

Last Hope – Live Action Role Play

Version 1.7 Rules

Official Amendments (2024)

The following list of changes are based off of the previous Version 1.6 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.*

GENERIC

- Combed through the rulebook to correct **GENERAL ERRORS & LAYOUT** issues. Fixed typos, removed redundancy, cut out wordy text, etc to reduce the rulebook page size.

PT 1: LARP RULES & SAFETY

- Included a clause about **TRAUMA TRIGGERS** being prevalent in our game and players should monitor themselves.
- Included updated wording on **AGE OF PARTICIPANTS**. Players younger than 10 cannot participate in combat.
- The age for participating in **TOBACCO USE** was raised to 21.
- Included wording to cover **CANNABIS DERIVED COMPOUNDS** such as various Delta-# products not being allowed.
- Clarified that all tools must be **MARKED WITH GOLD TAPE**, not just if they cannot be peace-bound.
- Cleaned up the **STAFF MEMBERS** section to bring up to date and in line with the current team structure of the group that runs Last Hope LARP.

PT 2: IMMERSION & PLAYING THE GAME

- Added a clause to racial prosthetics that **BLACK PAINTED SKIN** is not allowed as an option for abnormal/fantasy skin colors.
- Clarified that **BINDING A PLAYER** with rope can only be done to controlled, Mortally wounded, or cooperative targets. Attempting to bind someone does wake up unconscious targets. This plays into the "solo bandits/thieves are not able to knock out, bind, control others without help" theme we have built into the Controlling, Binding, Knockout, Waylay, Sap, and Pierce mechanics.

PT 3: COMBAT & WEAPONS

- Clarified that the **GARB CALL** in combat cannot be made if an attack would have "passed through" the garb and hit the body.
- Similar to the Immune call, the **RESIST CALL** has more info added to it to confirm that Raging players do not make Resist calls; their RP and vocal cues are adequate.
- Added in **PIERCING DAMAGE** to the page since it should have been in there to describe Pierce attacks.
- Due to not being used by any players for years, **ROCKS** (soft head-only weapons) have been removed from the game.
- Updated wording in the **THROWING WEAPONS** section that parses out the rules on Javelins, making a clear distinction that only the point does damage (not the shaft) and that javelin throwers may call "Point" or "Shaft" to their targets if needed. Removed the Spell Bag throwing section and moved it to magic; they both have

completely different rules for throwing mechanics and this was confusing having it here.

- Added wording to **STRIKING WEAPONS** to bring the Great Weapons size category into this section. It explains the size, the two hand requirement, and expands on wording about using those weapons incidentally with one hand (wounds, after an attack begins, etc). This is done in tandem with removing the "Cleaving" ability from Great Weapons and it now being an optional additional skill.
- A complete revamp of **STAFF WEAPONS** was done to make the weapon less confusing. Staff weapons now require 2 matching/type ended strike-legal surfaces to count as a staff weapon. While we realize this limits some weapons, the "What is a Great Weapon VS what can Cleave VS what is a Staff weapon?" confusion unfortunately needed a harder line drawn to resolve. A minimum length of 48" was placed as well; anything smaller is just a regular Striking Weapon.
- Updated **STABBING WEAPON SIZES** so that 24"-72" are one or two handed, but anything beyond 72" requires two hands.
- Updated wording on **SHIELDS** that allow shields to be strapped to a single shoulder as well as to the back. There was confusion as to whether this was considered a forearm buckler or a back shield, so adding this option allows some player customization.
- Updated **SHIELDS AND HOLDING TORSO WOUNDS** to allow all strap or punch shields to remain in the hands of a player as they hold the wound on the torso; punch shields no longer need to be dropped to do so.
- Updated wording in the **ARMOR** section. We've never used "breached" as a term for armor or used it mechanically, so the wording was simplified to simply show how it is handled now; that all damage is a "damage debt" that must be tracked and taken care of.
- Streamlined the mechanic for **VITALS BONUS & REINFORCED ARMOR POINTS** that left confusion as to which piece of armor needs to be removed and given to a blacksmith to repair for these points of armor. Vitals Bonus was changed to just the torso, instead of a mix of torso and head. The Reinforced point must have a piece chosen to contain the bonus point.
- Wording for **ARMOR SAFETY AND MATERIALS** was rewritten for clarity.
- Added wording to **BYPASS PROTECTION** in the armor section that clarifies that a player still gets Bypass Protection regardless of their armor points. They can still get this bonus at 0 armor points if they physically wear the armor pieces needed to gain the bonus.
- Cleaned up/added wording in **OPEN WOUNDS** section to make it easier to read. Also added information about not being able to resist being finished with an Open Mortal Wound. Also clarified that once you have an Open Mortal Wound, you take no further damage in combat (you are down and out of the fight) and ignore all further attacks mechanically but are expected to role play pain.
- Clarified in most **STATUS EFFECTS** that if it fizzles a primed spell (like being Knocked Down) then it also interrupts mana casting.
- Removed the ability for **STABBING WITH CORELESS DAGGERS**. This has never worked well in the past and is much safer if it's just removed.
- An archer's **RESTRING BOW** ability has been changed; it no longer needs Mend strips at all and can be done multiple times. However, only a player with the Ranged Weapons skill may do this and they must have the bow and the string for that specific bow in order to do it and it takes 30 seconds. Any interruptions or movement resets this timer.
- Updated the **ARMOR TYPES** section to include some new options (Bone, Wood, Layering). The Leather thickness is now in ounces (oz) which is industry standard for leather thickness instead of fraction of an inch.
- Wording was updated for **BYPASS PROTECTION** to showcase that it can be earned through more means than just Heavy Armor (example, some tough Monsters have this ability).
- Due to not being used by any players for years, **SLINGS** have been removed from the game. Slingshots are still a viable option.
- Expanded on **SLINGSHOT** specifics, confirming that "shot" must be 2.5" diameter.

- Added wording in regard to **APPLYING PRESSURE TO BLEED OUT AND CARRYING WOUNDED** that clarifies that someone using two hands to staunch a bleed out timer cannot also be helping carry the wounded.
- Added wording to **BLEED OUT TIMERS** that simply states this timer may vary; it is not ALWAYS 5 minutes for Mortal, 5 minutes for Dying.
- Added in wording to **MORTALLY WOUNDED** players being unable to resist or fight back if someone is trying to properly finish them.
- Clarified that **USING TRUE GRIT OR LAST HOPE** makes a character Severely Fatigued for the rest of the event day.
- Added wording in **KNOCKBACK EFFECT** that coincides with wording elsewhere that means you when you suffer a Knockback effect of the required distance but if you cannot, you must try and then you can supplement it with role play if it moves you up against something (like people, or a wall, etc).
- Updated the **SEVERE FATIGUE EFFECT**; it is no longer an Open Mortal Wound to the torso if a player moves, fights, or casts magic when severely fatigued, it has been downgraded to an Open Light Wound to the torso. However, if there is already an Open Light Wound on the torso at the time then it becomes an Open Mortal.

PT 4: RACES, CLASSES, & SKILLS & EXPERIENCE

- After much consideration (and in tandem with the new Downtime Actions/Resources change), players are allowed to make a **FOURTH PC SLOT** when they have attended 30 events.
- Updated wording on **PC RETIREMENT** to allow players to earn back 20% of spent exp, similar to character death, to encourage players to make the best choice narratively for their characters instead of throwing themselves into danger just to die.
- Updated wording on **SYNDAR RACE INFO** quite a bit; removed the "unique Syndar Mana Reserves skill" and just changed it back to +3 mana since Ritual Magic is no longer tied to "level of Mana Reserves". Updated problematic wording on the skin tones of Syndar, and explained the 3 blood lines of the Syndar in better and less problematic verbiage.
- A full revamp has been added to **DEGENDER THE ULVEN RACE**. The wording has been incredibly outdated; the revamp has more inclusive wording, opens options for gender-identity, and allows all Ulven characters to choose a Path with a mechanical benefit/detriment. There is still a cultural/lore stigma to Male-identifying Ulven casting magic, but mechanically this has been reworked.
- Both Syndar and Ulven race requirements section had updated wording on **FACE PAINT DESIGNS** so that attention is drawn to not culturally appropriate real world religions/cultures.
- The timer for **ARCANE RAGE** has been reduced to 10 seconds to match that of Rage (for balancing and simplicity). Wording was also added to bring it in line with the clarified Push spell wording that the caster's feet must be planted (no walking forward and casting Push spells).
- Added a new skill called **CLEAVE**. This was done to remove the Cleave special attack from two handed weapons to allow versatility for multiple instances. With no longer being tied to size, players can cleave attack with multiple weapon sizes as the norm. With removing the Cleave Attack from the Two Handed weapon skill, we did roll the Improved Two Handed ability to cleave while wounded into the Cleave attack. The exp costs are the same, if handled a bit differently now. This also allows players to use two handed weapons without needing to be taught how to Cleave.
- Wording for **MANA RESERVES** was changed to reflect the update to Ritual Magic (Ritual ratings no longer used).
- The beads used during **MEDITATION** has been changed to Purple regardless of the school of magic the character has.
- Updated the wording for the **MEND** skill as how it works and how the damage is tracked is commonly misunderstood. The gist of this rework is to simply state that all damage must be tracked and repaired eventually; mend does not make any damage disappear, it simply gives you more armor points, but all damage must eventually be

properly tended to. This theoretically means a player could have 16 armor points, take 16 damage, get 16 armor points mended, then take another 16 damage for a total of 32 armor damage (16 damage and 16 mended). This would require downtime mechanics to fix 32 points of damage or a Blacksmith to fix 32 points of damage. This is not a change to Mend, but more of a clarification of how it was always intended to be from when it was revamped several years ago. Also removed the "bow" part of it to bring it in line with the new Restraining mechanics (no mend strip needed).

- Added wording to **PULL ARROW** that clarifies that you can defend yourself with a shield during the timer (but any damage, moving from your spot, or other interruption still causes it to fail)
- The skill Witch Magic has been renamed to **BRIDGED CASTER** in order to separate cultural and mechanical connotations for the skill. Also added in a little lore info about it being common to Ulven, rare for Humans, and (usually almost) impossible for Syndar.
- Updated **RESPITE** to add the skill as a class skill for Rogues (instead of just Warriors).
- Added a new skill, **IMPROVED RESPITE**, which allows a player to go from 1 hit point to 2 hit points with more rest.
- Updated wording for **RENOWNED** to have a single place to explain Clout. Also updated the Deft Hands option for Rogues; there is no time related to Traps & Devices so that was removed and instead the Restraining for a broken bow time is reduced from 30 seconds to 10 seconds. A new ability was added called Professional, giving players a boost to Steady Income or Profession rolls.
- Added a new skill, **IMPROVED RENOWNED**, that is crazy expensive at 35 + curve exp and requiring 400 exp spent on a PC, but gives players a long-term goal to achieve. It allows the player to choose a 2nd Renowned ability from the All-Class or their Class list.
- Clarified wording in **SPELL RETURN** which means you can return the mana of any remaining Improved/Greater Striking Bolts if any bolts are thrown, essentially allowing you to return partial mana for the spell.
- Removed rocks from **THROWING WEAPONS** skill description.
- The skill **IMPROVED TWO HANDED** was removed. This skill effect was rolled into a new skill, called Cleave, which allows players to perform a Cleave attack.

PT 5: SPELLS & MAGIC

- Arcane and Divine **MAGIC FLOWCHARTS** were removed from the core rulebook (the spells are detailed, so it isn't super needed) and are instead hi-res graphics linked with the rulebook on the website for players to download and/or print.
- Removed the section in **RITUAL MAGIC** that ties the level of Mana Reserves to the difficulty of a ritual. It was never really implemented this way, and just leaves it open ended for players to figure out.
- A size requirement was added for **SPELL BAGS**; they must be between 2" and 4" in diameter.
- Expanded some wording on **MANA BANDS** allowing some options but that brightly colored or large
- Added some wording in **THROWING A SPELL BAG** to clarify that the head of a spell bag must strike a target or it must interact enough to deflect/divert the path of the spell bag to count as a valid hit. If only the tails of a spell bag touch an opponent, it is considered a graze and does not count.
- Added **PURPLE BEAD NECKLACE** to quick spell reference to mimic the change to Meditation (purple beads wound through fingers to show mana-regeneration during Meditation)
- Expanded wording on the **PUSH SPELL**, clarifying that you cannot move your feet at all while casting (no steps, no pivots). Any movement of the feet during the casting of this spell will cause a fizzle. Also added wording that means "if you try to suffer the knockback but hit things and can't, as long as you try and role play you are fine".

- Expanded wording on **PUSH SPELL ALTERNATE EFFECT** that if someone does not take the Knockdown effect (and instead takes the torso wound) they still have to be knocked back 15 feet.
- All **DIVINE SPELL ALTERNATE EFFECTS** had their wording trimmed down. Maybe Divine spells had special Alternate Effects that stated those spells could be used in special circumstances versus corruption, etc. Calling attention to only these spells caused confusion because other spells did not have similar callouts. This is still true, all spells can be used in special circumstances, but this will be detailed in effect cards, ritual magic, or special lore cards. The spell list is meant to be the “most commonly used mechanical use of the spell”.
- Changed the **FLARE** spell to allow 2 charges primed into a single hand; 2 hands are no longer needed to cast the spell. However, casting the spell without priming/using silver bead components means you can only expend 1 charge. This removes any “I meant to use both charges, but someone moved away and now I am waiting” moments. To differentiate Flare from Push, wording was added to clarify you can be moving while expending one of the Flare charges (but only when primed).
- Due to confusion, **DIVINE AID** had it’s wording changed and points to the First Aid/Improved First Aid skill. The intent of the Spell is that it lets you Treat open wounds without the need for the skill at the cost of mana, but mechanically functions the same.
- Added wording in **BLESS WEAPON** the the golden necklaces should be given to the undead players when expended. This has been the best way to enforce the use of the spell and have it properly removed from the weapons.
- Expanded info on **DIVINE BARRIER** to clarify that you cannot walk/move from the spot you cast, but being attacked does not end the spell. Only voluntarily/involuntary movement or your hand/arms dropping ends the spell.
- Changed wording in **DIVINE WRATH** that allows suitable movement, knockback, knockdown, or role play effects instead of requiring a “push like spell” to allow fun creativity. Also clarified that you can walk when the spell is primed and be moving when you cast the spell (does not have to be stationary when expended).