

HARP Steampunk Character Continued: *Steam-Powered Thing*

Skills

Skill Name	Cost	Stats	# of Ranks	Bonus Mods Rank	+ Stat	+ Spec	Total Bonus	Skill Name	Cost	Stats	# of Ranks	Bonus Mods Rank	+ Stat	+ Spec	Total Bonus
Academic								Influence							
Archaeology	+4	Re/In		-25	0		-25	Charm	+2	Pr/In		-25	+7		-18
Geography	+4	Re/In		-25	0		-25	Diplomacy	+2	Pr/In		-25	+7		-18
History: _____	+4	Re/In		-25	0		-25	Duping	+2	Pr/In	6	+30	+7		+37
History: _____	+4	Re/In		-25	0		-25	Interrogation	+2	Pr/In	3	+15	+7		+22
History: _____	+4	Re/In		-25	0		-25	Leadership	+2	Pr/In		-25	+7		-18
Linguistics: _____	+4	Re/In		-25	0		-25	Public Speaking	+2	Pr/In		-25	+7		-18
Linguistics: _____	+4	Re/In		-25	0		-25	Trading	+2	Pr/In		-25	+7		-18
Linguistics: _____	+4	Re/In		-25	0		-25	Medical							
Literature	+4	Re/In		-25	0		-25	First Aid	+4	Re/In		-25	0		-25
Occultism	+4	Re/In		-25	0		-25	Medical Practice	+4	Re/Ag		-25	-1		-26
Artistic								Medical Science	+4	Re/In		-25	0		-25
Acting	+4	Pr/In		-25	+7		-18	Mystical							
Dancing	+4	Ag/Pr	1	+5	+6		+11	Arcane Control	+4	In/SD		-25	+7		-18
Flying/Gliding	+4	Ag/SD		-25	+6		-19	Arcane Lore	+4	In/Re		-25	0		-25
Mimicry	+4	Pr/SD		-25	+14		-11	Mystical Interpretation	+4	In/In		-25	0		-25
Painting	+4	In/In		-25	0		-25	Spiritual Influence	+4	Pr/SD		-25	+14		-11
Photography	+4	Ag/In		-25	-1		-26	Outdoor							
Play Instrument: _____	+4	Pr/Ag		-25	+6		-19	Animal Handling	+4	Pr/In		-25	+7		-18
Play Instrument: _____	+4	Pr/Ag		-25	+6		-19	Beastmastery	+4	In/Pr		-25	+7		-18
Play Instrument: _____	+4	Pr/Ag		-25	+6		-19	Foraging/Survival	+4	In/Re		-25	0		-25
Sculpting	+4	In/Ag		-25	-1		-26	Horticulture	+4	Re/In		-25	0		-25
Singing	+4	Pr/In	2	+10	+7		+17	Riding	+4	Ag/SD		-25	+6		-19
Story Telling	+4	Pr/In		-25	+7		-18	Tracking	+4	SD/In		-25	+7		-18
Writing	+4	In/Re		-25	0		-25	Physical							
Athletic								Armour	+2	St/Ag		-25	+12		-13
Acrobatics	+2	Ag/SD	8	+40	+6		+46	Endurance	+2	Co/SD	2	+45	+15	+40	+100
Climbing	+2	Ag/St		-25	+12		-13	Jumping	+2	St/Ag	1	+5	+12		+17
Contortions	+2	Ag/SD		-25	+6		-19	Swimming	+2	St/Ag		-25	+12		-13
Sports: Arm-Wrestling	+2	Ag/Co	4	+20	+7		+27	Scientific							
Sports: _____	+2	Ag/Co		-25	+7		-18	Astronomy	+4	Re/In		-25	0		-25
Sports: _____	+2	Ag/Co		-25	+7		-18	Biology	+4	Re/In		-25	0		-25
Combat								Chemistry	+4	Re/In		-25	0		-25
Brawling	+2	St/Ag	2	+45	+12		+57	Geology	+4	Re/In		-25	0		-25
Combat Style: _____	+2	_____		-25	0		-25	Mathematics	+4	Re/In		-25	0		-25
Combat Style: _____	+2	_____		-25	0		-25	Palaeontology	+4	Re/In		-25	0		-25
Combat Style: _____	+2	_____		-25	0		-25	Physics	+4	Re/In		-25	0		-25
Gunnery: _____	+2	Qu/In		-25	+4		-21	Subterfuge							
Gunnery: _____	+2	St/Ag		-25	+12		-13	Ambush	+2	SD/Ag	2	+45	+6		+51
Gunnery: _____	+2	St/Ag		-25	+12		-13	Dirty Fighting	+2	Ag/In		-25	-1		-26
Martial Arts Strikes	+2	St/Ag		-25	+12		-13	Disguise	+2	Pr/SD		-25	+14		-11
Martial Arts Sweeps	+2	St/Ag		-25	+12		-13	Forensics	+2	SD/In		-25	+7		-18
Weapon: _____	+2	St/Ag		-25	+12		-13	Pick Pockets	+2	Ag/Qu		-25	+3		-22
Weapon: _____	+2	St/Ag		-25	+12		-13	Poisoning	+2	Re/SD		-25	+7		-18
Weapon: _____	+2	St/Ag		-25	+12		-13	Sniping	+2	SD/Ag		-25	+6		-19
Weapon: _____	+2	St/Ag		-25	+12		-13	Stalking & Hiding	+2	SD/Ag	2	+45	+6	+10	+61
Weapon: _____	+2	St/Ag		-25	+12		-13	Streetwise	+2	Pr/In	2	+45	+7		+52
General								Trickery	+2	Pr/SD		-25	+14		-11
Appraisal: _____	+2	Re/In		-25	0		-25	Technical							
Appraisal: _____	+2	Re/In		-25	0		-25	Calc. Machine Ops.	+2	Re/In		-25	0		-25
Appraisal: _____	+2	Re/In		-25	0		-25	Demolition	+2	Ag/SD	2	+10	+6		+16
Crafts: _____	+2	Re/Ag		-25	-1		-26	Engineering: _____	+2	Re/In		-25	0		-25
Crafts: _____	+2	Re/Ag		-25	-1		-26	Engineering: _____	+2	Re/In		-25	0		-25
Crafts: _____	+2	Re/Ag		-25	-1		-26	Engineering: _____	+2	Re/In		-25	0		-25
Etiquette	+2	In/Pr		-25	+7		-18	Engineering: _____	+2	Re/In		-25	0		-25
Lore: London	+2	Re/Re	1	+5	0		+5	Locks & Traps	+2	In/Ag		-25	-1		-26
Lore: _____	+2	Re/Re		-25	0		-25	Vehicular							
Machine Operation	+2	Re/Ag		-25	-1		-26	Driving	+4	Ag/In		-25	-1		-26
Perception	+2	In/SD	2	+45	+7		+52	Flying Pilot	+4	Ag/In		-25	-1		-26
Resistance: Stamina	+2	Co/Co	2	+45	+16		+61	Sailing	+4	Ag/Re		-25	-1		-26
Resistance: Will	+2	SD/SD	2	+45	+14		+59	Ship Captain	+4	Qu/In		-25	+4		-21
Rope Mastery	+2	Re/Ag		-25	-1		-26								
Signalling	+2	Re/In		-25	0		-25								
Vocation: _____	+2	In/Re		-25	0		-25								
Vocation: _____	+2	In/Re		-25	0		-25								