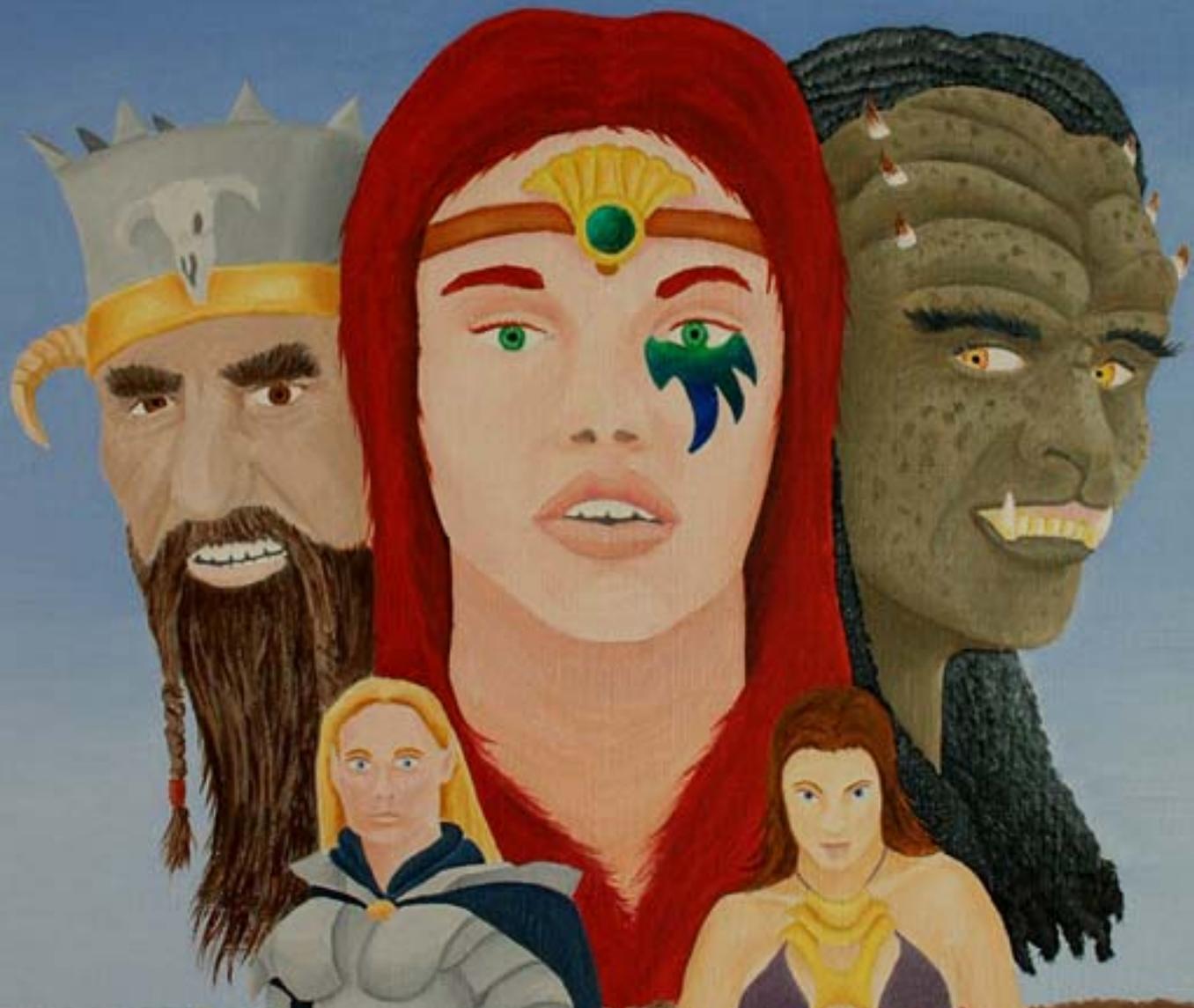


FRIENDS AND RIVALS

A CHARACTER COLLECTION FOR HARP™

COMPILED BY NICHOLAS HM CALDWELL



RJHAWKES '06

Friends and Rivals

A Character Collection for HARP™

Authors: Kerry Drake, Gaute Remman Gunleiksrud, Thom Jones,
Allen Maher, Bruce Meyer, Eric McLuen, Chris Richardson and
Wolfram Riegler

Interior Artwork: R.J. Hansen

Cover Artwork: R.J. Hansen

Editor: Nicholas HM Caldwell

PDF Formatting: Alison Mitchell

A Guild Companion Publication

Please visit The Guild Companion on a monthly basis for a variety of gaming information, articles, fiction, and product reviews at
www.guildcompanion.com

Thank you for purchasing this product.

Legal Notice

Copyright © 2006 Guild Companion Publications.

All rights reserved. As a purchaser of this product you are entitled to print one copy for personal use. Reproduction, re-selling, and re-distribution of this work are strictly and expressly forbidden without written permission from Guild Companion Publications.

Iron Crown Enterprises, I.C.E., ICE, HARP and all products related thereto, are all trademark and copyright © properties of Aurigas Aldebaron LLC, Charlottesville, Virginia 22902 USA. All rights reserved. HARP and associated trademarks are used in this product under license from Aurigas Aldebaron. Material derived from High Adventure Role Playing™ and associated products is used in this product under license from Aurigas Aldebaron.

Table of Contents

Table of Contents	2
Foreword	3
Human Cleric — Malcolm Tempest	4
Human Cleric — Serila Tormana	6
Human Elementalist — Ichmin Ebin Arlat	10
Human Fighter — Kalor Axewielder	12
Human Harper — Danica Silvertine	14
Human Mage — Ruud von Albrecht	16
Human Monk — Avaron Welst	18
Human Necromancer — Ishladar	20
Human Ranger — Artim	22
Human Rogue — Riley "Ninefingers" Millerson	24
Human Thaumaturge — Krystal Moonstone	25
Human Thief — Rose	27
Human Vivamancer — Damien	29
Human Warrior Mage — Berthor	31
Dwarf Elementalist — Gorath Stonecutter	33
Dwarf Rogue — Garrec Ironhelm	35
Elf Monk — Yu Fei	37
Elf Warrior Mage — Drewer Darkwalker	40
Gnome Cleric — Grimmer De' La' Mangus	42
Gnome Mage — Bonko the Curious	44
Gryx Cleric — Ghak'shun	46
Gryx Ranger — Gor	48
Halfling Fighter — Jandar Dilbarran	50
Halfling Rogue — Thisbin Throm	52

Human Cleric — Serila Tormana

Race and Culture: Human, Rural

Physical Description: Tall for a woman, sturdy, and fair in skin and hair. Striking green eyes, which look torn between rage and tears, mar her stoic and rigid face. Her voice is controlled and calculating inflecting to match her meaning, showing considerable training. Her movements are hesitant and then forceful, betraying her conflicted nature. The garb of the Order is well fitted, with the surcoat of stars and a crook echoing the green of her eyes.

Character Background: Born on a small farm, and raised a devout follower of the Pantheon, her parents died in the border skirmishes when Serila was an adolescent. With no parents, the siblings were unable to provide for themselves. Both her aunts were overburdened with the damages to their lands by the battles, and with too many mouths to feed she was sent to the regional temple as a pledge. Her sisters were quickly married off to poor husbands and the family lands used as dowry. Serila told her aunts she would have no man, which was fortunate for her sisters who could then afford slightly better husbands. Her youngest brother was adopted by an aunt who had only daughters and was beyond childbearing years.

Filled with rage and loss, she gravitated towards the deity aspect of Vorothe the Warrior. Since she was sound of mind and body, the priests of Vorothe began her tutelage with the goal of making a Shepherd out of her. Her rage became a bitter steel center, one that she built a rigid woman around. Hardened to the world and unforgiving in nature she began the Shepherd's path.

She was well prepared for the trials of initiation and had every confidence. A freak accident during the trials, aided by her enthusiasm for violent conflict, caused

one of her opponents to fall at a bad angle, snapping his neck. The Arms Warden could not heal the boy before he expired and being a small center the life keeping ritual was not known. By the time the ritual masters arrived there was nothing to be done. Haunted by the accident and riddled with guilt, a great depression set in. Although the order found no fault in her, she knew better. Her rage and lust for violence had cost the boy his life.



Her guilt and self-doubt tempered but did not diminish her anger. Like a hot blade doused in water she became a thing of steel, locked in dogma and ritual, but always with self-doubt that made her give others more leniency than she could muster before. Coiled, taut, grief stricken, and full of potential, she sharpened her dirk and donned the surcoat of the Order of the Shepherd's.

Human Rogue — Riley "Ninefingers" Millerson

Race and Culture: Human and Urban

Physical Description: Riley stands 5' 7" tall and is quite thin. He's got short, curly blond hair and hazel eyes. He has high cheekbones, a nose that has been broken a number of times and is missing his right little finger. He wears sturdy leather boots, wide black cotton pants, a white linen shirt and a worn leather coat.

Character Background: Riley grew up in the outskirts of town, where his family ran a mill. As the oldest of four children he was expected to take over the mill, but the life of a miller did not appeal to young Riley. After an accident cost him his left little finger (which he likes to say was lost as the result of a wager) he decided to run away, so at the age of thirteen, he stole his father's savings and made for the big city.

For a couple of weeks he lived well on his stolen money, but with no means to earn more, he soon found himself owing money to various groups. To pay off his debt he became a messenger for his creditors, and before a year had passed he'd become used to robbing people and involved in extortion and protection rackets. As he climbed the ladder of organized crime he gained more money, more power and more respect, things he would never have achieved as a miller. His quick climb to power has been noticed by the law as well as among the criminal fraternity. Lately he's had to step into the shadows and start pulling the strings instead of being out on the street and doing the jobs himself. With a small gang and control of part of the warehouse district he intends to expand his territory and eventually go head to head with the city's real crime kingpins.



Equipment List

Light Crossbow
Quiver with 20 bolts
Dagger in belt
Dagger in boot
Cutpurse knife

High-Quality Equipment

Level 1 +5 Quality dagger
Level 2 +5 Quality throwing knife
Level 3 Potion of Stealth
Level 4 +10 Quality throwing knife
Level 5 Potions of Minor Healing
Level 6 +5 Magical dagger
Level 7 Potion of Awe
Level 8 Potion of the Politician
Level 9 Gloves of Shadow
Level 10 Belt of Strength