

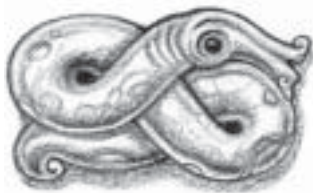


# Common Training Packages

Training Packages are a feature of **HARP** that allows the Gamemaster to customize his setting with unique groups and organizations that the characters may join, while also allowing the player to be more involved by creating his own Training Packages to also work into this setting. This allows the player to feel more involved overall.

However, HARP does not contain a complete list of all possible Training Packages that would be common to a normal fantasy setting. That is where this document comes into play. Within these pages, you will find some of the most common jobs that people in a fantasy setting may have detailed as Training Packages. This is sure to save the Gamemaster a lot of preparation time and also give the players some ideas for creating their character's backgrounds. The following list is by no means complete, but it sure to be useful.

**Note:** *In the following Training Packages, all instances of Lore are considered to be Mundane Lore unless otherwise indicated.*



## ANIMAL TRAINER

The Animal Trainer is one who makes his living training animals such, usually for traveling shows or noble lords. He normally specializes in one type of animal.

Skill	Ranks
Animal Handling	5
Appraisal (specific animal type)	5
Beastmastery	5
Lore: (specific animal type)	5

## APOTHECARY

The Apothecary specializes in the gathering, preparation and sale of herbs and medicines for profit. These are sold to the general public as potions and other remedies.

Skill	Ranks
Craft: Alchemy	5
Foraging/Survival	3
Healing	3
Herbcraft	5
Horticulture	4

## BEGGAR

The Beggar is a never-do-well who lives off the charity of others. He often has some sob story to tell to elicit the sympathy of others.

Skill	Ranks
Acting	3
Duping	3
Storytelling	3

## BOWYER

The Bowyer is the one who makes bows and arrows. He knows the best type of wood to use for each and what other items may also be required.

Skill	Ranks
Craft: Bow making	4
Craft: Fletching	4
Lore: wood	4

## CARTOGRAPHER

A maker of maps. The Cartographer specializes in the making and reading and making of maps. He also often copies and sells maps that others have made.

Skill	Ranks
Craft: Cartography	5
Craft: Drawing	5
Trading	3
Navigation	3



## CHANDLER

A Chandler is one who makes candles and lamps. It is not uncommon to also see them serving as an outlet for other craftsmen, charging slightly higher prices, but providing one-stop-shopping for adventurers.

Skill	Ranks
Craft: Candle-making	5
Craft: Lamp making	5
Trading	3

## CHARCOALER

These are men who deal in the sale of charcoal and in towns only, firewood. They provide a valuable service to those who do not or cannot obtain their own fuel. Coal is often very rare and expensive, and often reserved for the wealthy to use in heating their homes or by high end smiths in their work.

Skill	Ranks
Craft: Charcoal Making	5
Foraging/Survival	4
Lore: Trees	4
Trading	4

## CLOISTERED CLERIC

Not all Clerics are spell casting adventurers. Quite a few live quiet peaceful lives serving their god by preaching his word to others and by maintain holy works and texts. The Cloistered Cleric makes up the majority of god's clergy as the spell casting variety is often very rare.

Skill	Ranks
Linguistics: Religious Lang. - Spoken	4
Linguistics: Religious Lang. - Written	4
Lore: Religion	5
Public Speaking	3
Singing	2
Storytelling	2

## CLOTHIER

While most commoners and peasants make their own rags, there are those who either do not have the time or feel that they are too important to make their own clothing. It is to these people that the Clothier sells his wares. He produces everything from sturdy work clothes to the finery worn by many a noble. Most Clothiers have skill as a tailor, glover (glove-maker), and haberdasher (hat-maker), though some do specialize in one area, this is rare.

Skill	Ranks
Craft: Tailor	4
Craft: Glove-making	4
Craft: Haberdashery	4
Trading	3

## COOK

Those born to nobility, and those of a lower station who have the wealth rarely, if ever, cook their own food. They prefer to have another do this task. Some cooks specialize into certain fields, such as baking breads or preparing deserts, but most smaller kitchens deal with those who have a wider skill base.

Skill	Ranks
Craft: Cooking	5
Craft: Baking	5
Lore: Recipes	5

## FARMER

These are the folk who raise the crops and who tends to the livestock that lives on a farm. They tend to all the daily chores of feeding and caring for the animals, and raising the crops. Animals on farms are normally of secondary importance and are usually used in aiding the other farming chores or as food stock for the farmers.

Skill	Ranks
Horticulture	5
Animal Handling	3
Lore: Farming	3
Craft: Farming	5



## FISHERMAN

While anybody can learn how to fish in a stream, river, or lake, it takes special training for those who fish at sea. While just as able-bodied as Sailors, Fishermen rarely leave their local fishing waters. They specialize in catching large amounts of fish which are then often sold to the local markets.

Skill	Ranks
Craft: Fishing	4
Lore: Local Waters	4
Rope Mastery	4
Sailing	4
Signaling	4

## GLASSWORKER

The making of glass is still a rare art. Glass is normally too expensive for most people, but noble lords like to show off their wealth with glass windows. Glass makers can also often be found making fine pottery to supplement their incomes.

Skill	Ranks
Craft: glass making	5
Craft: pottery	3
Tracking	2



## HERALD

Heralds often work closely with noble families, recording and maintaining the family genealogy and history. They also often serve as messengers and ambassadors for nobles. Well versed in the etiquette of negotiation and warfare, Heralds have many important duties for the lords that they serve.

Skill	Ranks
Craft: Drawing	4
Linguistics	4
Lore: Heraldry	4
Public Speaking	4

## HERDSMAN

The Herdsman tends to herds of animals, be it cattle, sheep, or some other beast. They travel with the herd across its grazing land and protect it from predators while

Skill	Ranks
Animal Handling	4
Foraging/Survival	3
Lore: Weather	2
Tracking	3



## HIDEWORKER

The Hideworker is the guy who takes the hides of animals brought by hunters, and herdsman and produces usable leather.

Skill	Ranks
Alchemy	2
Craft: Hide-working	5
Craft: Weaving	4

## HUNTER

The hunter stalks the forest looking for game animals. He often sells the extra to the local market or to inns and taverns. He knows how to move stealthily through area where he hunts and he knows where to find the game that he hunts.

Skill	Ranks
Foraging/Survival	5
Lore: Fauna	2
Perception	2
Stalk & Hide	2
Tracking	5
Weapon: Bows	2

## INNKEEPER

The Innkeeper knows several crafts, including how to cook meals for his guests and how to brew beer and ale which doesn't travel well, to provide refreshment.

Skill	Ranks
Craft: Brewing	4
Craft: Cooking	4
Linguistics	4
Perception	2
Public Speaking	2
Trading	4

## JEWELER

The Jeweler cuts and polishes gems and makes rings and other settings for them. He also does other work in both silver and gold.

Skill	Ranks
Crafts: Gem-cutting	5
Crafts: Goldsmithing	4
Crafts: Metalworking	4
Lore: Gems	5
Trading	2

## LABORER

The Laborer is a person who will take any job that he can find. He is not particularly skilled, but he is usually strong and hearty and can work for many hours.

Skill	Ranks
Endurance	2
Perception	2
Rope Mastery	2
Streetwise	2

## LITIGANT

The Litigant is knowledgeable of the local laws and of the procedures and processes in the local court system. He often works for others drafting legal documents and arguing cases in court.

Skill	Ranks
Duping	3
Lore: Local Laws	5
Public Speaking	5

## LOCKSMITH

The Locksmith makes and repairs locks of all types. He also often specializes in the making of small mechanical toys and other mechanisms.

Skill	Ranks
Crafts: Lock-making	5
Crafts: Metal Working	4
Lore: Locks	5
Perception	2
Trading	2



## LONGSHOREMAN

The Longshoreman works the docks. He aids in loading and unloading ships that make port in his home city.

Skill	Ranks
Endurance	4
Linguistics	4
Lore: Other Cultures	3
Perception	2
Rope Mastery	3

## MAN-AT-ARMS

The Man-at-Arms is your average warrior. He may be guarding a caravan or some merchants house, or he may belong to the local city guard. He may also be found working for the seedier side of society. Anyplace that somebody who is decent with a weapon is needed is where you will find him.

Skill	Ranks
Armor Skills	3
Endurance	2
Weapon: (select one group)	3

## MASON

The Mason knows all about bricks and mortar and how to build walls and how good a solid wall should be.

Skill	Ranks
Craft: Carpentry	2
Craft: Masonry	5
Lore: Architecture	3
Lore: Building Materials	5

## MERCANTYLER

The Mercantylor is a merchant pure and simple. He is involved in the buying and selling of goods. Mercantylers are often also involved in usury, the changing and lending of money for profit (interest).

Skill	Ranks
Craft: Mathematics	5
Duping	2
Lore: Local Laws	4
Public Speaking	4
Trading	5

## METALSMITH

The Metalworker is more commonly known as a blacksmith. He performs various tasks with the shaping and creation of metal objects.

Skill	Ranks
Craft: Metalworking	5
Craft: Smithing	5
Lore: Smithing	5

## MILLER

The Miller often holds a special position among towns and villages. He is the one who takes the grain grown by the farmers and grinds it, turning it into flour, which is then used for making food.

Skill	Ranks
Craft: Milling	5
Lore: Horticulture	3
Public Speaking	3
Trading	4

## MINER

The Miner spends his life in the process of removing raw ore from the earth so that it may be smelted down and used to create many useful tools.

Skill	Ranks
Craft: Carpentry	3
Craft: Metalworking	3
Craft: Mining	5
Lore: Ores	5

## OSTLER

The Ostler is usually found only in larger towns and cities. He makes his living by caring for, raising, training, and selling horses.

Skill	Ranks
Animal Handling (Horses)	5
Craft: Leatherworking	4
Riding	5
Rope Mastery	4
Trading	2

## PERFUMER

The Perfumer takes various raw materials and turns them into enticing fragrances for the wealthy ladies. Sometimes he also doubles as the local embalmer, if such is the customs for the area in which he resides.

Skill	Ranks
Craft: Alchemy	4
Craft: Embalming	3
Craft: Perfumery	5
Herbcraft	5

## PHYSICIAN

The Physician specializes in tending to the sick and the wounded. In many larger towns and cities, the Physician is not allowed to mix his own medicines, so he must acquire them from the local apothecary.

Skill	Ranks
Crafts: Alchemy	3
Healing	5
Herbcraft	5
Perception	3



## PILOT

The Pilot can be found in any city or town with a harbor. The Pilot is often both the navigator and the pilot of any sea-going vessel.

Skill	Ranks
Craft: Cartography	4
Lore: Weather	4
Navigation	5
Rope Mastery	3
Sailing	4

## PORTER

The Porter has the job of carrying things. He will work for caravan masters or for individuals. He may also sometimes work as a messenger, carrying messages and other small packages from town to town.

Skill	Ranks
Endurance	3
Perception	2
Rope Mastery	3

## POTTER

The Potter makes pottery. He works most often in clay or ceramics, and the more skilled Potters often decorate their works with great detail.

Skill	Ranks
Craft: Ceramics	5
Craft: Painting	3
Lore: Pottery	2
Trading	2

## RATTER

One thing common to most large cities and towns is the abundance of rats. The Ratter has the job of hunting and killing the pesky things. He will most often use specially trained animals for this purpose.

Skill	Ranks
Animal Handling	5
Herbcraft	3
Perception	2
Weapons: Clubs	2
Weapons: Thrown	2

## SAGE

The Sage is a person who has decided to become an expert in Lore. He loves learning all he can about whatever he can. He is also quite willing to share this knowledge with others, for a small price of course.

Skill	Ranks
Linguistics (any one language-spoken)	4
Linguistics (any one language-written)	4
Lore: (any one lore skill)	5
Lore: (any one lore skill)	3
Public Speaking	3

## SAILOR

The Sailor is the person who works the rigging, and does many of the tasks aboard a ship. He often knows a bit about the many places that he visits, and has many a tale to tell about them as well.

Skill	Ranks
Endurance	3
Perception	3
Rope Mastery	4
Sailing	5

## SCRIBE

The Scribe is a person who knows how to write. Not many folks have this skill. The Scribe not only has it, but is able to make a living off of it. He can most often be found in service to a noble or other high ranking official. He is an official record-keeper and often knows the best way in which to write certain specific documents within his area of expertise.

Skill	Ranks
Craft: Calligraphy	5
Linguistics (any one language-spoken)	5
Linguistics (any one language-written)	5
Lore: Document Writing	5



## SERVANT

The Servant is a person who takes care of another person. They are normally employed by nobles or other wealthy patrons. The better the Servant, the more responsibility that he has.

Skill	Ranks
Craft: Personal Servant	5
Herbcraft	2
Lore: Household	5
Perception	5
Public Speaking	3

## SHIPWRIGHT

The Shipwright makes his living building ships for others. The more renowned the Shipwright, the more his services are sought out by those who need such ships.

Skill	Ranks
Craft: Shipwright	5
Lore: Ship Building	5
Navigation	2
Rope Mastery	4
Sailing	2



## TEAMSTER

The Teamster is a person who takes care of and utilizes teams of animals for pulling wagons or carriages. He is most often employed by merchants and traders who travel between various cities and towns.

Skill	Ranks
Animal Handling	5
Crafts: Carpentry	5
Riding	5
Weapons: Whips	3

## TENTMAKER

The Tentmaker does more than make tents. He also makes other canvas items as well, such as pavilions, awnings and most importantly sails for ships.

Skill	Ranks
Craft: Hide working	5
Craft: Weaving	5
Trading	3

## THATCHER

The Thatcher makes roofs from thatch. He is often an important member of any small town or village as he knows how to weave the thatch to make it water-tight against the elements.

Skill	Ranks
Climbing	5
Craft: Thatching	5
Perception	3
Rope Mastery	4

## THIEVES GUILD MEMBER

Large towns and cities always have a seedier side to them. This shadowy aspect often takes the form of a Thieves Guild. Its members are often involved in one or more aspects of organized crime.

Skill	Ranks
Locks & Traps	4
Pick Pockets	4
Stalking & Hiding	4
Streetwise	4
Trickery	4

## THESPIAN

The Thespian is an actor and entertainer. He often sings or dances as well as acts, and he makes his living by entertaining others with his various skills.

Skill	Ranks
Acting	4
Dancing	4
Mimicry	2
Play Instrument	4
Singing	4
Storytelling	2

## TIMBERWRIGHT

The Timberwright is also often called a logger as he is mainly involved in the felling of trees for building ships, or supplying lumber to woodcrafters.

Skill	Ranks
Craft: Carpentry	3
Craft: Logging	5
Foraging/Survival	4
Horticulture	3
Lore: Trees	5

## TRAPPER

The Trapper makes his living by hunting and trapping animals for others. He may work setting underwater traps for certain types of seafood or trapping small game. Sometimes trappers even work to capture their prey alive for some specific client.

Skill	Ranks
Craft: trap Building	5
Foraging/Survival	5
Perception	3
Rope Mastery	3
Tracking	4

## WEAPONCRAFTER

The Weaponcrafter is a Metalsmith who specializes in the creation of metal weapons. He is more often found in areas where there is often conflict or areas where adventures travel through on a regular basis.

Skill	Ranks
Appraisal	3
Craft: Metalworking	5
Craft: Weaponsmith	5
Trading	3

## WOODCRAFTER

The Woodcrafter takes raw lumber and turns it into useful items such as furniture. The more skilled he is in his craft the more likely he is to embellish such works with fanciful carvings.

Skill	Ranks
Appraisal	3
Craft: Carpentry	5
Craft: Wood Carving	5
Trading	3

