

# Last Hope – Live Action Role Play

## Version 1.6 Rules

### Official Amendments (2019)

The following list of changes are based off of the previous Version 1.5 rules. *This list of changes, additions and removals should be read in conjunction with the full rules so that each player knows what the current rule set is for our live action role play.*

#### COMBAT & WEAPONS

- Although technically not a combat aspect, we are **REQUIRING GOLD TAPE** on handheld weapons and tools that cannot be sheathed and piece bound. This is a visual cue that these are NOT combat legal weapons.
- Clarified in downtime mechanics for **DAMAGE TO MULTIPLE SETS OF ARMOR** that a character is responsible for all the damage; someone has to pay for it!
- Added some wording in the **90 BREAK** of combat to add information about breaking the plane of your hips, which helps explain it a bit better, and also clarifies information about leaning forward during combat.
- Heavily updated the **ARMOR RULES** with a new system. The core rules are relatively the same, but large changes have been made to how the points are counted. There are now 6 locations instead of 10, harsher lines drawn on what percentage counts as armor, and a much easier but a little bit less robust system to count. A bonus for Gambeson and Vitals remain but the coverage bonus and different Minors-Vs-Vitals counting method is removed. The 2<sup>nd</sup> point awarded for extra coverage of Garment armor has also been removed. The new system also tops out at 16 points instead of 18. Garment armor and Gambeson have been restructured and can actually stack now.
- Updated the **DYING STATUS** section to include a blanket clause effect that at any time you are upgraded from Dying (Having Revive cast on you, having a Healer tend to you, drinking a Health Potion, etc) that you are affected by a 30 minute Severe Fatigue effect.
- Updated the wording on **STABBING WITH CORED WEAPONS** to remove it entirely from grappling. We decided it was too "gray" and too risky to be able to do properly.
- Clarified that **SLINGS AND SLINGSHOTS** damage like thrown weapons (Doing 1 point of damage).
- Clarified wording and cleaned up the **CONDUCTING SPELLS THROUGH BODIES & SHIELDS** part of the rules. Throwing a shield at a spell or away from a spell does not protect you or your shield as the magic will "conduct" through to the intended target. No changes to the rules, just better wording.
- Removed wording in **CLEAVING WEAPONS PUSHING THROUGH PARRIES** due to too much confusion. This makes Parry moves the same across the board and someone with a cleave attack could defeat a weak parry normally but there is not a specific rules callout for it.
- Adding wording in the **ANVIL BLOCK** section that clarifies that combatants can indeed grab the blade of a sword (like half-swording) and parry incoming attacks. It is too difficult to differentiate with hafted weapons and is a viable real fighting skill, so it has been clarified as being allowed.

## SKILLS

- Changed the name of the **ARCHERY** skill to "Ranged" as it encompasses crossbows, slings, and slingshots and not just bow and arrow.
- Added in **CYPHER/CREED** puzzles into Arcane and Divine magic skill descriptions, clarifying that you need to complete a puzzle before taking the skill if you are cross-classing into the skill.
- Added a clause in **FIRST AID** that the recipient must be immobile. Also clarified that First Aid cannot be used to Stabilize anyone that is Dying.
- Added a clause in **MEND** that the recipient must be immobile and that armor worn can be mended (it does not need to be removed to be Mended like it does to be repaired by a blacksmith)
- Clarified in **LORE** that you only need 1 Lore Book total, not 1 Lore Book per Lore skill.
- Updated the wording in **MANA TRANSFER'S INCLUSION** ability to fix an error. Both the recipient and the giver must have Mana Transfer to use the inclusion ability (For Cleanse spells, Rituals, etc).
- Clarified in the **PIERCE** skill that the coreless weapon wounding version of pierce cannot be used in a grapple but that short weapon bypass version of pierce can be used in a grapple. Since the coreless wounding version requires to catch your opponent off guard, engaging in a grapple makes you lose the element of surprise.
- Made several changes to the **RENOWNED** skill. Faster pull was changed from 5 seconds to 3 (making it even quicker), Stalwart was added to Cleric options, Divine Conduit was removed entirely, Endurance was added and allows human and syndar warriors to take an additional hitpoint, Combat Casting was removed entirely, and Enhanced Meditation was added.
- Updated the **RESOURCES** skill to be in line with the current way the skill is handled (unlocked through membership subscriptions, not PC attendance)
- Updated **TRUE GRIT** to have slightly different effects on the rolled results. Permanent maims dropped in a chance a bit, but temporary maims increased drastically. These are maims that heal over a certain amount of time or can be healed through certain tradeskills. The info about "having a healer present or special reagents" has also been removed as these are rare and circumstantial and not the norm.
- Changed **IMPROVED TRUE GRIT** to simply be a +1 to the True Grit roll based on player feedback. Makes it easier.
- Clarified wording in **WAYLAY** that you can indeed use both cored and coreless weapons to perform a waylay attack.

## SPELLS & MAGIC

- Cleaned up wording on **PRIMED SPELLS** to clarify confusion on whether or not shields can be worn and used with Primed Spells.
- Updated **ACID BOLT** from 10 armor damage to 8 armor damage to bring it in balance compared to the updated armor rules (which lowered from 18 max armor to 16 max armor)
- Updated **PUSH** spell to have an alternate effect. If the target willingly does not suffer the Knockdown, then they take an Open Light Wound to the torso as the impact breaks their ribs instead of sending them sprawling to the ground.
- Updated **IMPROVED PUSH** to allow the casting of the spell without any mana but that they automatically suffer the backlash effect. Also clarified with wording that Improved Push requires two planted feet to cast; a spellcaster cannot be moving while casting the spell.
- Updated **REVIVE** spell to clarify the 30 minute Severe Fatigue effect.
- Clarified wording in **DISPEL BOLT** that Divine Barriers and Sanctuary spells cannot be dispelled.

- Updated the wording in **DIVINE AID** spell to fix a wording error. Since Divine Aid is a spell, it cannot be cast if you are Mortally wounded. First aid is a skill similar to this, so it can be used when Mortally Wounded, but since this is a spell then it cannot be cast.
- Updated wording in **CLEANSE** spell to bring it in line with the updated fix of Mana Transfer's Inclusion ability. In summary, both the caster and the giver/helper must both have Mana Transfer.
- Updated **SACRIFICE** spell to required 5 minutes of casting time instead of 2 minutes for a Treated Mortal Wound. Also added in a 5 minute Severe Fatigue timer for the spell target if a Treated Mortal Wound is transmuted.
- Clarified in **SANCTUARY** that it cannot be dispelled by a Dispel Bolt.
- Updated both the **ARCANE AND DIVINE SPELL FLOWCHARTS** to reflect spell changes and to make sure it is a readable higher quality picture.

## **GAME RULES & MISC**

- A number of lines in the **GARB & DECORUM** sections of the rules were updated, clarifying some wording and removing instances of "period" things since Last Hope LARP is a fantasy setting.
- Clarified that **HORNS** for Racial Prosthetics can be adhered by glue or held in place with bands if they look acceptable.
- Revamped all the wording related to **EARNING EXPERIENCE POINTS** to fall in line with our current membership subscription format.
- Added in **SEVERELY FATIGUED** as a special effect since it is used for the Recall Spell, Revive Spell, Healing Tradeskills, and even some poisons. Clarified that you can't use magic, tradeskills, or skills. Changed the effect so that you may use a single handed weapon when fatigued but every attack and every parry forces you to Stagger. Added in the "if you forget" then you fall down and progress straight to a Open Mortal Wounded Torso.
- Combed through the rulebook to correct **GENERAL ERRORS & LAYOUT** issues. Fixed typos, removed redundancy, cut out wordy text, etc in an effort to reduce the rulebook page size. Reduced from 100 to 96 pages.