

HARP Steampunk Character Continued: *"Harry"*

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	+6		-19	Charm	2	Pr/In		-25	+8		-17
Geography	4	Re/In		-25	+6		-19	Diplomacy	2	Pr/In		-25	+8		-17
History: _____	4	Re/In		-25	+6		-19	Duping	2	Pr/In	6	+30	+8		+38
History: _____	4	Re/In		-25	+6		-19	Interrogation	2	Pr/In	6	+30	+8		+38
History: _____	4	Re/In		-25	+6		-19	Leadership	2	Pr/In		-25	+8		-17
Linguistics: _____	4	Re/In		-25	+6		-19	Public Speaking	2	Pr/In		-25	+8		-17
Linguistics: _____	4	Re/In		-25	+6		-19	Trading	2	Pr/In		-25	+8		-17
Linguistics: _____	4	Re/In		-25	+6		-19	Medical							
Literature	4	Re/In		-25	+6		-19	First Aid	4	Re/In		-25	+6		-19
Occultism	4	Re/In		-25	+6		-19	Medical Practice	4	Re/Ag		-25	+6		-19
Artistic								Medical Science	4	Re/In		-25	+6		-19
Acting	4/2	Pr/In		-25	+8		-17	Mystical							
Dancing	4/2	Ag/Pr	3	+15	+8		+23	Arcane Control	4	In/SD		-25	+8		-17
Flying/Gliding	4/2	Ag/SD		-25	+8		-17	Arcane Lore	4	In/Re		-25	+6		-19
Mimicry	4/2	Pr/SD		-25	+6		-19	Mystical Interpretation	4	In/In		-25	+10		-15
Painting	4/2	In/In		-25	+10		-15	Spiritual Influence	4	Pr/SD		-25	+6		-19
Photography	4/2	Ag/In		-25	+10		-15	Outdoor							
Play Instrument: _____	4/2	Pr/Ag		-25	+8		-17	Animal Handling	4/2	Pr/In		-25	+8		-17
Play Instrument: _____	4/2	Pr/Ag		-25	+8		-17	Beastmastery	4/2	In/Pr		-25	+8		-17
Play Instrument: _____	4/2	Pr/Ag		-25	+8		-17	Foraging/Survival	4/2	In/Re		-25	+6		-19
Sculpting	4/2	In/Ag		-25	+10		-15	Horticulture	4/2	Re/In		-25	+6		-19
Singing	4/2	Pr/In		-25	+8		-17	Riding	4/2	Ag/SD	3	+15	+8		+23
Story Telling	4/2	Pr/In	1	+5	+8		+13	Tracking	4/2	SD/In		-25	+8		-17
Writing	4/2	In/Re		-25	+6		-19	Physical							
Athletic								Armour	2	St/Ag		-25	+15		-10
Acrobatics	2	Ag/SD		-25	+8		-17	Endurance	2	Co/SD	12	+54	+17	+40	+111
Climbing	2	Ag/St	9	+45	+15		+60	Jumping	2	St/Ag	1	+5	+15		+20
Contortions	2	Ag/SD		-25	+8		-17	Swimming	2	St/Ag	6	+30	+15		+45
Sports: Football	2	Ag/Co	1	+5	+19		+24	Scientific							
Sports: Cricket	2	Ag/Co	1	+5	+19		+24	Astronomy	4	Re/In		-25	+6		-19
Sports: _____	2	Ag/Co		-25	+19		-6	Biology	4	Re/In		-25	+6		-19
Combat								Chemistry	4	Re/In		-25	+6		-19
Brawling	2	St/Ag	2	+10	+15		+25	Geology	4	Re/In		-25	+6		-19
Combat Style: _____	2	_____		-25	0		-25	Mathematics	4	Re/In		-25	+6		-19
Combat Style: _____	2	_____		-25	0		-25	Palaeontology	4	Re/In		-25	+6		-19
Combat Style: _____	2	_____		-25	0		-25	Physics	4	Re/In		-25	+6		-19
Gunnery: _____	2	Qu/In		-25	+9		-16	Subterfuge							
Gunnery: _____	2	St/Ag		-25	+15		-10	Ambush	2/4	SD/Ag	3	+15	+8		+23
Gunnery: _____	2	St/Ag		-25	+15		-10	Dirty Fighting	2/4	Ag/In		-25	+10		-15
Martial Arts Strikes	2	St/Ag	11	+52	+15		+67	Disguise	2/4	Pr/SD		-25	+6		-19
Martial Arts Sweeps	2	St/Ag		-25	+15		-10	Forensics	2/4	SD/In		-25	+8		-17
Weapon: Revolver	2	St/Ag	5	+25	+15		+40	Pick Pockets	2/4	Ag/Qu		-25	+9		-16
Weapon: _____	2	St/Ag		-25	+15		-10	Poisoning	2/4	Re/SD		-25	+4		-21
Weapon: _____	2	St/Ag		-25	+15		-10	Sniping	2/4	SD/Ag		-25	+8		-17
Weapon: _____	2	St/Ag		-25	+15		-10	Stalking & Hiding	2/4	SD/Ag	7	+35	+8	+10	+53
Weapon: _____	2	St/Ag		-25	+15		-10	Streetwise	2/4	Pr/In	7	+35	+8		+43
General								Trickery	2/4	Pr/SD		-25	+6		-19
Appraisal: _____	2	Re/In		-25	+6		-19	Technical							
Appraisal: _____	2	Re/In		-25	+6		-19	Calc. Machine Ops.	2	Re/In		-25	+6		-19
Appraisal: _____	2	Re/In		-25	+6		-19	Demolition	2	Ag/SD		-25	+8		-17
Crafts: _____	2	Re/Ag		-25	+6		-19	Engineering: _____	2	Re/In		-25	+6		-19
Crafts: _____	2	Re/Ag		-25	+6		-19	Engineering: _____	2	Re/In		-25	+6		-19
Crafts: _____	2	Re/Ag		-25	+6		-19	Engineering: _____	2	Re/In		-25	+6		-19
Etiquette	2	In/Pr	5	+25	+8		+33	Engineering: _____	2	Re/In		-25	+6		-19
Lore: The East End	2	Re/Re	1	+5	+2		+7	Locks & Traps	2	In/Ag	4	+20	+10		+30
Lore: _____	2	Re/Re		-25	+2		-23	Vehicular							
Machine Operation	2	Re/Ag		-25	+6		-19	Driving	4	Ag/In		-25	+10		-15
Perception	2	In/SD	9	+45	+8	+15	+68	Flying Pilot	4	Ag/In		-25	+10		-15
Resistance: Stamina	2	Co/Co	9	+45	+28		+73	Sailing	4	Ag/Re		-25	+6		-19
Resistance: Will	2	SD/SD	8	+40	+6		+46	Ship Captain	4	Qu/In		-25	+9		-16
Rope Mastery	2	Re/Ag		-25	+6		-19								
Signalling	2	Re/In		-25	+6		-19								
Vocation: _____	2	In/Re		-25	+6		-19								
Vocation: _____	2	In/Re		-25	+6		-19								