



N on-Adventuring P rofessions

INTRODUCTION

HARP contains 9 core professions. These are Adventuring Professions, meaning that these are the professions held by characters that most often go on adventures, leaving their old lives behind. But what about those professions who work and toil throughout their lives? I am referring to the innkeeper, the guy working the stall at the market, the farmer, the sailor, and the beggar who survives on the charity of others. These are the common folk who inhabit the world. Each of these also has a profession, but what are they?

These Non-Adventuring Professions are not as powerful as the Adventuring Professions, but they are just as important. This document details a few of those Non-Adventuring Professions for Gamemasters to use when populating their worlds. Each one fills a niche, and makes each character unique and helps to bring them to life.

The following professions are archetypes, giving the basic professions to be found among the common folk. Each usually has at least one of the more common Training Packages to help flesh them out even more.



ARTISAN

The Artisan is a very creative profession. Be it sculpting, painting, or wood-carving or some other artistic pursuit, the Artisan excels at it.

FAVORED CATEGORIES:

Artistic: 7 **General:** 3

Physical: 3 **Influence:** 2

KEY STATS: Strength, Constitution

PROFESSIONAL ABILITIES: All Artisans gain the Artistic Talent. Beginning at first level, and every seventh level thereafter (7th, 14th, etc), Artisans gain a +10 bonus to any one Artistic skill of their choice. No skill can have more than a +30 bonus from this ability.

HEDGE WIZARD

The Hedge Wizard is a character who does not have a lot of magic nor a lot of formal magical training. He tends to learn magic in a very haphazard way, and often comes by the spells that he does learn in a questionable manner.

FAVORED CATEGORIES:

General: 5 **Mystical Arts:** 8

Physical: 2

KEY STATS: Insight, Reasoning

PROFESSIONAL ABILITIES: For each level in this profession, the Hedge Wizard may learn any one Utility spell from any sphere. Beginning at fifth level, and every fifth level thereafter (5th, 10th, etc), the Hedge Wizard may learn any one attack spell or elemental attack spell from any sphere in place of the Utility spell that he would learn for that level.

Note: This profession, like all others may learn any spell from the Universal Sphere, but he is limited to only one new spell per level in this profession, as described above.



OUTDOOR CRAFTSMAN

The Outdoor Craftsman is a broad profession and covers many professions to be found outdoors. Those of this profession spend most of their day working outside. They could be farmers, herders, foresters, sailors, or any other outdoor vocation.

FAVORED CATEGORIES:

Combat: 2 **General:** 4

Physical: 4 **Outdoor:** 5

KEY STATS: Strength, Constitution

PROFESSIONAL ABILITIES: All Outdoor Craftsmen gain the Outdoorsman Talent. Beginning at first level, and every seventh level thereafter (7th, 14th, etc), Outdoor Craftsmen gain a +10 bonus to any one Craft or Outdoor skill of their choice. No skill can have more than a +30 bonus from this ability.

SCOUNDREL

The Scoundrel can be found anyplace there are dark shadows, poverty and squalor. They are the dregs of society, living off others. Beggars, cut-throats, pick-pockets, and bullies are all different types of Scoundrel. Some Scoundrels can even be found among the local city guard.

FAVORED CATEGORIES:

Combat: 3 **Influence:** 3

Physical: 3 **Subterfuge:** 6

KEY STATS: Agility, Insight, Presence

PROFESSIONAL ABILITIES: Beginning at first level, and every fifth level thereafter (5th, 10th, etc), Scoundrels gain a +10 bonus to any one skill of their choice from their Favored Categories. No skill can have more than a +30 bonus from this ability.

SCHOLAR

The Scholar is a character who prefers intellectual pursuits over physical pursuits. He may be working as a sage in a specific field of knowledge, or as a scribe for some nobleman or church. If it is knowledge you seek, then it is a Scholar that you need to find.

FAVORED CATEGORIES:

Artistic: 3 **General:** 6

Influence: 3 **Mystical Arts:** 3

KEY STATS: Reasoning, Insight

PROFESSIONAL ABILITIES: The Scholar gains the Scholar Talent. Beginning at first level, and every seventh level thereafter (7th, 14th, etc), Scholars gain a +10 bonus to any one Lore (Mundane or Arcane) or Linguistics skill of their choice. No skill can have more than a +30 bonus from this ability.

SPEAKER

The Speaker is a silver tongued devil. He is good at talking, both fast and confusingly. Sometimes, he even believes all that he is saying. You can find the speaker in all walks of life, from street corner to city hall. He could be the crazy man preaching the doom of the world or a local politician.

FAVORED CATEGORIES:

Artistic: 5 **General:** 5

Influence: 5

KEY STATS: Presence, Insight, Reasoning

PROFESSIONAL ABILITIES: Beginning at first level, and every fifth level thereafter (5th, 10th, etc), Speakers gain a +10 bonus to any one speaking related skill of their choice. No skill can have more than a +30 bonus from this ability.

TRADER

This character makes his living through buying and selling merchandise and services. You will most often find him behind the counter at a store, or perhaps running an inn or tavern.

FAVORED CATEGORIES:

Combat: 2 **General:** 5

Influence: 5 **Physical:** 3

KEY STATS: Insight, Reasoning

PROFESSIONAL ABILITIES: Beginning at first level, and every fifth level thereafter (5th, 10th, etc), Traders gain a +10 bonus to Trading or to any one related lore skill of their choice. No skill can have more than a +30 bonus from this ability.

URBAN CRAFTSMAN

The Urban Craftsman is the character who makes things. He could be a smith, a jeweler, a bowyer, a cooper, or even a basket weaver. Each Urban Craftsman normally specializes in a single craft, but it is not unheard of for one to work in two or three related crafts.

FAVORED CATEGORIES:

Combat: 2 **General:** 7

Influence: 3 **Physical:** 3

KEY STATS: Reasoning, Insight, Agility

PROFESSIONAL ABILITIES: The Urban Craftsman gains a special bonus of +20 to his primary Craft skill. Beginning at first level, and every seventh level thereafter (7th, 14th, etc), Urban Craftsmen gain a +10 bonus to their choice of any one Craft or skill related to their primary craft. No skill can have more than a +30 bonus from this ability.