

HARP Steampunk Character Continued: *Captain James Fortescue*

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	1	-25	+1		-24	Charm	4	Pr/In		-25	+10		-15	
Geography	4	Re/In		-25	+1		-24	Diplomacy	4	Pr/In		-25	+10		-15	
History: England	4	Re/In		+5	+1		+6	Duping	4	Pr/In		-25	+10		-15	
History: _____	4	Re/In		-25	+1		-24	Interrogation	4	Pr/In		-25	+10		-15	
History: _____	4	Re/In		-25	+1		-24	Leadership	4	Pr/In	5	+25	+10		+35	
Linguistics: _____	4	Re/In		-25	+1		-24	Public Speaking	4	Pr/In		-25	+10		-15	
Linguistics: _____	4	Re/In		-25	+1		-24	Trading	4	Pr/In		-25	+10		-15	
Linguistics: _____	4	Re/In	-25	+1		-24	Medical									
Literature	4	Re/In	1	+5	+1		+6	First Aid	4	Re/In		-25	+1		-24	
Occultism	4	Re/In		-25	+1		-24	Medical Practice	4	Re/Ag		-25	+10		-15	
Artistic								Medical Science	4	Re/In		-25	+1		-24	
Acting	4	Pr/In	2	-25	+10		-15	Mystical								
Dancing	4	Ag/Pr		+10	+19		+29	Arcane Control	4	In/SD		-25	+2		-23	
Flying/Gliding	4	Ag/SD		-25	+11		-14	Arcane Lore	4	In/Re		-25	+1		-24	
Mimicry	4	Pr/SD		-25	+10		-15	Mystical Interpretation	4	In/In		-25	+2		-23	
Painting	4	In/In		-25	+2		-23	Spiritual Influence	4	Pr/SD		-25	+10		-15	
Photography	4	Ag/In		-25	+11		-14	Outdoor								
Play Instrument: _____	4	Pr/Ag		-25	+19		-6	Animal Handling: Horses	4	Pr/In	4	+20	+10		+30	
Play Instrument: _____	4	Pr/Ag	-25	+19		-6	Beastmastery	4	In/Pr		-25	+10		-15		
Play Instrument: _____	4	Pr/Ag	-25	+19		-6	Foraging/Survival	4	In/Re		-25	+1		-24		
Sculpting	4	In/Ag	-25	+11		-14	Horticulture	4	Re/In		-25	+1		-24		
Singing	4	Pr/In	-25	+10		-15	Riding: Horse	2	Ag/SD	2	+45	+11	+10	+66		
Story Telling	4	Pr/In	-25	+10		-15	Tracking	4	SD/In		-25	+2		-23		
Writing	4	In/Re	-25	+1		-24	Physical									
Athletic								Armour	2	St/Ag		-25	+18		-7	
Acrobatics	2	Ag/SD	2	+45	+11		+56	Endurance	2	Co/SD	10	+50	+11	+30	+91	
Climbing	2	Ag/St		-25	+18		-7	Jumping	2	St/Ag	1	+5	+18		+23	
Contortions	2	Ag/SD	-25	+11		-14	Swimming	2	St/Ag	2	+10	+18		+28		
Sports: Cricket	2	Ag/Co	2	+10	+20		+30	Scientific								
Sports: _____	2	Ag/Co		-25	+20		-5	Astronomy	4	Re/In		-25	+1		-24	
Sports: _____	2	Ag/Co		-25	+20		-5	Biology	4	Re/In		-25	+1		-24	
Combat								Chemistry	4	Re/In		-25	+1		-24	
Brawling	2	St/Ag	2	-25	+18		-7	Geology	4	Re/In		-25	+1		-24	
Style: Mounted Com. (Horse/Sabre)	2	St/Ag		+45	+18		+63	Mathematics	4	Re/In		-25	+1		-24	
Combat Style: _____	2	_____		-25	0		-25	Palaeontology	4	Re/In		-25	+1		-24	
Combat Style: _____	2	_____		-25	0		-25	Physics	4	Re/In		-25	+1		-24	
Gunnery: _____	2	Qu/In		-25	+8		-17	Subterfuge								
Gunnery: _____	2	St/Ag		-25	+18		-7	Ambush	4	SD/Ag		-25	+11		-14	
Gunnery: _____	2	St/Ag		-25	+18		-7	Dirty Fighting	4	Ag/In		-25	+11		-14	
Martial Arts Strikes	2	St/Ag	5	+25	+18		+43	Disguise	4	Pr/SD		-25	+10		-15	
Martial Arts Sweeps	2	St/Ag		-25	+18		-7	Forensics	4	SD/In		-25	+2		-23	
Weapon: Rifle	2	St/Ag		10	+50	+18		+68	Pick Pockets	4	Ag/Qu		-25	+17		-8
Weapon: Sabre	2	St/Ag	12	+54	+18		+72	Poisoning	4	Re/SD		-25	+1		-24	
Weapon: Medium Pistol	2	St/Ag	8	+40	+18		+58	Sniping	4	SD/Ag		-25	+11		-14	
Weapon: _____	2	St/Ag		-25	+18		-7	Stalking & Hiding	4	SD/Ag		-25	+11		-14	
Weapon: _____	2	St/Ag		-25	+18		-7	Streetwise	4	Pr/In		-25	+10		-15	
Weapon: _____	2	St/Ag		-25	+18		-7	Trickery	4	Pr/SD		-25	+10		-15	
General								Technical								
Appraisal: _____	2	Re/In		-25	+1		-24	Calc. Machine Ops.	2	Re/In		-25	+1		-24	
Appraisal: _____	2	Re/In		-25	+1		-24	Demolition	2	Ag/SD	2	+10	+11		+21	
Appraisal: _____	2	Re/In	-25	+1		-24	Engineering: _____	2	Re/In		-25	+1		-24		
Crafts: _____	2	Re/Ag	-25	+10		-15	Engineering: _____	2	Re/In		-25	+1		-24		
Crafts: _____	2	Re/Ag	-25	+10		-15	Engineering: _____	2	Re/In		-25	+1		-24		
Crafts: _____	2	Re/Ag	-25	+10		-15	Engineering: _____	2	Re/In		-25	+1		-24		
Etiquette	2	In/Pr	12	+54	+10		+64	Locks & Traps	2	In/Ag		-25	+11		-14	
Locale: Hertfordshire	2	Re/Re		2	+10	0		+10	Vehicular							
Locale: _____	2	Re/Re		-25	0		-25	Driving (AM & Whld)	2	Ag/In	3	+15	+11		+26	
Machine Operation	2	Re/Ag		-25	+10		-15	Flying Pilot	2	Ag/In		-25	+11		-14	
Perception	2	In/SD		-25	+2		-23	Sailing	2	Ag/Re		-25	+10		-15	
Resistance: Stamina	2	Co/Co	7	+35	+20		+55	Ship Captain	2	Qu/In		-25	+8		-17	
Resistance: Will	2	SD/SD	3	+15	+2		+17									
Rope Mastery	2	Re/Ag		-25	+10		-15									
Signalling	2	Re/In		-25	+1		-24									
Vocation: Soldiering	2	In/Re	2	+45	+1		+46									
Vocation: _____	2	In/Re		-25	+1		-24									