

Weapon Proficiency (Rifle): No penalty for using the weapon type

†† This skill cannot be taken during character creation.

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Character Notes:

Combat Option: *Offense*

Good saves/Bad saves

- Fortitude: *Good*
- Reflex: *Bad*
- Will save: *Bad*

Specializations:

Name	Rank	Bonus	Total	Core
Craft #1: Galvanic Devices	2		3	■
Craft #2:	0		-	□
Craft #3:	0		-	□
Craft #4:	0		-	□
Craft #5:	0		-	□
Craft #6:	0		-	□
Knowledge #1: Submersible	1		2	■
Knowledge #2: Seamanship	2		3	■
Knowledge #3: Diving Suit	1		2	□
Knowledge #4: Galvanic Devices	2		3	□
Knowledge #5:	0		-	□
Knowledge #6:	0		-	□
Knowledge #7:	0		-	□
Knowledge #8:	0		-	□
Perform. #1:	0		-	□
Perform. #2:	0		-	□
Pilot #1: Boat	2		4	■
Pilot #2:	0		-	□
Language #1: Craft (Ships)	2		3	□
Language #2: French	1		2	□
Language #3:	0		-	□

Primary Weapon: Lee-Metford Rifle: Attack: +5, Damage: 2d10-1, Critical: x3, Range: 150, Type: Piercing, Size: Large, Caliber: .303 (black powder), Action: Bolt, Capacity: 8, Loading: Mag, Rate: Standard, Country/Year: UK(1885)

Secondary Weapon:

Armor: *None*

- Education: 1
- Savings: \$ 1000
- Yearly Income: \$ 500

Gear	Price	Price
Name	1920	2000+