

HARP Steampunk Character Continued: *Dr Beatrice Lewison*

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	2/4	Re/In		-25	+22		-3	Charm	2/4	Pr/In	3	+15	+13		+28
Geography	2/4	Re/In		-25	+22		-3	Diplomacy	2/4	Pr/In		-25	+13		-12
History: England	2/4	Re/In	2	+10	+22		+32	Duping	2/4	Pr/In	1	+5	+13		+18
History: _____	2/4	Re/In		-25	+22		-3	Interrogation	2/4	Pr/In		-25	+13		-12
History: _____	2/4	Re/In		-25	+22		-3	Leadership	2/4	Pr/In	5	+25	+13		+38
Linguistics: French/Sp.	2/4	Re/In	3	+15	+22		+37	Public Speaking	2/4	Pr/In	2	+10	+13		+23
Linguistics: French/Wr.	2/4	Re/In	3	+15	+22		+37	Trading	2/4	Pr/In	2	+10	+13		+23
Linguistics: Latin/Wr.	2/4	Re/In	1	+5	+22		+27	Medical							
Literature	2/4	Re/In	1	+5	+22		+27	First Aid	2	Re/In	12	+54	+22	+20	+96
Occultism	2/4	Re/In		-25	+22		-3	Medical Practice	2	Re/Ag	12	+54	+15	+10	+79
Artistic								Medical Science	2	Re/In	11	+52	+22	+10	+84
Acting	4	Pr/In		-25	+13		-12	Mystical							
Dancing	4	Ag/Pr		-25	+6		-19	Arcane Control	4	In/SD		-25	+19		-6
Flying/Gliding	4	Ag/SD		-25	+12		-13	Arcane Lore	4	In/Re		-25	+22		-3
Mimicry	4	Pr/SD		-25	+12		-13	Mystical Interpretation	4	In/In		-25	+20		-5
Painting	4	In/In		-25	+20		-5	Spiritual Influence	4	Pr/SD		-25	+12		-13
Photography	4	Ag/In		-25	+13		-12	Outdoor							
Play Instrument: Piano	2	Pr/Ag	4	+20	+6		+26	Animal Handling	4	Pr/In		-25	+13		-12
Play Instrument: _____	4	Pr/Ag		-25	+6		-19	Beastmastery	4	In/Pr		-25	+13		-12
Play Instrument: _____	4	Pr/Ag		-25	+6		-19	Foraging/Survival	4	In/Re		-25	+22		-3
Sculpting	4	In/Ag		-25	+13		-12	Horticulture	4	Re/In		-25	+22		-3
Singing	4	Pr/In		-25	+13		-12	Riding	4	Ag/SD		-25	+12		-13
Story Telling	4	Pr/In		-25	+13		-12	Tracking	4	SD/In		-25	+19		-6
Writing	4	In/Re		-25	+22		-3	Physical							
Athletic								Armour	2	St/Ag		-25	+3		-22
Acrobatics	4/2	Ag/SD		-25	+12		-13	Endurance	2	Co/SD	8	+40	+14	+30	+84
Climbing	4/2	Ag/St		-25	+3		-22	Jumping	2	St/Ag		-25	+3		-22
Contortions	4/2	Ag/SD		-25	+12		-13	Swimming	2	St/Ag	2	+10	+3		+13
Sports: Hockey	4/2	Ag/Co	2	+10	+8		+18	Scientific							
Sports: _____	4/2	Ag/Co		-25	+8		-17	Astronomy	2/4	Re/In		-25	+22		-3
Sports: _____	4/2	Ag/Co		-25	+8		-17	Biology	2/4	Re/In	5	+25	+22		+47
Combat								Chemistry	2/4	Re/In	5	+25	+22		+47
Brawling	4/2	St/Ag		-25	+3		-22	Geology	2/4	Re/In		-25	+22		-3
Combat Style: _____	4/2	_____		-25	0		-25	Mathematics	2/4	Re/In	5	+25	+22		+47
Combat Style: _____	4/2	_____		-25	0		-25	Palaeontology	2/4	Re/In		-25	+22		-3
Combat Style: _____	4/2	_____		-25	0		-25	Physics	2/4	Re/In		-25	+22		-3
Gunnery: _____	4/2	Qu/In		-25	+13		-12	Subterfuge							
Gunnery: _____	4/2	St/Ag		-25	+3		-22	Ambush	4/2	SD/Ag		-25	+12		-13
Gunnery: _____	4/2	St/Ag		-25	+3		-22	Dirty Fighting	4/2	Ag/In		-25	+13		-12
Martial Arts Strikes	4/2	St/Ag		-25	+3		-22	Disguise	4/2	Pr/SD		-25	+12		-13
Martial Arts Sweeps	4/2	St/Ag		-25	+3		-22	Forensics	4/2	SD/In	7	+35	+19		+54
Weapon: Small Pistol	4/2	St/Ag	4	+20	+3		+23	Pick Pockets	4/2	Ag/Qu		-25	+6		-19
Weapon: _____	4/2	St/Ag		-25	+3		-22	Poisoning	4/2	Re/SD		-25	+21		-4
Weapon: _____	4/2	St/Ag		-25	+3		-22	Sniping	4/2	SD/Ag		-25	+12		-13
Weapon: _____	4/2	St/Ag		-25	+3		-22	Stalking & Hiding	4/2	SD/Ag		-25	+12		-13
Weapon: _____	4/2	St/Ag		-25	+3		-22	Streetwise	4/2	Pr/In		-25	+13		-12
General								Trickery	4/2	Pr/SD		-25	+12		-13
Appraisal (General)	2	Re/In	4	+20	+22		+42	Technical							
Appraisal: _____	2	Re/In		-25	+22		-3	Calc. Machine Ops.	2	Re/In	2	+10	+22		+32
Appraisal: _____	2	Re/In		-25	+22		-3	Demolition	2	Ag/SD		-25	+12		-13
Crafts: _____	2	Re/Ag		-25	+15		-10	Engineering: _____	2	Re/In		-25	+22		-3
Crafts: _____	2	Re/Ag		-25	+15		-10	Engineering: _____	2	Re/In		-25	+22		-3
Crafts: _____	2	Re/Ag		-25	+15		-10	Engineering: _____	2	Re/In		-25	+22		-3
Etiquette	2	In/Pr	5	+25	+13	+10	+48	Engineering: _____	2	Re/In		-25	+22		-3
Lore: London	2	Re/Re	2	+10	+24		+34	Locks & Traps	2	In/Ag		-25	+13		-12
Lore: _____	2	Re/Re		-25	+24		-1	Vehicular							
Machine Operation	2	Re/Ag		-25	+15		-10	Driving	4	Ag/In		-25	+13		-12
Perception	2	In/SD	3	+15	+19		+34	Flying Pilot	4	Ag/In		-25	+13		-12
Resistance: Stamina	2	Co/Co	1	+5	+10		+15	Sailing	4	Ag/Re		-25	+15		-10
Resistance: Will	2	SD/SD	2	+10	+18		+28	Ship Captain	4	Qu/In		-25	+13		-12
Rope Mastery	2	Re/Ag		-25	+15		-10								
Signalling	2	Re/In		-25	+22		-3								
Vocation: Housekeeping	2	In/Re	5	+25	+22		+47								
Vocation: _____	2	In/Re		-25	+22		-3								