

HARP Steampunk Character Continued: *Clockwork Ruffian*

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	-14		-39	Charm	2	Pr/In	4	+20	-9		+11
Geography	4	Re/In		-25	-14		-39	Diplomacy	2	Pr/In		-25	-9		-34
History: _____	4	Re/In		-25	-14		-39	Duping	2	Pr/In	3	+15	-9		+6
History: _____	4	Re/In		-25	-14		-39	Interrogation	2	Pr/In		-25	-9		-34
History: _____	4	Re/In		-25	-14		-39	Leadership	2	Pr/In		-25	-9		-34
Linguistics: _____	4	Re/In		-25	-14		-39	Public Speaking	2	Pr/In		-25	-9		-34
Linguistics: _____	4	Re/In		-25	-14		-39	Trading	2	Pr/In		-25	-9		-34
Linguistics: _____	4	Re/In		-25	-14		-39	Medical							
Literature	4	Re/In		-25	-14		-39	First Aid	4	Re/In		-25	-14		-39
Occultism	4	Re/In		-25	-14		-39	Medical Practice	4	Re/Ag		-25	+7		-18
Artistic								Medical Science	4	Re/In		-25	-14		-39
Acting	4	Pr/In	4	+20	-9		+11	Mystical							
Dancing	4	Ag/Pr	6	+30	+12		+42	Arcane Control	4	In/SD		-25	+1		-24
Flying/Gliding	4	Ag/SD		-25	+22		-3	Arcane Lore	4	In/Re		-25	-14		-39
Mimicry	4	Pr/SD		-25	+10		-15	Mystical Interpretation	4	In/In		-25	-18		-43
Painting	4	In/In		-25	-18		-43	Spiritual Influence	4	Pr/SD		-25	+10		-15
Photography	4	Ag/In		-25	+3		-22	Outdoor							
Play Instrument: _____	4	Pr/Ag		-25	+12		-13	Animal Handling	4	Pr/In		-25	-9		-34
Play Instrument: _____	4	Pr/Ag		-25	+12		-13	Beastmastery	4	In/Pr		-25	-9		-34
Play Instrument: _____	4	Pr/Ag		-25	+12		-13	Foraging/Survival	4	In/Re		-25	-14		-39
Sculpting	4	In/Ag		-25	+3		-22	Horticulture	4	Re/In		-25	-14		-39
Singing	4	Pr/In		-25	-9		-34	Riding	4	Ag/SD		-25	+22		-3
Story Telling	4	Pr/In		-25	-9		-34	Tracking	4	SD/In		-25	+1		-24
Writing	4	In/Re		-25	-14		-39	Physical							
Athletic								Armour	2	St/Ag		-25	+13		-12
Acrobatics	2	Ag/SD	6	+30	+22		+52	Endurance	2	Co/SD	4	+20	+12	+30	+62
Climbing	2	Ag/St	6	+30	+13		+43	Jumping	2	St/Ag	4	+20	+13		+33
Contortions	2	Ag/SD	5	+25	+22		+47	Swimming	2	St/Ag		-25	+13		-12
Sports: _____	2	Ag/Co	1	+5	+14		+19	Scientific							
Sports: _____	2	Ag/Co		-25	+14		-11	Astronomy	4	Re/In		-25	-14		-39
Sports: _____	2	Ag/Co		-25	+14		-11	Biology	4	Re/In		-25	-14		-39
Combat								Chemistry	4	Re/In		-25	-14		-39
Brawling	2	St/Ag	6	+30	+13		+43	Geology	4	Re/In		-25	-14		-39
Combat Style: _____	2	_____		-25			-25	Mathematics	4	Re/In		-25	-14		-39
Combat Style: _____	2	_____		-25			-25	Palaeontology	4	Re/In		-25	-14		-39
Combat Style: _____	2	_____		-25			-25	Physics	4	Re/In		-25	-14		-39
Gunnery: _____	2	Qu/In		-25	+4		-21	Subterfuge							
Gunnery: _____	2	St/Ag		-25	+13		-12	Ambush	2	SD/Ag	4	+20	+22	+10	+52
Gunnery: _____	2	St/Ag		-25	+13		-12	Dirty Fighting	2	Ag/In		-25	+3		-22
Martial Arts Strikes	2	St/Ag		-25	+13		-12	Disguise	2	Pr/SD		-25	+10		-15
Martial Arts Sweeps	2	St/Ag		-25	+13		-12	Forensics	2	SD/In		-25	+1		-24
Weapon: Club	2	St/Ag	5	+25	+13		+38	Pick Pockets	2	Ag/Qu		-25	+25		0
Weapon: Dirk	2	St/Ag	6	+30	+13		+43	Poisoning	2	Re/SD		-25	+5		-20
Weapon: _____	2	St/Ag		-25	+13		-12	Sniping	2	SD/Ag		-25	+22		-3
Weapon: _____	2	St/Ag		-25	+13		-12	Stalking & Hiding	2	SD/Ag	5	+25	+22		+47
Weapon: _____	2	St/Ag		-25	+13		-12	Streetwise	2	Pr/In	6	+30	-9		+21
General								Trickery	2	Pr/SD		-25	+10		-15
Appraisal: _____	2	Re/In		-25	-14		-39	Technical							
Appraisal: _____	2	Re/In		-25	-14		-39	Calc. Machine Ops.	2	Re/In		-25	-14		-39
Appraisal: _____	2	Re/In		-25	-14		-39	Demolition	2	Ag/SD		-25	+22		-3
Crafts: _____	2	Re/Ag		-25	+7		-18	Engineering: _____	2	Re/In		-25	-14		-39
Crafts: _____	2	Re/Ag		-25	+7		-18	Engineering: _____	2	Re/In		-25	-14		-39
Crafts: _____	2	Re/Ag		-25	+7		-18	Engineering: _____	2	Re/In		-25	-14		-39
Etiquette	2	In/Pr		-25	-9		-34	Engineering: _____	2	Re/In		-25	-14		-39
Lore: London	2	Re/Re	1	+5	-10		-5	Locks & Traps	2	In/Ag	2	+10	+3		+13
Lore: _____	2	Re/Re		-25	-10		-35	Vehicular							
Machine Operation	2	Re/Ag		-25	+7		-18	Driving	4	Ag/In		-25	+3		-22
Perception	2	In/SD	5	+25	+1		+26	Flying Pilot	4	Ag/In		-25	+3		-22
Resistance: Stamina	2	Co/Co	4	+20	+4		+24	Sailing	4	Ag/Re		-25	+7		-18
Resistance: Will	2	SD/SD	4	+20	+20		+40	Ship Captain	4	Qu/In		-25	+4		-21
Rope Mastery	2	Re/Ag		-25	+7		-18								
Signalling	2	Re/In		-25	-14		-39								
Vocation: _____	2	In/Re		-25	-14		-39								
Vocation: _____	2	In/Re		-25	-14		-39								