

Martha Villiers [357]



1.



INFORMATION

Name	Martha Villiers	Virtue	Hope	Clan	Mekhet
Covenant	Ordo Dracul	Vice	Envy	Bloodline	

ADVANTAGES

Health	8	Size	5	Speed	9
Willpower	7	Humanity	7	Defense	3
Vitae	11/1	Blood Potency	..	Initiative	9

ATTRIBUTES

Intelligence	Strength	...	Presence
Wits	...	Dexterity	Manipulation	...
Resolve	Stamina	...	Composure	...

SKILLS

Academics	Athletics	•	Animal Ken	•
Computer	•	Brawl	...	Empathy	...
Crafts (Electronics, Relics)	..	Drive		Expression (Music)
Investigation	..	Firearms (Handguns)	Intimidation	
Medicine	•	Larceny	•	Persuasion (Leadership)	...

Occult	...	Stealth	•	Socialize	••
Politics	••	Survival		Streetwise	•
Science	•	Weaponry (Baton,Sword)	...	Subterfuge	...

DISCIPLINES

Animalism		Majesty		Resilience	
Auspex	•••••	Nightmare		Vigor	•
Celerity	•	Obfuscate	•••		
Dominate		Protean	•••		

Attribute Priority: Social, Mental, Physical

Favored Attribute Mekhet +1 Intelligence

Skill Priority: Social, Mental, Physical

Coils of the Dragon: -

Beast: Chastise the Beast

Blood: Blood Seeps Slowly

Soul: Enliven the Face

Devotions:

-

Merits:

Allies • (Academia)
Allies •• (City Hall)
Allies • (Entertainment)
Bureaucratic Navigator
Combat Awareness •
Contacts •• (City Hall)
Contacts • (Entertainment)
Danger Sense
Disarm
Dream Visions
Eidetic Memory
Fast Reflexes ••
FS: Combat Marksmanship ••
FS: Fencing •
FS: Iaido ••••
FS: Kung Fu ••
FS: Police Tactics •
FS: Sniping •
FS: Staff •
Good Time Management
Haven ••• (Size 1/Security 2)
Herd •
Language (Ancient Greek, Cuneiform, French, German, Latin, Spanish)
Mind of the Unblinking Serpent ••
New ID ••••
Quick Draw (Handguns, Swords)
Relic Analyst •
Resources ••
Site ••• (the Cedar Fields Funeral Parlour)
Small Unit Tactics •••
Status •• (Firearms / Concealed Carry)
Striking Looks •• (very "Gibson Girl" pretty)
Trained Observer •

--Ordo Dracul Haven/Chapterhouse--
Haven 1 (Size 0/Security 1/Location 0)
Library 2 (Relics, Disciplines)
Nexus 1 (Potency 1)

Flaws:

Lame (Missing most of her left leg)

[Last edited by Chrisie](#); Oct 12th, 2013 at 10:34 AM. Reason: Updated Attribute & cascading stats





Elder Promotion

15/15 Attribute: Strength 3

15/30 Attribute: Resolve 3

12/42 Skill: Academics 4

09/51 Skill: Brawl 3

15/66 Skill: Firearms 5

09/75 Skill: Occult 3

03/78 Skill: Stealth 1

09/87 Skill: Weaponry 2 (Baton)

06/93 Merit: Danger Sense

02/95 Merit: FS: Akido 1

05/00 Discipline: Celerity 1



+138 Global pull + Mainstream promotion

+041 2010

+135 2011

+127 2012

+10 January

+10 February

+14 March + Longevity

+08 April

+08 May

+08 June + Longevity (13)

+08 July

+07 August

+15 September + Longevity

- 20 Attribute: Dexterity 4
- 25 Attribute: Intelligence 5
- 20 Attribute: Presence 4
- 20 Attribute: Resolve 4
- 15 Attribute: Stamina 3
- 09 Skill: Brawl 1,2
- 03 Skill: Computers 1
- 15 Skill: Craft 1,2 (Electronics, Relics)
- 09 Skill: Empathy 3
- 12 Skill: Expression 4
- 03 Skill: Larceny 1
- 06 Skill: Occult 2
- 09 Skill: Persuasion 3
- 03 Skill: Persuasion (Leadership)
- 09 Skill: Politics 1,2
- 03 Skill: Science 1
- 06 Skill: Socialize 2
- 03 Skill: Streetwise 1
- 21 Skill: Weaponry 1,2,3 + (Swords)
- 02 Merit: Allies 1 (Academia)
- 06 Merit: Allies 2 (City Hall)
- 02 Merit: Allies 1 (Entertainment ~ via The Ember, etc)
- 06 Merit: Beauracratic Navigaor
- 06 Merit: Combat Awareness
- 02 Merit: Contacts 1 (City Hall)
- 02 Merit: Contacts 1 (Entertainment ~ via The Ember and Reverence)
- 02 Merit: Disarm
- 12 Merit: Dream Visions
- 06 Merit: Fast Reflexes 1,2
- 06 Merit: FS: Combat Marksmanship 1,2
- 02 Merit: FS: Fencing 1
- 12 Merit: FS: Iaido 1,2,3,4
- 06 Merit: FS: Kung Fu 1,2
- 02 Merit: FS Police Tactics 1
- 02 Merit: FS Staff Fighting 1
- 06 Merit: Good Time Management
- 02 Merit: Haven 1 (Size 0/Security 1/Loc 0) --ODCH--
- 02 Merit: Herd 1
- 02 Merit: Language (Cuneiform)
- 02 Merit: Language (Spanish)
- 06 Merit: Library 2 (Disciplines, Relics) --ODCH--
- 06 Merit: Mind of the Unblinking Serpent
- 20 Merit: New ID 4
- 02 Merit: Nexus 1 (Potency 1) --ODCH--
- 02 Merit: Quick Draw
- 02 Merit: Relic Analyst 1
- 04 Merit: Resources 2 (12/21/10)
- 12 Merit: Site 3 (the Cedar Fields Funeral Parlour)
- 12 Merit: Small Unit Tactics
- 06 Merit: Status 2 (Firearms/Concealed Carry)
- 02 Merit: Trained Observer 1
- 60 Discipline: Auspex 3, 4, 5
- 25 Discipline: Obfuscate 2,3

-60 Discipline: Protean 1,2,3

-07 Discipline: Vigor 1

-07 Coil: Beast 1

-14 Coil: Blood 1

-16 Advantage: BP 2

+ 12 (14 in escrow by October 2013 for Protean 4)

Note (July '13): I added a standard 8 exp per month so far. If you feel it should be more or less than this, please let edit accordingly.



Last edited by [Chrisie](#); Oct 12th, 2013 at 10:32 AM. Reason: Spent 6 exp on laido 3

3.



Last edited by [West](#); Jan 18th, 2013 at 07:07 AM.



Martha Villiers: Herald & Seneschal. Scholar of Sanguine Terror. WP = 7:: WP = 6 at the Temple:: Vitae 7/11 (Vit' 6/11 Getting Phys'; Vit 6/11 Temple):: Ob 2 (Mask of Tranquility). Striking Looks 2 (Very "Gibson Girl" & petite); Very English accent; Presence 4 (sweetly innocent); Flaw: Limps: left leg is a modern C-Leg.

4.

Re: Martha Villiers [357]



Thank you for approving the Staff Fighting!

I have been giving a lot of thought to other exp use in recent weeks.

Having set aside the discussion of 'Architectural Attunement' and stuff for the moment, I was interested if you had any recommendations for Martha to invest Exp in.

My initial thinking was maybe seeking an extra level in Aikido and or Kung Fu along with Bureaucracy Navigator...useful and also sensible to fit with other pursuits.

Other ideas have included purchasing:

** Crafts (no self respecting lady of her social class and training would have escaped tuition in watercolours, sketching and painting...and now she's interested in making electronic equipment too...)*

** Lucid Dreamer (as per the sidebar p 195 Changeling main book). It seemed to combine neatly with the Mekhet way of doing things and overlaps nicely with the Dream Visions and Auspex.*

** Tolerance for Biology (she was a nurse in the Great War... 'nuff said...)*

** Streetwise (she's not a great one for the streetz, but she must by now surely have picked up a few tricks and insight.)*

** Advancing a Coil (Conquer Red Fear)*

** Advancing to Auspex 5?*

** Vigor or enhancing Dexterity/Celerity!*

As you see: just a few ideas. I'd welcome any thoughts about this.

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5.

Asa Clarke
West



Re: Martha Villiers [357]

I'm sorry, this is actually still in my Inbox -- I kept meaning to reply to it.

Crafts and a Coil sound good -- maybe even more of a focus on the Dracul type of items. I've wondered how big a part of her life the OD is, and if that's the intent or if they've taken a back seat to her official duties.

There are also some other items that might be of value: the Small Unit Tactic to represent her officer training, or Inspiring (which I think would go well for Martha). Or increasing her Haven Size.



6.



Re: Martha Villiers [357]

Hello West,

I was giving thought to various exp requests. I think you're right about Small Unit Tactics, it is something she's actually studied so would be fair to included.

Presence 4 is a massive level of Presence. I think it, perhaps, fits (it's a feature of the requirement for Inspiring as you know!) yet I hesitate to take it because I'm wondering how that would translate to portrayal in text. Would her perkiness be beguiling? Would it be a plapable sense of innocence or gentility? How would it show itself?



The more I gave it thought, I recalled a colleague of mine who once met Bill Clinton told me that it was like meeting someone with an actual aura of charisma about them! It led to a total belief by that person in anything Bill said. They reported that he had this astonishing effect on both men and women in his presence. They all wanted to be near him, they'd do anything for him. Somehow he made them feel as if they were the only person in the world! I suspect he must have Presence 4, at least! It's with this in mind that I hesitate in how I might try to portray that.

Skill Requests

Craft O (cost = 3)

Justification

No self-respecting lady of Martha's social Class and standing would escape tuition on sketching, watercolours, needlecraft and painting. All these accomplishments (like the geisha of Japan) were expected to be mastered and augmented with tuition in music and (some) sports (fencing, archery and tennis.) Not requesting this before was a huge oversight!

Persuasion OOO (cost = 9)

Justification

Martha seems to be very persuasive. It's a skill she's put to use in her previous role as intelligence operative and now in working as Herald.

Persuasion: Speciality - Leadership (cost = 3)

Justification

A skill she learned young watching her father and his contemporaries at work. A skill augmented by social Class. Leadership and the expectation of the ability and confidence to command is a default position in her world. These were later honed when she trained as an officer.

Merit Requests

Small Unit Tactics OOO (cost = 6)

Justification

To reflect her life-long listening to her father's advice and the talk of the soldiers in War. All this augmented by eventual actual officer training. A skill she has come to find useful when dealing with the Sheriff and his Deputies! At least she knows the drawbacks of recon by fire!

Fighting Style: Kung Fu OO (cost = 4)

Justification

Basically, hopefully this reflects that she's worked hard at expanding her study of the skills of ju-jitsu and iaido and putting the time into getting fitter, stronger, faster and now the study with Dillon.

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7.

Asa Clarke
West



Re: Martha Villiers [357]

Noted everything but the SUT -- It's 12xp (2+4+6) rather than 6xp, so I wasn't sure if you still wanted to commit to it.



As for Presence, it's actually one of my pet peeves on the site I don't think people properly appreciate the value or the effect. One of my friends, Lermanicus (who used to play here), is very charismatic. When he begins to speak, everyone else stops and focuses on him; when we were teenagers (older, 18, 19), college women would pick him up. He was just one of those people that you wanted to have like you.



It's a powerful thing.

At the same time, powerful may not have to mean forceful. I think a high Presence with Martha is more subtle: there's something innocent and naive about her that polarizes people. Some characters feel protective, or don't want to disappoint her. Others despise her for symbolizing what they've lost.

Anyway, I'm not pushing you, I just wanted to give an alternate viewpoint, of how I see her



8.



Re: Martha Villiers [357]



Thank you for the different view on the Presence. It's always helpful to get an other perspective on things. I think Presence and Striking Looks tend be underplayed (I don't know why though), which is why I wanted to make sure I got it right. I hope to set a good example.



For SUT, yes please. It might be expensive, but it fits.

I think you are right. I should buy Presence 4. It would be sensible to adjust the speciality descriptor for it to something like "sweetly innocent" or something similar.

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Re: Martha Villiers [357]



Hello West,

I wondered what would be needed now to be fully compliant to carry a firearm, please?

Status and New ID 4? Just New ID 4? Some combo of things I might have missed?

I wanted to be compliant once the exp were there. Hopefully I might have enough.



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10.

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West

Re: Martha Villiers [357]



To own a legal firearm, just New ID 4; to carry it, a Concealed Carry permit (Status 2) also

