

HARP Steampunk Character Continued: *Peter 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	4	Re/In	2	-25	+11		-14	Charm	4	Pr/In		-25	+13		-12
Geography	4	Re/In		-25	+11		-14	Diplomacy	4	Pr/In		-25	+13		-12
History: England	4	Re/In		+10	+11		+21	Duping	4	Pr/In	1	+5	+13		+18
History: _____	4	Re/In		-25	+11		-14	Interrogation	2	Pr/In	10	+50	+13		+63
History: _____	4	Re/In		-25	+11		-14	Leadership	4	Pr/In		-25	+13		-12
Linguistics: _____	4	Re/In		-25	+11		-14	Public Speaking	4	Pr/In		-25	+13		-12
Linguistics: _____	4	Re/In	-25	+11		-14	Trading	4	Pr/In	2	+10	+13		+23	
Linguistics: _____	4	Re/In	-25	+11		-14	Medical								
Literature	4	Re/In	1	+5	+11		+16	First Aid	2	Re/In	6	+30	+11		+41
Occultism	4	Re/In		-25	+11		-14	Medical Practice	2	Re/Ag		-25	+8		-17
Artistic								Medical Science							
Acting	4	Pr/In		-25	+13		-12		2	Re/In		-25	+11		-14
Dancing	4	Ag/Pr		-25	+10		-15	Mystical							
Flying/Gliding	4	Ag/SD		-25	+13		-12	Arcane Control	4	In/SD		-25	+16		-9
Mimicry	4	Pr/SD		-25	+15		-10	Arcane Lore	4	In/Re		-25	+11		-14
Painting	4	In/In		-25	+14		-11	Mystical Interpretation	4	In/In		-25	+14		-11
Photography	4	Ag/In		-25	+11		-14	Spiritual Influence	4	Pr/SD		-25	+15		-10
Play Instrument: _____	4	Pr/Ag		-25	+10		-15	Outdoor							
Play Instrument: _____	4	Pr/Ag		-25	+10		-15	Animal Handling	4	Pr/In		-25	+13		-12
Play Instrument: _____	4	Pr/Ag		-25	+10		-15	Beastmastery	4	In/Pr		-25	+13		-12
Sculpting	4	In/Ag		-25	+11		-14	Foraging/Survival	4	In/Re		-25	+11		-14
Singing	4	Pr/In		-25	+13		-12	Horticulture	4	Re/In		-25	+11		-14
Story Telling	4	Pr/In		-25	+13		-12	Riding	4	Ag/SD		-25	+13		-12
Writing	4	In/Re		-25	+11		-14	Tracking	4	SD/In		-25	+16		-9
Athletic								Physical							
Acrobatics	2	Ag/SD		-25	+13		-12	Armour	2	St/Ag		-25	+11		-14
Climbing	2	Ag/St	5	+25	+11		+36	Endurance	2	Co/SD	12	+54	+15	+30	+99
Contortions	2	Ag/SD		+10	+13		+23	Jumping	2	St/Ag		-25	+11		-14
Sports: Football	2	Ag/Co	1	+5	+10		+15	Swimming	2	St/Ag	3	+15	+11		+26
Sports: _____	2	Ag/Co		-25	+10		-15	Scientific							
Sports: _____	2	Ag/Co	-25	+10		-15	Astronomy	4	Re/In		-25	+11		-14	
Combat								Biology							
Brawling	2	St/Ag	12	+54	+11		+65	Chemistry	4	Re/In		-25	+11		-14
Combat Style: _____	2			-25	0		-25	Geology	4	Re/In		-25	+11		-14
Combat Style: _____	2			-25	0		-25	Mathematics	4	Re/In		-25	+11		-14
Combat Style: _____	2			-25	0		-25	Palaeontology	4	Re/In		-25	+11		-14
Gunnery: _____	2	Qu/In		-25	+10		-15	Physics	4	Re/In		-25	+11		-14
Gunnery: _____	2	St/Ag		-25	+11		-14	Subterfuge							
Gunnery: _____	2	St/Ag		-25	+11		-14	Ambush	2	SD/Ag		-25	+13		-12
Martial Arts Strikes	2	St/Ag		-25	+11		-14	Dirty Fighting	2	Ag/In		-25	+11		-14
Martial Arts Sweeps	2	St/Ag		-25	+11		-14	Disguise	2	Pr/SD		-25	+15		-10
Weapon: Medium Pistol	2	St/Ag	12	+54	+11		+65	Forensics	2	SD/In	1	+5	+16		+21
Weapon: _____	2	St/Ag		-25	+11		-14	Pick Pockets	2	Ag/Qu	5	+25	+7		+32
Weapon: _____	2	St/Ag		-25	+11		-14	Poisoning	2	Re/SD	6	+30	+13		+43
Weapon: _____	2	St/Ag		-25	+11		-14	Sniping	2	SD/Ag		-25	+13		-12
Weapon: _____	2	St/Ag		-25	+11		-14	Stalking & Hiding	2	SD/Ag		-25	+13		-12
Weapon: _____	2	St/Ag		-25	+11		-14	Streetwise	2	Pr/In	12	+54	+13	+5	+72
General								Trickery							
Appraisal (General)	2	Re/In	2	+10	+11		+21		2	Pr/SD		-25	+15		-10
Appraisal: _____	2	Re/In		-25	+11		-14	Technical							
Appraisal: _____	2	Re/In	-25	+11		-14	Calc. Machine Ops.	2	Re/In		-25	+11		-14	
Crafts: _____	2	Re/Ag		-25	+8		-17	Demolition	2	Ag/SD		-25	+13		-12
Crafts: _____	2	Re/Ag		-25	+8		-17	Engineering: _____	2	Re/In		-25	+11		-14
Crafts: _____	2	Re/Ag		-25	+8		-17	Engineering: _____	2	Re/In		-25	+11		-14
Crafts: _____	2	Re/Ag		-25	+8		-17	Engineering: _____	2	Re/In		-25	+11		-14
Etiquette	2	In/Pr	1	+5	+13		+18	Engineering: _____	2	Re/In		-25	+11		-14
Lore: London	2	Re/Re		10	+50	+8		+58	Locks & Traps	2	In/Ag	10	+50	+11	
Lore: _____	2	Re/Re		-25	+8		-17	Vehicular							
Machine Operation	2	Re/Ag		-25	+8		-17	Driving	4	Ag/In		-25	+11		-14
Perception	2	In/SD	8	+40	+16		+56	Flying Pilot	4	Ag/In		-25	+11		-14
Resistance: Stamina	2	Co/Co	7	+35	+12		+47	Sailing	4	Ag/Re		-25	+8		-17
Resistance: Will	2	SD/SD	2	+10	+18		+28	Ship Captain	4	Qu/In		-25	+10		-15
Rope Mastery	2	Re/Ag		-25	+8		-17								
Signalling	2	Re/In		-25	+11		-14								
Vocation: Copper	2	In/Re	8	+40	+11	+10	+61								
Vocation: _____	2	In/Re		-25	+11		-14								