tin Allomancy Tricks	Constant	**1: Focused Senses:** Skill Rating: 2/5: Allows the user to attempt to focus on just one enhanced sense and block out the others. This is required for things like picking out one from many in a crowd, or one flavour from many things mixed into one drink. **2: Pierce Mist:** Currently the user can see through 100 metres of Mist while burning Tin, or 250 metres while flaring it.
Steel Allomancy	Triggered	Allows the user to consume and then use Steel to provide a number of effects. The first is that when tapping the metal he can see strands heading off to all sources of metal nearby. These metals must be at least 1g of weight, and within 200 metres. When burning the metals he push on the metals with a strength value of 10. When Flaring he can push on it with a strength value of 15. A Steel only vial contains 20g of steel. Tapping the metal burns it at a rate of 1g every hour. Burning the metal consumes it at a rate of 2.5g an hour. Flaring the metal burns it at a rate of 6g an hour.

Steel Allomancy Tricks	Constant	**1: Jumping:** Skill Rating 1r/3: The user is aware of how to push off metal in order to jump around, usually by using a decent amount of clips as a source of portable metal. **2: Balance:** Skill Rating 1/3: The user is aware of how to balance in the air while pushing off a source of metal. **3: Steel Redirection:** Skill Rating 1/2r: The user can push on metals already traveling through the air to change their direction. This can be used defensively.
Iron Allomancy	Triggered	Allows the user to consume and then use Iron to provide a number of effects. The first is that when tapping the metal he can see strands heading off to all sources of metal nearby. These metals must be at least 1g of weight, and within 200 metres. When burning the metals he can pull on the metals with a strength value of 10. When Flaring he can push on it with a strength value of 15. An Iron only vial contains 20g of iron. Tapping the metal burns it at a rate of 1g every hour. Burning the metal consumes it at a rate of 2.5g an hour. Flaring the metal burns it at a rate of 6g an hour.
Iron Allomancy Tricks	Constant	**1: Mid Air Adjustments:** Skill Rating 1/2r: The user can pull on sources of metal to adjust their position in mid-air. **2: Iron Redirection:** Skill Rating 1/2r: The user can pull on metals already traveling through the air to change their direction. This can be used defensively.
Bronze Allomancy	Triggered	Allows the user to consume and then use Bronze to provide a number of effects. The user can burn Bronze to observe Allomancy being used in a 100 metre radius at strength 9. They can flare Bronze to observe Allomancy being used in a 150 metre radius at strength 12. To see through a Copper Cloud you need to beat its strength by at least 3 points. A Bronze only vial has 12g of the metal. Burning it consumes it at a rate of 2g an hour. Flaring it consumes it at a rate of 5g an hour.
Bronze Allomancy Tricks	Constant	**1: Detect Metal Type:** Skill Rating 1/1r: By concentrating the user can detect what sort of metal another person is using. There is a -1 penalty for each metal they are burning at once after the first.
Zinc Allomancy	Triggered	Allows the user to consume and then use Zinc to intensify the chosen emotions of those nearby. By burning the metal the user can pull on others emotions with a strength up to 8. They can effect 1 targeted person or small group clumped together, or everyone in the area, with a range up to 500 metres, and a limit of 300 people. By flaring the metal the user can pull on an emotion with a strength up to 12. The range extends to 1km, and they can now effect up to 800 people. A Zinc vial contains 20g of the metal. Burning the metal consumes it at 4g an hour. Flaring it consumes it at 10g an hour.
Zinc Allomancy Tricks	Constant	**1: Subtle Manipulations:** Skill Rating 2/4: The user can attempt to influence the emotions of the people without them realising it. If successful can give a bonus to all attempts to manipulate the subject during a conversation.
Brass Allomancy	Triggered	Allows the user to consume and then use Brass to dull the chosen emotions of those nearby. By burning the metal they can push on others emotions with a strength up to 8. They can effect 1 targeted person or small group clumped together, or everyone in an area, with a range up to 500 metres, and a limit of 300 people. By flaring the metal the user can pull on an emotion with a strength up to 12. The range extends to 1km, and they can now effect up to 800 people. A Brass vial contains 20g of the metal. Burning the metal consumes it at 4g an hour. Flaring it consumes it at 10g an hour.
Brass Allomancy Tricks	Constant	**1: Subtle Manipulations:** Skill Rating 2/4: The user can attempt to influence the emotions of the people without them realising it. If successful can give a bonus to all attempts to manipulate the subject during a conversation.
Aluminum Allomancy	Triggered	Allows the user to consume and then use Aluminum. There are no standard Aluminum vials. Each use of Aluminum consumes 1g of any Aluminum in the users body. Using it completely destroys any metals the user has stored in their body for Allomantic purposes.

Duralumin Allomancy	Triggered	Allows the user to consume and then use Duralumin. There are no standard Duralumin vials. Duralumin is consumed at a rate of 5g every second. While burning Duralumin all other Allomantic Metals the user is currently actively using start flaring instead of however else they are being used. This multiplies their effects by roughly a rate of 10, but also increased their rate of consumption by 30. Once the Duralumin runs out it destroys any remaining active metals being used.
Chromium Allomancy	Triggered	Allows the user to consume and then use Chromium. There are no standard Chromium vials. Chromium is consumed at a rate of 10g every second. While burning Chromium the user only has to touch another Allomancer to completely destroy any Allomantic metal reserves they have in their system.
Chromium Allomancy Tricks	Constant	**1: Defensive Burning:** Skill Rating 1/2r: Allows the user to attempt to activate Chromium just as they are being hit by an Allomancy. Must be their defensive action. Usually a 5+ is required to get the timing right.
Nicrosil Allomancy	Triggered	Allows the user to consume and then use Nicrosil. There are no standard Nicrosil vials. Nicrosil is consumed at a rate of 5g every second. While burning Nicrosil the user can touch another Allomancer and supercharge their use of Allomancy. It forces the touched Allomancer to Flare any metals they are actively burning. The metals are consumed at 30 times the standard rate, but give an effect 10 times as strong as normal.
Gold Allomancy	Triggered	Allows the user to consume and then use Gold. There are no standard Gold vials. While burning Gold the user lives a phantom of a potential alternative past, the longer they burn it the more memories and thoughts they get from that alternative past. Gold burns at a rate of 2g a minute, or 8g a minute while Flared.
Gold Allomancy Tricks	Constant	**1: Chosen Past:** Skill Rating 0/0r: Allows the user to try and specify what alternative past they try to view. Target is 3, +1 for each year needed to go back, +1 to +5 for how much it varies from the present. Flaring the metal gives the user a +3 to this test.
Electrum Allomancy	Triggered	Allows the user to consume and use Electrum. There are no standard vials. While burning Electrum the user can see up to 3 seconds (One Turn) into the future of any action they are currently taking, and the potential consequences to themselves. This does not identify an unknown source of danger, just that they will get hurt if they continue doing their current action. This provides a +5 bonus to dogging or reacting to such threats. While Flaring the metal this allows the user to see up to 6 seconds (Two Turns) into the future. Any use of Electrum cancels out the bonus that someone would get using Atium against the user. The User can only ask once per turn what the consequences of their current action would be, and then change their action if they so desire. Burning Electrum consumes it at a rate of 2g a second, and Flaring it consumes it at a rate of 6g a second.
Cadmium Allomancy	Triggered	Allows the user to consume and use Cadmium. There are no standard vials. While burning Cadmium a "bubble" appears around the user with a 200m radius from the users original position. Everything in the bubble moves 150 times slower than what is happening outside of the bubble. Things inside the bubble appear slightly warped from the outside, and vice-versa. Things crossing the threshold of the bubble have their momentums direction altered randomly by up to 90 degrees. When Flaring the metal the radius increases to 300m and everything in the bubble moves at 250 times slower than the outside of the bubble. If the user leaves the bubble it immediately ends. Burning the metal consumes it at 1g for every 6 minutes (relative to the inside of the bubble), or 1g a minute while flared.
Cadmium Allomancy Tricks	Constant	**1: Control Radius:** Skill Rating 0/0: Allows the user to alter the size of their speed bubble, reducing it down to just 1m across. Target number is 5. The larger this number is missed by the more the bubble is not the desired size, either larger or smaller depending on what is more disadvantageous. **2: Control Time Distortion:** Skill Rating 0/0: Allows the user to change how slow time passes within the Time Bubble. Target required is 7. Failing results in the bubble passing as slow as possible.

Bendalloy Allomancy	Triggered	Allows the user to consume and use Bendalloy. There are no standard vials. While burning Bendalloy a "bubble" appears around the user within a 15m radius from the users original position. Everything in the bubble moves at 60 times the normal speed. Things inside the bubble appear slightly warped from the outside, and vice-versa. Things crossing the threshold of the bubble have their momentums direction altered randomly by up to 90 degrees. When Flaring the metal the radius increases to 25m, and everything in the bubble moves 100 times faster than the outside of the bubble. If the user leaves the bubble it immediately ends. Burning the metal consumes it at a rate of 1g for every 1 minute (relative to the inside of the bubble), or 1g for every 20 seconds while flared.
Atium Allomancy	Triggered	Allows the user to consume and use Atium. Comes in beads of 1g to 5g. While burning Atium the user can see what anything around them is going to do in the next 3 seconds (1 turn) and increases their mental abilities to react to all of the increased stimulus. Each turn the user can ask what anything or anyone else is going to do in their next turn before they decide what to do. The user gets +20 to any attempt to defensive or offensive actions they take that would resolve in that turn (shooting things beyond 3 seconds of range only get +5). Atium does not work on other people burning Atium or Electrum, instead throwing out false shadows of what they might do. Atium cannot be Flared. Atium burns at a rate of 1g for every 30 seconds.
Malatium Allomancy	Triggered	Allows the user to consume and use Malatium. There are no standard vials. While burning Malatium the user can see a copy of the person they are focusing on, showing a possible alternative of who they could have been if something different had happened in their past. Malatium burns at a rate of 5g a minute, or 10g a minute while Flared.
Malatium Allomancy Tricks	Constant	**1: Chosen Past:** Skill Rating 0/0r: Allows the user to try and specify what alternative past they try to view. Target is 3, +1 for each year needed to go back, +1 to +5 for how much it varies from the present. Flaring the metal gives the user a +3 to this test.
General Allomancy	Triggered	The user can burn any metals they consume, even if they are not a perfect Allomantic metal. If a metal is close, within 10% purity or the correct mix, then it can still be used, but its effects are halved and it is consumed at 4 times the normal rate. If it is more than 10%, or is a non-Allomantic metal, then the user consumes it all in one big flare, taking 4 points of health damage.
General Allomancy Tricks	Constant	**1: Feruchemy Compounding:** Allows the user to burn metals they have stored traits in with Feruchemy. On top of their normal Allomantic bonus, they multiple the amount of the trait stored by 10. E.G. Storing 1 point of Strength for 100 hours, means that 1000 hours of +1 Strength would be returned. Storing 10 points of health would produce 100 points of health.
General Feruchemy	Triggered	Allows the user to store their personal attributes in appropriate metals and then later draw them out. For every point stored the user can draw out that same point for the same amount of time later on. The user can draw out more points at once, but the amount required is that number to the power of itself. e.g. storing 1 point of Strength for an hour can later allow you to increase your Strength by 1 for an hour, of by 2 for 15 minutes, or 3 for 2.22 minutes, or 4 for 14.06 seconds. Storing 4 points of Strength for an hour allows you to increase your Strength by 4 for an hour, or increase your Strength by 3 for 4 hours, or increase it by 2 for 27 hours, or increase it by 1 for 256 hours. The user cannot use this power while asleep or unconscious, except for storing wakefulness.
Tin Feruchemy	Triggered	Allows the user to store 1 sense at a time per source of tin touching the body. The user lowers their Spot score for that appropriate sense while storing, down to a minimum of 0. Multiple senses can be stored at once as long as multiple sources of Tin are available. Each source of Tin can only store one type of sense at once. 1g is enough to store 5 hours worth of minor sense alteration (-1).

Pewter Feruchemy	Triggered	Allows the user to store strength down to a minimum of 1 and later tap that strength. While storing strength the body looks like it deflates, with the muscles physically getting smaller and weaker. While drawing on strength the body gets bigger with the muscles needing to reach an appropriate size to provide the power required. Any strength drawn to go over what is normally possible for a man results in the body growing in size to obviously inhuman proportions. Each .1g of Pewter can store 5 hours worth of Strength 1.
Iron Feruchemy	Triggered	Allows the user to store their weight, becoming up to 90% lighter. They can later increase their weight, up to many times what they would normally weigh. When increasing their weight their body gains the ability to withstand the weight they become. When storing the user gets bonuses to jumping or climbing. When tapping they can crush things simply by standing on them. Each .1g of metal can store up to 3 hours of the user's weight.
Steel Feruchemy	Triggered	Allows the user to store physical speed (Fast) to a minimum of 1. While storing Fast this can also give a penalty to Offensive or Defensive actions. Every 3 points of Fast stored also results in the user taking an extra physical turn to react to events going on around them. Tapping Speed can also give a bonus to offensive or defensive actions. For every 3 points of Fast the user makes themselves over their normal by drawing upon Steel, they get an extra physical turn each round. e.g. storing Fast 1 for 9 hours, would allow the user to draw one hour of +3 Fast, giving them 1 hour of an extra action each turn. Each .1g of metal can store up to 1 Fast for 1 minute.
Copper Feruchemy	Triggered	Allows the user to store memories, indefinitely, and with perfect accuracy and clarity. While storing the memories the user only has a faint outline of the memories they are storing. Each .1g of metal can store up to 500 pages of information.
Bronze Feruchemy	Triggered	Allows the user to store wakefulness. While storing the user becomes drowsy, getting a penalty to all of their actions as appropriate. The user can start storing this before they go to sleep, and keep storing it while they sleep, resulting in them sleeping for longer than they would normally require, but giving an equal amount of time they can draw upon to go without sleep. They can later tap this ignore an equal amount of penalties they would have received from being tired. Each .25g of Bronze can store a .1 point worth of wakefulness.
Zinc Feruchemy	Triggered	Allows the user to store mental speed. While storing any mental actions take extra turns to complete as it takes the user longer to figure things out. Drawing upon this store doesn't actually make the user smarter, just increases the speed they mentally react and figure things out. For every increase of mental speed they draw upon, they get an extra mental action each turn. e.g. Slowing down reaction by 1 turn for 4 hours, can later be used to increase mental speed to 3 actions a turn for 1 hour. .1g can store 1 mental turn for 1 minute.
Brass Feruchemy	Triggered	Allows the user to store warmth to the point where they can feel freezing while in the middle of an oven. The user can only store so much warmth at once however, and can not stop direct fires from damaging their skin, though they can slow down such damage. They can later draw upon such warmth to keep them warm in cold or even freezing environments. .1g can store 4 hours worth of being quite warm by a fire.
Aluminum Feruchemy	Triggered	Allows the user to store personal identity. While storing the user becomes bland, indecisive, forgetful, and easy to manipulate. Effectively giving them a penalty to any action that requires them to perform activities requiring their personality. They can later draw upon this store to give a bonus to performing such things. They become stronger in their convictions, self-worth, and resistance to brainwashing or manipulation. .1g can store 3 hours worth of basic self worth (-1 penalty)

Duralumin Feruchemy	Triggered	Allows the user to store their emotional and spiritual connection to others around them. While storing people find the user less interesting and attractive, they are more likely to forget the user, and even people who know them are likely to overlook them unless they really focus. This gives penalty to Looks rolls, as well as just general social interaction. Storing a lot at a time can result in even the language barrier breaking down as the user loses a connection to the area around them. However when drawing upon Duralumin the user becomes more interesting and attractive to those around them, is more likely to be noticed and remembered, and people feel a friendship with them that they normally wouldn't. Drawing on enough at a time can gift the user temporarily with the language of the area as he becomes supernaturally connected to the land around him. .1g can store 10 hours of casual connections (-1).
Chromium Feruchemy	Triggered	Allows the user to store luck. While storing the user becomes plagued with ill fortune, with odds turning against them, and anything that can go wrong will go wrong. Storing in such a manner gives a general penalty to all actions, as well as the ST having things generally happen that are bad for the User. Drawing upon luck gives a general bonus to actions going on, and the ST nudging the story to have positive outcomes for the user. .1g can store 5 hours of general luck (-1).
Nicrosil Feruchemy	Triggered	Allows the user to store "investiture". While storing the user is unable to store or tap any other Feruchemical or Allomantic powers. While drawing upon this store they can draw upon any other store at the same time and use it to replicate any other Feruchemical power. .1g can store 5 hours of "investiture".
Gold Feruchemy	Triggered	Allows the user to store Health. While storing the user's Health rating drops by the appropriate amount, to a minimum of 1. This can later be drawn upon to restore lost points of health to injuries or sickness. A full point of health has to be stored for an hour if it was to be used to instantly recover a lost point of health. Slowly storing fractions of a Health can be done, but it greatly increased how long it takes to store up enough to instantly heal from an injury, and results in things like the user having a cold. Drawn upon stored health in big bursts this can also restore lost limbs or cure cancer. .1g can store up to 1 point of health that can be instantly recovered.
Electrum Feruchemy	Triggered	Allows the user to store determination. While storing the user enters a depressive state, with little motivation or initiative to do anything. They're also more likely to run at though thought of fear or pain. The user can not spent Will or Will like traints while storing. While drawing the user becomes more strong-willed and willing to push on despite setbacks and trauma, as well as an ability to shake off emotional and phsyical pain. .1g can store 5 hours of basic determination (-1 penalty to pushing through difficulties).
Cadmium Feruchemy	Triggered	Allows the user to store breath. While storing the user feels winded and needs to hyperventilate. While drawing on stored breath the user needs less or even no oxygen in order to live. Due to not being able to store all breath at once, the user often has to draw at 4 or even 27 times the amount (due to the exponential requirement) in order to get by without breathing at all. .1g can store a full hour of not needing to breath.
Bendalloy Feruchemy	Triggered	Allows the user to store the energy their body would get from burning food and drink. While storing the user burns calories at an incredible rate, and is always feeling hungry and thirsty. While drawing upon this store they are able to go for a time without needing as much food and drink, and at increased levels can avoid needing sustenance at all while the store lasts. Storing large amounts at once can result in the body looking thin and bony, while drawing on large amounts at once can result in the body looking quite fat. .1g is enough to store a day's worth of sustenance.
Atium Feruchemy	Triggered	Allows the user to store youth. While storing Youth the user's body physically ages by however many years they're storing at the time. While drawing upon that age their body looks younger by that many years. .1g is enough to store 10 years of age for a month.