

**LAST hope**

LIVE ACTION ROLE PLAY

# Resources Guide

(For Orgs!)

**By Last Hope LARP**

**This Guide is not Independent of the Resource Guide 2.0**

**Please Read it in Full Before Proceeding**

# What is an Org?

- An Organization is a group of people who have come together under a common banner for a similar cause.
- Organizations are able to interact with the world on a much larger scale than individuals by virtue of combined effort.
- They may establish settlements, trade routes, alliances and militaries to suit their needs, and may earn the PCs involved in the Organization a reputation, as well as some silver to spend.

# How do Orgs Interact with the World?

- Each month, Organizations will be allowed to take a certain number of actions that must be submitted on the forums by the action deadline each month. If you are unsure as to whether or not your Organization is able to do something, ask staff before the due date to give us time to consider your request and get back to you with an answer.
- All orgs get 1 action as a default.
- The number of additional actions are determined by the size of the Organization and their usage takes from the generated pool of actions.
- Orgs build an action pool based on org xp generation.  
2xp generated = 1 earned action.
- Actions may be combined with Player resource skills, Units, and other factors to represent where the bulk of effort is being lent each month.
- Some actions may be boosted with additional XP spent to hasten/improve the outcome.

## How many actions do orgs get?

Affiliation	Up to 2
Faction	Up to 3
State	Up to 4

## Org Communication Lives in the Forums.

- Org Actions are submitted on the relevant Org forum. They represent the combined effort of all Org members, and should be collaborated on.
- Finalized Actions are submitted by an org member to the forum, often the org leader.
- Org Actions are due on the 10th of each month, or on the event pre-reg deadline, whichever is sooner, just the same as as Downtime Actions.
- Org Actions can be submitted to influence the event.
- Org Action responses will be submitted to the forum thread as a reply to the original submission. Event affecting responses will be sent out before event day.
- Assisting players will also be emailed a copy of the action results.

# How do you format org actions?

In order for staff to efficiently comprehend and organize Org efforts, please follow the format listed here.

Name your Org Actions, especially when planning a multi-month project. This will help staff keep track of total effort.

**Action:** <Name>

**Units:** <If relevant>

**Description:** <3 to 4 sentences of narrative describing the unique goal your Org is trying to accomplish. Include letters, short stories, and dialog here if relevant>

**Action Taken:** <A summary of the above, especially if it contains org mechanics>

**Downtime Actions:** <Character (Resources + Lore + Clout) etc.>

**Assist Actions:** Character < Resource + Clout etc.>

**Note:** <Any additional relevant info, such as XP use, if any silver is allocated for the action, or if it is event affecting>

# Include the email of any non-org players who are supporting an org action within your submission.

Sometimes, a player who is not in your org will offer a Downtime Action or an Assist Action towards your efforts. Moving forward, we will be emailing the persons involved in these actions just as we have been with individual submissions. This ensures that players who have offered help are being kept up to date with results, even if they do not have access to the org forum. If an email is not included, the resource will not be accounted for.

**The player will only be emailed the result of the org action that they assisted with.**

# Example:

## **Action 1: Pixie Dust Procurement Pt 1.**

Unit: Neverland Scouts

The Neverland Scouts, guided by Slightly and Nibs' expertise in stealth, will embark on a mission to gather additional pixie dust from Tinker Bell's secret reserve. This magical component is essential for our ability to fly and perform feats beyond human capability. A successful mission will ensure our aerial superiority remains unchallenged.

Downtime Actions: Nibs (Spies, Gather Info + Lore: Tactics) Slightly (Spies), Tinker Bell (Pixie Dust + Clout)

Assist Actions: Wendy (Politics) Alice (Alchemy)

Note: Up to 5 treasures from the org bank are offered as an incentive for the spies.

Assistant: Alice - [throughthelookingglass@drinkme.net](mailto:throughthelookingglass@drinkme.net)

Note: Alice from Wonderland is not a member of the Lost Boys, so her email is required to count her Assist Action towards progress and update her with the org action results.

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## Additional reminders

- Players are not required to spend their Downtime Actions on an Org Action, and Org Actions do not require Downtime Actions.
- Players can only use one downtime action and one assist action per character. (i.e. if a player submits their own Downtime Action or Assists another player, those Actions cannot be used towards Org efforts)
- Assist Actions can only use one resource.
- Lore skills are not used in Assist Actions, but Clout may be if not used elsewhere, or if it comes from a second source.
- Additional org benefits are unlocked when an org increases in size, such as a Messenger Hawk (Faction) and a Guaranteed Rate Courier (State.)
- Ask your org leader or staff for access to your org's forum.

# Questions?

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

We look forward to seeing what  
your character does!

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