

Character Notes:

Combat Option: Defense

Good saves/Bad saves

Fortitude: Good

Reflex: Bad

Will save: Good

Specializations:

Name	Rank	Bonus	Total	Core
Craft #1: Diving Suit (not a Craft)	2		2	<input type="checkbox"/>
Craft #2:	0		-	<input type="checkbox"/>
Craft #3:	0		-	<input type="checkbox"/>
Craft #4:	0		-	<input type="checkbox"/>
Craft #5:	0		-	<input type="checkbox"/>
Craft #6:	0		-	<input type="checkbox"/>
Knowledge #1: Seamanship	4		7	■
Knowledge #2: Marine Geography	5		8	■
Knowledge #3: Biology	6		9	■
Knowledge #4: Submersible Ops	6		9	<input type="checkbox"/>
Knowledge #5:	0		-	<input type="checkbox"/>
Knowledge #6:	0		-	<input type="checkbox"/>
Knowledge #7:	0		-	<input type="checkbox"/>
Knowledge #8:	0		-	<input type="checkbox"/>
Perform. #1:	0		-	<input type="checkbox"/>
Perform. #2:	0		-	<input type="checkbox"/>
Pilot #1: Boat	3		3	■
Pilot #2:	0		-	<input type="checkbox"/>
Language #1: Danish	1		4	<input type="checkbox"/>
Language #2: German	1		4	<input type="checkbox"/>
Language #3:	0		-	<input type="checkbox"/>

Primary Weapon: S&W Safety Hammerless: Attack: -3, Damage: 1d10, Critical: x3, Range: 15, Type: Piercing, Size: Tiny, Caliber: .38 S&W, Action: Rev/D, Capacity: 6, Loading: Side, Rate: Multifire, Country/Year: USA(1887)

Secondary Weapon:

Armor: None

Education: 1

Savings: \$ 1000

Yearly Income: \$ 500

Gear Name	Price 1920	Price 2000+
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