

Profession-less HARP by Jan P. Mueller, Germany

For those of you who prefer a profession-less system, but still think HARP is the premium choice concerning all the rest, consider this variant to generate characters.

Favored Categories

Distribute 20 free ranks among 4 to 6 favored categories of your choice. (I advise GMs to check the number of favored categories against the “power” of the professional ability, to keep the game balanced, or to set a fixed number of favored categories for all new characters.)

Key Stats

In game terms, these are only important for magic using characters. Decide which stat other than self discipline gives you your stat bonus for spells (usually, the other stat is intuition, reasoning or presence)

For flavour, choose stats that characterize further the type of character you wish to create.

Professional Abilities

Three options:

- Choose one of the existing abilities.
- Choose a talent worth a maximum of 15 DP (this can be pumped up with the characters starting DP).
- Come up with something new (together with the GM)! More free ranks in the beginning, an inborn spell, a special starting item, a special friend or ally... This profession-less way of character generation is very open to new ideas, of course (that’s the whole point). Be creative, but keep a careful eye on game-balance!

As you see, none of the game concepts of HARP has been touched, yet the system is now open to all kinds of character that may not or not easily be accomplished with the given professions and training packages. Examples include the Witch, available in the Harp Vault, or many world-specific professions. This rule also opens the system to other genres than fantasy, like modern or sci-fi.

GMs permission should usually be asked for a new “profession” created that way.