

HARP Steampunk Character Continued: *Sunil Aravind*

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	+14		-11	Charm	4	Pr/In		-25	+9		-16
Geography	4	Re/In		-25	+14		-11	Diplomacy	4	Pr/In		-25	+9		-16
History: India	4	Re/In		+5	+14		+19	Duping	4	Pr/In		-25	+9		-16
History: _____	4	Re/In		-25	+14		-11	Interrogation	4	Pr/In		-25	+9		-16
History: _____	4	Re/In	6	-25	+14		-11	Leadership	4	Pr/In		-25	+9		-16
Linguistics: Hindi Sp.	4	Re/In		+30	+14		+44	Public Speaking	4	Pr/In		-25	+9		-16
Linguistics: Hindi Wr.	4	Re/In		+25	+14		+39	Trading	4	Pr/In	1	+5	+9		+14
Linguistics: _____	4	Re/In		-25	+14		-11	Medical							
Literature	4	Re/In		-25	+14		-11	First Aid	4	Re/In		-25	+14		-11
Occultism	4	Re/In		-25	+14		-11	Medical Practice	4	Re/Ag		-25	+15		-10
Artistic								Medical Science	4	Re/In		-25	+14		-11
Acting	4	Pr/In		-25	+9		-16	Mystical							
Dancing	4	Ag/Pr		-25	+10		-15	Arcane Control	4	In/SD		-25	+12		-13
Flying/Gliding	4	Ag/SD		-25	+13		-12	Arcane Lore	4	In/Re		-25	+14		-11
Mimicry	4	Pr/SD		-25	+9		-16	Mystical Interpretation	4	In/In		-25	+12		-13
Painting	4	In/In		-25	+12		-13	Spiritual Influence	4	Pr/SD		-25	+9		-16
Photography	4	Ag/In		-25	+13		-12	Outdoor							
Play Instrument: _____	4	Pr/Ag		-25	+10		-15	Animal Handling: Horses	4	Pr/In	1	+5	+9		+14
Play Instrument: _____	4	Pr/Ag		-25	+10		-15	Beastmastery	4	In/Pr		-25	+9		-16
Play Instrument: _____	4	Pr/Ag		-25	+10		-15	Foraging/Survival: Jungle	4	In/Re	2	+10	+14		+24
Sculpting	4	In/Ag		-25	+13		-12	Horticulture	4	Re/In		-25	+14		-11
Singing	4	Pr/In		-25	+9		-16	Riding: Horse	4	Ag/SD	1	+5	+13		+18
Story Telling	4	Pr/In		-25	+9		-16	Tracking	4	SD/In		-25	+12		-13
Writing	4	In/Re		-25	+14		-11	Physical							
Athletic								Armour	2	St/Ag		-25	+11		-14
Acrobatics	4/2	Ag/SD		-25	+13		-12	Endurance	2	Co/SD	7	+35	+11	+30	+76
Climbing	4/2	Ag/St		-25	+11		-14	Jumping	2	St/Ag	1	+5	+11		+16
Contortions	4/2	Ag/SD		-25	+13		-12	Swimming	2	St/Ag	3	+15	+11		+26
Sports: _____	4/2	Ag/Co		-25	+12		-13	Scientific							
Sports: _____	4/2	Ag/Co		-25	+12		-13	Astronomy	2	Re/In		-25	+14		-11
Sports: _____	4/2	Ag/Co		-25	+12		-13	Biology	2	Re/In		-25	+14		-11
Combat								Chemistry	2	Re/In	2	+10	+14		+24
Brawling	4/2	St/Ag		-25	+11		-14	Geology	2	Re/In		-25	+14		-11
Combat Style: _____	4/2	_____		-25	0		-25	Mathematics	2	Re/In	5	+25	+14		+39
Combat Style: _____	4/2	_____		-25	0		-25	Palaeontology	2	Re/In		-25	+14		-11
Combat Style: _____	4/2	_____		-25	0		-25	Physics	2	Re/In	6	+30	+14		+44
Gunnery: _____	4/2	Qu/In		-25	+13		-12	Subterfuge							
Gunnery: _____	4/2	St/Ag		-25	+11		-14	Ambush	4	SD/Ag		-25	+13		-12
Gunnery: _____	4/2	St/Ag		-25	+11		-14	Dirty Fighting	4	Ag/In		-25	+13		-12
Martial Arts Strikes	4/2	St/Ag		-25	+11		-14	Disguise	4	Pr/SD		-25	+9		-16
Martial Arts Sweeps	4/2	St/Ag		-25	+11		-14	Forensics	4	SD/In		-25	+12		-13
Weapon: Ram's Horn Pistol	4/2	St/Ag	6	+30	+11		+41	Pick Pockets	4	Ag/Qu		-25	+14		-11
Weapon: Chatter Carbine	4/2	St/Ag	2	+10	+11		+21	Poisoning	4	Re/SD		-25	+14		-11
Weapon: _____	4/2	St/Ag		-25	+11		-14	Sniping	4	SD/Ag		-25	+13		-12
Weapon: _____	4/2	St/Ag		-25	+11		-14	Stalking & Hiding	4	SD/Ag		-25	+13		-12
Weapon: _____	4/2	St/Ag		-25	+11		-14	Streetwise	4	Pr/In		-25	+9		-16
General								Trickery	4	Pr/SD		-25	+9		-16
Appraisal: _____	2	Re/In		-25	+14		-11	Technical							
Appraisal: _____	2	Re/In		-25	+14		-11	Calc. Machine Ops.	2	Re/In	7	+35	+14		+49
Appraisal: _____	2	Re/In		-25	+14		-11	Demolition	2	Ag/SD		-25	+13		-12
Crafts: _____	2	Re/Ag		-25	+15		-10	Engineering: Land/Sea Vehicle	2	Re/In	9	+45	+14	+20	+79
Crafts: _____	2	Re/Ag		-25	+15		-10	Engineering: Steam Engines	2	Re/In	9	+45	+14	+20	+79
Crafts: _____	2	Re/Ag		-25	+15		-10	Engineering: Gunsmithing	2	Re/In	3	+15	+14	+10	+39
Etiquette	2	In/Pr		-25	+9		-16	Engineering: _____	2	Re/In		-25	+14	+10	-1
Lore: India	2	Re/Re	2	+10	+16		+26	Locks & Traps	2	In/Ag	8	+40	+13		+53
Lore: _____	2	Re/Re		-25	+16		-9	Navigation	2	Re/In	1	+5	+14		+19
Machine Operation	2	Re/Ag	9	+45	+15		+60	Vehicular							
Perception	2	In/SD	6	+30	+12		+42	Driving	2	Ag/In	12	+54	+13		+67
Resistance: Stamina	2	Co/Co	2	+10	+10		+20	Flying Pilot	2	Ag/In		-25	+13		-12
Resistance: Will	2	SD/SD	2	+10	+12		+22	Sailing	2	Ag/Re		-25	+15		-10
Rope Mastery	2	Re/Ag		-25	+15		-10	Ship Captain	2	Qu/In		-25	+13		-12
Signalling	2	Re/In	6	+30	+14		+44								
Vocation: _____	2	In/Re		-25	+14		-11								
Vocation: _____	2	In/Re		-25	+14		-11								