Last Hope

Live Action Role Play

Resources Guide

By Last Hope LARP

Step 1: Purchasing Resource Skills

Okay - you've made your PC. You want them to accomplish goals in the downtime mechanics options that Last Hope offers. Resource skills cost 10 XP + your cumulative cost. They represent the "resources" your character has available to them in their daily life that give them the opportunity to perform these actions. Let's look at some examples!

Resources: Gather Info

Resources: Gather Info is a great way to find general common knowledge on a topic, like:

- Find information about the town we're playing in at the next event
- Finding the location of a library for research

Things it may not help with would be:

- Searching for very specific, niche information
- Finding secrets

Resources: Martial

Resources: Martial would be great for military and combat action.

- Go on a Mordok hunting party
- Send help to an event location prior to the event

Things it may not be helpful for would be:

- Finding a peaceful resolution to a fight
- Finding someone to fix your armor

Resources: Economics

Resources: Economics is a great way to make deals, find items, and line up contracts.

- Find a good deal on reagents
- Make a deal with an Herbalist NPC ahead of an event.

Things it may not be helpful with are:

- Goals aimed towards political gain
- Selling your own merchandise

Resources: Merchant

Resources: Merchant is a great way to buy and sell merchandise and make coin between events.

- Buy or sell items for coin. Whether that's in-game items (reagents, materials) or story-based items is up to you.
- Reserve a space at an event for your merchant stall.

Things this resource would not be helpful with are:

- Making deals or contracts
- Swindling or scamming someone out of coin

Resources: Spies

Resources: Spies can give you connections to people who can dig deeper into things for you, more than just common knowledge.

- Investigating deeper into something your PC is curious about
- Finding secret knowledge about the town the event will be taking place in.

Things this resource would not be helpful with are:

- Assassinating characters
- Stealing
- Kidnapping or interrogating

Resources: Cohorts

Resources: Cohorts gets you additional followers, which can result in having a body guard NPC (if there are enough NPC sign-ups), or behind-the-scenes contracts.

- Gaining an NPC follower at an event if there are enough NPC signups
- Enlist the help of an NPC to help you reach a goal in another resource action.

Things this resource would not be helpful with are:

- Gaining a worker to handle your personal things
- Having a person to perform a tradeskill ONLY for you.

There are many more options for Resource skills!

Page 67 of the Last Hope LARP rulebook has many more examples, and even that does not contain the full list of Resource skills. Players are creating new Resources skills every month just by playing the game!

Last Hope LARP rulebook:

http://lasthope.kitsufox.com/wp-content/uploads/2019/02/Last Hope_GameRules_v16.pdf
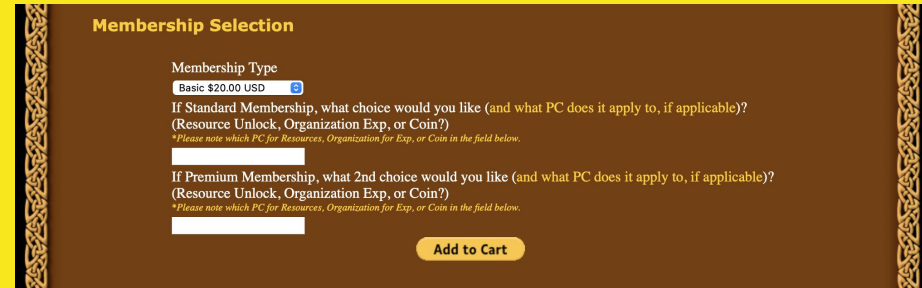
LIVE ACTION ROLE PLAY

Complete Game and Event Rules
Version 1.6 – 2019

Last Hope – Live Action Role Play
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[1]

Now that you have a Resource skill, let's activate it.

Your monthly membership is where you choose your perks.

You'll need at least a "Standard" membership, that way you'll get at least one perk.

Membership Selection

Membership Type

Basic $20.00 USD

If Standard Membership, what choice would you like (and what PC does it apply to, if applicable)?
(Resource Unlock, Organization Exp, or Coin?)
Please note which PC for Resources, Organization for Exp, or Coin in the field below.

If Premium Membership, what 2nd choice would you like (and what PC does it apply to, if applicable)?
(Resource Unlock, Organization Exp, or Coin?)
Please note which PC for Resources, Organization for Exp, or Coin in the field below.

Add to Cart

Where it gives you the option to choose your perks, you'll need to type your PCs name, and "Resource Unlock". Like this:

Inigo Montoya, Resources Unlock

Your Resources will be Active for the FOLLOWING two months

JANUARY

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

FEBRUARY

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28				

MARCH

S	M	T	W	T	F	S
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

You purchase a membership for the month of February and choose "Unlock Resources for my PC Inigo Montoya"

Your Resources will become active in March, and stay active in April.

APRIL

S	M	T	W	T	F	S
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

MAY

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

JUNE

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

In the month of April, you will need to select "Unlock Resources for my PC Inigo Montoya" as one of your membership perks in order for your Resources to continue to be active into the months of May and June.

When you unlock your resources for your PC, you unlock three actions, and you may pick from any of your purchased resources skills for those actions.

If your PC has several resource skills, they are now able to use any of them.

Each month, each PC gets 3 actions, and each action requires at least one separate Resource Skill to use.

If your PC wants to use the same resource skill for two different actions in the same month, that will require purchasing that resource skill a second time.

You can check to see if your resources are active here:

https://lasthopelarp.proboards.com/thread/1910/active-resources

You will need to make an account on the pro-boards website to access this link.

Now your resources are active! Lets submit an action.

You'll need to navigate to the Resource Submissions form.

https://docs.google.com/forms/d/e/1FAIpQLSdtP-4wJp4e90C
GQ9weQNGvtu0LsUmoiOJmhLBMWkG4t-2_UA/viewform

Resource 1

Your answer

Is Resource 1 being used for event?

○ Yes

○ No

Start by listing which of your Resource skills you are putting towards this action, any Clout you may have earned, and any Lore skills you may have that could pertain to your goal.

==Here is our submission:==

→

==Here is what our submission tells the team:==

For benefits:

- They are a laborer
  - This means they are capable of gathering the materials needed to build a stable structure.
- They want to build on the edge of the Great Forest, near the border of Clan Goldenfield
  - All of the clans surrounding the Great Forest are relatively non-aggressive and likely would not take issue with a small shack being built in the woods.

Resource 1

Resources: Laborer

My laborer PC would like to build a shack on the edge of the Great Forest close to the border of Clan Goldenfield.

Is Resource 1 being used for event?

○ Yes

◉ No

Clear selection

For downfalls:

- The seasons will greatly affect how efficiently this hut can be built
  - If this submission came in winter time, the ground would be too hard and the temperature would be too cold to build this hut.
- The Great Forest is relatively safe from Mordok, but there is always a chance that Mordok can slip through the Shield of Mardrun down into the woods
  - This would mean that the shack could be threatened at any point in its construction, or after.

Let's look at our resource response to our original usage.

Remember, this usage was:

"Resources: Laborer

My laborer PC would like to build a shack on the edge of the Great Forest near the border of Clan Goldenfield."

This is not exactly what we were hoping for with our usage, but maybe we can get closer to our goal another way.

Update:

You find a spot a few miles into the Great Forest that looks perfect for a hut. You spend some time gathering the resources you'll need to build your hut, but as night falls you find that being in the dark and cold makes the construction too difficult to proceed. You'll have to take temporary shelter for the night and continue when the sun rises again. You make good progress on your hut in the following days, but small problems keep arising and small mistakes are being made that require you to undo and redo hours of work several times. This hut is going to take a bit longer to build than you expected it to, but you are determined.

[Staff note – You'll need to continue this project next month]

So how do you show that your PC is knowledgeable on building a hut?

There are two options:

Additional Resource Skills

Using an additional resource skill like Resources: Engineer or Resources: Carpentry would give additional information that tells the team: this PC has the skill to build a stable, safe structure that will hold up to the elements and potential Mordok onslaughts. An additional resource skill being used can even make this task move quicker.

Lore Skills

Using a Lore skill is not as efficient as an additional resource skill, but it shows us that your PC carries more knowledge than a simple Laborer. Lore: Architecture or Lore: Construction tells us you have the knowledge to build your shack safely and efficiently. Using Lore skills to boost your resource usages won't always make your task go any faster, but sometimes they will be the factor that makes or breaks your success.

Overall, you had some success, but you'll have to use an additional month to complete your project.

Let's try changing a few pieces of our submission and see how that affects our response.

Resource 1

Resources: Laborer + Lore: Architect

My laborer PC would like to build a shack on the edge of the Great Forest close to the border of Clan Goldenfield.

Is Resource 1 being used for event?

◯ Yes

◉ No

Clear selection

Adding Lore: Architecture now tells us that you have an intimate knowledge of how buildings are structured, how they are built, and the skill to do it yourself.

Let's look at our resource response to our amended usage.

Remember, this usage was:

"Resources: Laborer + Lore: Architecture

My laborer PC would like to build a shack on the edge of the Great Forest close to the border of Clan Goldenfield."

Update:

You find a spot a few miles into the Great Forest that looks perfect for a hut. You spend some time gathering the resources you'll need to build your hut and you start laying the foundation. The sun begins to set and you take shelter for the night when the temperature drops too low to continue. The next morning, you continue building your hut and you make great progress. The project is completed within a few weeks. The only thing it seems like your hut is missing is some security features.

[Staff note – You'll need to continue this project next month if you want safety reinforcements]

Is this response what we were hoping for?

In either response, the goal was pretty successful. Without the lore skill add-on, we made good progress on the hut. With the lore skill, we made GREAT progress on the hut. We can choose to either add more Resource skills next month, more Lore skills, or in the case of the second response, call it good!

Not every Resource usage is possible within the world of Last Hope. If this PC was a Grimward Ulven and wanted to build their hut in Nightriver territory, it's highly likely the local population would not have allowed this to happen. In the middle of winter, this likely would have been impossible as well due to weather conditions.

It's important to consider any and all factors when you submit your resource usages for the month.

Something to keep in mind:

There is a limit to how many things you can do with a single action.

If you want to successfully build a shack in the woods, you can accomplish that goal with the right Resource skill and Lore skills. But if you try adding an attempt to fortify that shack, or build a barn next to the shack, or any additional pieces, you'll see less success and a less detailed response.

Example:
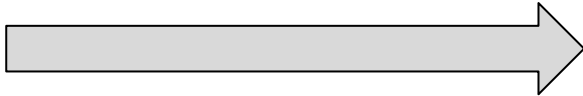
Resource 1

Resources: Laborer + Lore: Architect

My laborer PC wants to build a fortified shack on the edge of the Great Forest near Clan Goldenfield, and spread the word that my PC now has a hunting shack and will be selling animal hides from it.

The response:

You find a place to build a shack, and you begin building the shack and start setting up fortifications. These tasks take you longer than expected and you get about halfway through the project. The people you tell about the hides express that they'll be interested when you're ready.

What about Clout?

Clout is an earned add-on to resource usages.
If you've earned a usage of Clout, make sure to list it and how you earned it in your submission.

Clout can be earned through in-game mechanics like the Companion trade skill and Merchant perks.

Clout makes you a little more well-known. People remember you and hold you a bit higher in regard and your words hold some more sway.

Some goals may not be achievable in Resources without additional factors like Lore.

For example: Creating a Mana Stone

The creation of a mana stone will never be possible with a Resource skill alone. Lore skills would be required to have a success (over the course of many, many usages), and some of those Lore skills will likely need Resource usages just to be allowed to purchase the Lore skill.

Not all Resource and Lore skills are immediately purchasable by all PCs.

For example: Resources: Truthseeker requires certain story elements to be met to be allowed to take this skill.

Another example: Lore: Paladin Blade would require resource usages to unlock as quite a bit of research is required to find any information on this. Lore skills represent an intimate, deep knowledge on the specified topic and rare knowledge requires work to find.

Submission Deadlines

Resource submissions are always due by the 10th of the month or the pre-registration deadline, whichever comes FIRST.

If you need an extension, please try to ask for this a few days in advance so the staff team can plan for the time crunch we may need to handle.

Additionally, if your resource submission is influencing the event, we cannot grant extensions as the Event Prep team typically needs to start planning immediately after the pre-registration deadline.

When the staff team is writing your resource response, we will always try to give you back a story.

Please keep in mind that the staff team do these stories in their own free time, and remember to be kind if you have questions or concerns with any of your responses.

Questions?

If you're not sure what to do with your resources, or dont know what Resource skills to take, or just want some guidance to accomplish a goal, send us an email at LastHopeLARP@gmail.com!

We look forward to seeing what your character does!

LAST HOPE

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