

# HARP House Rules: Level Advancement

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## Development Points:

20 DPs + Bonus DPs of each stat

Stat Score	Bonus DP
01-10	0
11-20	0
21-30	0
31-40	0
41-50	0
51-60	1
61-70	2
71-80	3
81-90	4
91-100	5

**Development point costs:** 2 for all skills whether they are Favored or non-Favored.

**Talents & Stat Gains:** Maximum total of 30 DPs may be spent to increase stats and/or purchase Talents. The normal limit of 20 DPs per level for increasing stats still applies.

## Rank Limits:

Ignore the normal rule of 3 + 3 x level maximum rank limit.

### Profession Ranks Limit:

Free ranks / 2 + 1 (round up). See table below

### Maximum Rank Limit:

Sum of Profession Rank Limits per level. At the first level double the Profession Rank Limits.

**For example:** Player wants to be Ranger at his first level. He writes down free ranks he receives from Ranger profession:

General: 3, Physical: 2, Subterfuge: 2, Outdoor: 6, Combat: 4, Mystical Arts: 3

He calculates his profession rank limits for each category by dividing each category's free ranks by 2 (rounding up) and adding 1. He receives following profession rank limits:

General: 3, Physical: 2, Subterfuge: 2, Outdoor: 4, Combat: 3, Mystical Arts: 3 and all other categories which are non-favored to him: 1

At first level he doubles his profession rank limits to have maximum rank limits. His maximum rank limits at 1st level are:

Artistic: 2, Athletic: 2, Combat: 6, Concentration: 2, General: 6, Influence: 2, Mystical Arts: 6, Outdoor: 8, Physical: 4, Subterfuge: 4

After the player advances to 2nd level he wishes to have Fighter level (purchasing the additional profession talent) and determines his new rank limits by adding Fighter profession rank limits to his former rank limits. Player's new rank limits at 2nd level are:

Artistic: 3, Athletic: 4, Combat: 11, Concentration: 3, General: 8, Influence: 3, Mystical Arts: 7, Outdoor: 9, Physical: 9, Subterfuge: 5

## Training Packages:

Because all skills in this house rule cost 2 DPs whether they are favored or not, training packages cost for each profession are one and the same. But this is not a problem because each profession have their own personal rank limits for each category.

Profession	Profession Ranks Limits									
	Artistic	Athletic	Combat	Concentration	General	Influence	Mystical Arts	Outdoor	Physical	Subterfuge
Cleric*	1 (3)	1 (3)	1 (3)	1 (3)	3	1 (3)	5	1 (3)	3	1 (3)
Fighter	1	2	5	1	2	1	1	1	5	1
Harper	3	1	3	1	3	4	3	1	3	1
Mage	2	1	1	1	3	2	6	1	2	1
Monk	1	3	4	4	3	1	1	1	3	1
Ranger	1	1	3	1	3	1	3	4	2	2
Rogue	1	3	3	1	3	1	2	3	3	3
Thief	1	3	3	1	3	2	1	1	3	4
Warrior Mage	1	1	4	1	3	1	4	1	4	1
Elementalist	1	1	1	1	3	2	6	2	2	1
Magician	2	1	1	1	3	2	6	1	2	1
Necromancer	1	1	2	1	2	2	6	1	2	2
Thaumaturge	1	1	1	1	4	2	6	1	2	1
Vivamancer	1	1	1	1	3	2	6	2	2	1
Paladin*	1 (2)	1 (2)	4	1 (2)	3	1 (2)	4	1 (2)	3	1 (2)
Beastmaster	1	3	3	1	3	1	1	5	3	1

\* The number in parenthesis is if the category is favored. Otherwise use the first number.