

Last Hope – Live Action Role Play

Version 1.4 Rules

Official Amendments (2015)

The following list of changes are based off of the previous Version 1.3 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

- Added a clause to **THRUSTING** weapons that if an opponent runs into your stabbing tip it will do damage to them as if struck by the stabbing weapon. Also confirmed in multiple places that thrusting weapons cannot perform cleave attacks.
- Clarify in **COMBAT SECTION** that hits with a striking/cleaving weapon do damage regardless if the "striking edge/head" hit the target.
- Clarify wording on **CORELESS DAGGERS** not being used in melee combat unless it is a grapple.
- Added links and call-outs to the **WEAPON CONSTRUCTION GUIDE** which will be available on the website, detailing out how to make safe and legal weapons for Last Hope.
- Added a clause to the magic section on **SHIELDS** confirming that magic users wanting to use a shield can do so, but must follow the same shield size restrictions as archery and two handed weapons; strap bucklers only.
- Clarified wording for **SHIELDS WORN/CARRIED** in addition to an "active" shield do not count as a shield and cannot actively be used for defense. Hits to that shield hit the user (not proper bracing, proper angle, etc) and do damage.
- Clarified wording on **STRAP BUCKLERS**, maximum size of 15" diameter, and it is the only shield that can be used "hands free" in conjunction with other weapons (magic, great weapons, long weapons, archery)
- **CROSSBOWS** will change from 10 foot no fire to 20 foot no fire, to match archery distance.
- Added wording that no "**ACTIVE FIGHTING OR BLOCKING**" with weapons when a spell is primed to the magic section.
- In combat section, added a clause that clarifies that "**FRIENDLY FIRE**" still does damage.
- Added clause that **NOCKS FOR ARROWS** in a quiver must be pointed towards the ground whether it be in a belt, on a back quiver, etc... safety to other players.
- Changed **HANDS** to a valid hit location if struck with a weapon, instead of doing no damage. Similar to groin shots, it is valid but it cannot be intentionally targeted.
- Confirmed in the **CONTROLLING PLAYERS** section that Rage and Break Away can allow a player to get free when being controlled.
- Clarified that **ILLUMINATED PROJECTILES** are required not just for retrieval but for safety as well.
- Changed wording on **JAVELINS** in the throwing weapons section; clarified how "bobbling" a catch does damage and changed it to so that only a point does damage.
- Added a new weapon called a **PILUM** to the throwing weapons section; this is an optional change to a javelin into a single-use weapon that is fragile but can damage a shield if connecting with the tip. Pila cannot be used to stab in melee combat. Pila can be mended or repaired, similar to shields and bows.

- Cleaned up some wording on **ENCROACHING** in order to explain it/understand it better; used the “if you can place palm on opponent’s chest, you are too close” example.
- Cleaned up wording and the flow for **WOUND PROGRESSION** in order to explain it/understand it better.
- Expanded information on explaining the gap between **MEDIUM AND HEAVY ARMOR**, calling out the ability to layer and stack armor, gave more examples.
- Added a clause to **CONTROLLING OPPONENT’S WEAPON** that allows hooking and pressing shields, as long as it does not trap.
- Expanded information on what **PENNY ROUND** means in regards to metal armor; confirmed that leather armor need not be penny round.
- Expanded all **ARMOR TYPES** with wording examples and added a few extra armors like canvas, linens, expanded info on mail types, and tried to explain layering better.
- Added clause that you **REGAIN ONE HIT POINT** if you sleep for the night.
- Clarified that during **RISING**, you are not immune to damage but you are susceptible to one single attack/arrow/etc.
- Clarified that when **STUNNED**, you “snap out of it” when you are struck for damage in combat or if your shield is cleaved for damage; the massive impact to your shield holding your arm qualifies as something that would break the stun.
- Added a clause that **BOWS AND CROSSBOWS** held by a player must be safely fired with arms/hands, not with feet.
- Expanded wording on **90 BREAK** to explain that the 90 degree arc is drawn from your resting spine to your opponent, your tip must break that plane before each attack. A visual chart and graphic was also added

SKILLS

- **ARMOR PROFICIENCY** is now no longer a class skill for Mages. It was also changed to allow a player with this skill to wear a Heavy Armor helm as long as it is “open-faced”. Also confirmed that you can wear Garment Armor without this skill.
- **IMPROVED SHIELD PROFICIENCY** is now no longer a class skill for Clerics.
- **MANA TRANSFER** has been changed so that a max of 4 mana can be transferred at a time and a recipient of a mana transfer must wait at least 1 minute before beginning another mana transfer.
- Expanded info on **RESOURCES**, explaining how it is used and examples of its use in more detail, explaining the process for its use more, and adding a 6 month activity requirement for PCs using this skill.
- Clarified how spells are inflicted to someone during a **RAGE** or **ARCANE RAGE**; all spells that do offensive damage only Stagger a raging target. Flare and Recall work as normal. Recalling with a rager causes death to both.
- Changed **RESPIRE** into a Warrior class skill with a base cost of 0 exp and tweaked the wording in the skill a bit.
- **THRUSTING** weapon proficiency is now a class skill for Rogues.
- **ARCANE MAGIC** now has an exp cost scale of 10 for Arcane Magic, 10 for Improved Arcane, and 10 for Greater Arcane. Added a clause that it must be trained and that simple string finger puzzles and arcane ciphers must be completed in order to take Arcane Magic.
- **DIVINE MAGIC** now has an exp cost scale of 10 for Divine Magic, 10 for Improved Divine, and 10 or Greater Divine. Added a clause that it must be trained and that simple string finger puzzles and divine creeds and litanies must be used in order to take Arcane Magic.
- Removed the True Grit pre-requisite for **PULL ARROW**.
- **TOUGHNESS** is now no longer a class skill for Mages.

- **IMPROVED TOUGHNESS** is now no longer a class skill for Rogues.
- **SHIELD EXPERT** has changed and it now adds 2 shield points to any shield actively being used (still does not help shields on the back) instead of doubling it.
- **FIRST AID** wording was cleaned up, and skill was changed to allow it to treat Light or Mortal Wounds instead of only Light, but that a location could only be treated one time with this skill.
- **IMPROVED FIRST AID** changed to simply allow a wounded (Light or Mortal) location to be treated a second time, making First Aid and Improved First Aid mirror the Mend skill a bit more in function.
- Clarified that a coreless weapon can indeed be used to perform **WAYLAY** and **SAP**.
- Added a new skill called **TRANSCENDENT MEDITATION** that allows a cleric to forego their mana recovery during a meditation to instead spend 1 mana per wound to heal a number of Treated Light Wounds on their own body equal to their level of Meditation.
- Expanded information on **TRAPS & DEVICES** so players could get a rough understanding of the basics in order to interact with the game world. Also added this skill to Mages as a class skill.
- Expanded information on **MEDITATION**; added wording about requiring colored beads to be displayed in the hand (arcane = blue, divine = silver, witch = one of each) and reinforced the wording that you cannot disrupt the meditation or else it fails.
- Confirmed that every level of the opposite magic type is considered cross class for **WITCH MAGIC**.
- Changed **APPRAISE** from a guaranteed +1 silver at Check-In to a 50% chance to gain +1 silver at Check-In. Gave examples of how to use it.
- Tweaked the scale for the **TRUE GRIT** roll a little bit and added a bit more flavor text.
- Added a clause to **IMPROVED TRUE GRIT** that if you are finished, you lose consciousness for 30 seconds and then you come to.

SPELLS & MAGIC

- **DIVINE WRATH** cost to cast increased from 3 to 4. Added a clause that the spell may be used at night if white glow bracelets are used when the spell is primed.
- **FLARE** has changed considerably; you may now cast the spell more reactionary without the need of beads, but the beads are required if you intend to prime and walk with the spell. The spell can also be used at night with white glow bracelets (glow sticks for primed version). Added more info about being able to actively use a shield and have a primed flare spell.
- Clarified some info in **RECALL**; detailed out what it means to be severely fatigued and also that you and your opponent both die if you Recall with a Raging opponent. Verified the "random effect" clause; Recall can be potentially dangerous if used.
- **DIVINE AID** was changed, removing the requirement to use silver and gold ribbons and instead making them use the same bandages as the First Aid skill; clean for Light Wounds and bloody for Mortal Wounds.
- **REJUVENATION** name changed to Restoration. Moved from second level to the third level of Divine Magic. Changed effect to 1 mana, 1 minute, 1 hit point instead of "Spend X Mana to restore X hit points".
- **REGENERATE** name changed to Divine Intervention. Cost is 5 mana, changes a Treated Mortal Wound to an Open Light Wound. The spell now has a role play requirement of needing to be able to place your hands directly onto flesh or clothing next to flesh; armor doesn't have to be removed for it work, but it does have to be moved if it is in the way.
- **SACRIFICE** moved from third level to the second level of Divine Magic. Effect changed to that of a wound transfer mechanic; 1 mana for a Treated Light Wound to transfer and 2 mana for a Treated Mortal Wound to transfer, one minute.

- **SANCTUARY** updated to allow an enemy to be the target of the secondary effect instead of just an ally.
- Changed **CLEANSE** spell to allow gold ribbons to be used to "tag" treated wounds. They will heal naturally must faster without chance of infection or cost to the player. Also added in that it takes 1 minute per 3 cleanse rating, instead of just 1 minute.
- Changed **ACID BOLT** to have the same secondary effect as Shatter Bolt; doing one point of damage if the target has no remaining armor.
- Clarified that **ICE BOLT** does not lock down a raging opponent, but it does stagger them.
- Updated **STUN BOLT** to allow it to be cast at night but it requires a minimum of 3 colors of glow bracelets/illumination so it is obvious.
- Time to cast **PROTECTION** increased from 15 seconds to 30 seconds. Added a clause that states Protection and Improved Protection do NOT protect held equipment from incoming attacks; it protects against harm being done to the body/person or worn armor.
- Time to cast **IMPROVED PROTECTION** increased from 15 seconds to 30 seconds.
- Time to cast **MAGE ARMOR** increased from 15 seconds to 30 seconds. Added a clause that states Mage Armor and Improved Mage Armor do NOT protect held equipment from incoming attacks; it protects against harm/ill effects being done to the body/person or worn armor. This means Shatter Bolt and Acid Bolt are absorbed by mage armor as they affect you as well as your equipment but cleave attacks to a shield or hits to a bow are not protected.
- Time to cast **IMPROVED MAGE ARMOR** increased from 15 seconds to 30 seconds.
- Time to cast **STABILIZE** increased from 15 seconds to 30 seconds.
- Add wording that "**TOSSING SHIELDS**" at the last second to avoid getting hit with a spell will travel through/conduct to target. If spell is thrown before shield is thrown, it conducts. If shield is thrown before spell is thrown, it does not.
- Clarified **MANA BAND** wording to allow rubber bands, hair ties, or custom ties but reinforced wording that a MINIMUM of 1 full rotation of the hand must be used. Defined "snap" of band as "audible snap" and detailed that broken mana bands will be "lost to the mana stream" so care and focus is expected to cast magic.
- Added clause that states **SHATTER BOLT** can be used on shields and equipment on the ground too.
- Added a clause that allows a magic user to seek out a herald discreetly if their target ignored or did not know about a spell being cast, possible **MANA REFUND** but must be approved to reduce appearance of cheating.
- Add clause to magic about the "**MAGE DUEL**" effect; if two mages cast spells within a half second of each other, both effects take place.
- Clarified how **MANA RECOVERS OVER TIME**. Must be through meditation or other applicable skills, mana potions, or through sleep (1 mana per hour of sleep).
- Added a clause that **MAGIC AURAS** (Protection and Mage Armor) do protect against Waylay/Sap/Pierce even though these skills don't actually do "points of damage".
- Expanded on **DIVINE MAGIC** with more descriptions on how that form of magic is themed and practiced, and explained the new creed system where divine spellcasters have to detail out their faiths and prayers in order to unlock higher levels of Divine Magic.
- Expanded on **ARCANE MAGIC** with more descriptions on how that form of magic is themed and practiced and explained the new cipher and decoding system, where arcane spellcasters have to detail out the way their characters access arcane knowledge and utilizing ciphers to unlock higher levels of Arcane Magic.
- Expanded information on **MAGIC IN LAST HOPE** and detailed out a bit of the theme and lore behind it; weaving mana into spells, pulling mana from the mana stream.

- Added a few details to Casting/Priming spells that detail out what a **SPELL FIZZLE** is; being cleaved, Flared, or Pushed will result in a spell fizzling, but being shot/struck/or hit with normal damage will not interrupt a spell.
- Changed name of **STABILIZE** to Anchor Soul to remove confusion with how wounds are handled, since the word "stabilize" is used in reference to wounds that cannot be worsened through further damage.
- Added a secondary effect to **REVIVE** that if a target is revived, they are severely fatigued for 15 minutes.
- Added clarification that both Arcane and Divine casters are required to have a **SPELL POUCH**. It is not only to carry spell bags, but is for all magical components.
- Expanded a bit of information on the **SPELL COLOR SUMMARY** and added a call out stating there may be "other colored necklaces" used for various unique spells or effects.
- Added **VISUAL FLOW CHARTS** of both arcane and divine magic, allowing players to quickly and easily see the summarized spells for all three levels of magic.
- Added a small clause about **RITUAL MAGIC** and how it works in the game.

GAME RULES & MISC

- Changed a number of instances where "Fighter" was referenced instead of "**WARRIOR**".
- Added a clause that requires all players to contact the heralds/staff if they intend to **JOIN A FACTION** in the game.
- Added a general **GAMEPLAY** clause about "What can I do VS Can I do", explaining that players who use this method tend to become more involved and able to interact easier in the setting of a LARP.
- Expand wording on the **CAUTION CALL**, clarify to not be overused, and explained it better. Actual dangers pointed at, not general awareness to all. Players don't "echo" caution calls, it then becomes very confusing. Add clause that hitting someone while looking for a caution is not allowed.
- Clarification on **EXOTIC EYES FOR HUMANS**; must be within acceptable "norm" for humans. Contact Herald for approval.
- Added clause under **IMPLIED MEDIA CONSENT** that cameras and video recorders are NOT allowed unless approved by the game owner/organizer
- Clarified that **LAST HOPE USAGE** overrides True Grit if a player chooses; may use if outcome is not favorable on True Grit roll.
- Added clause to rulebook that talks about **PLAYER VERSUS PLAYER** conflict, or PVP; making it a role play and story enhancement instead of a power move. Encourage contact with Heralds prior to open PVP.
- Added a small clause detailing out **VOLUNTEERS**; players in the community willing to help expand game content, write stories, help with clean-up and setup at events, etc who can earn a token they can wear.
- Cleaned up a lot of minor changes of **FORMATTING**, content layout, and grammar in the rulebook.
- Added a clause about **LINES OF COMMUNICATION** explaining a bit more on how to submit content, contact the team organizing the larp, etc.
- Added a clause that says **ULVEN FANGS/TEETH** actually grow back slowly if knocked out or pulled, so Ulven players cannot just "black out" their teeth and say they lost their fangs.
- Changed **EXP TRANSFER** from Old World to New World and vice versa. NPC and Monster NPC exp can now freely float from one setting to the other, there are no longer any restrictions.
- Expanded information on **HOW TO EARN EXP** due to player confusion.

- Corrected an error that did not specify that **ULVEN MALES** get +5 seconds to a Rage timer; females do not.
- Clarified that **ULVEN EYES** should be feral, unique, or wolf/predator; feline or reptilian are not allowed.
- Added a new clause to **COMBAT - IT IS NOT ABOUT WINNING** explaining battlefield etiquette; we need to return arrows, not take advantage of people if they are interacting with a rule, or push the rules.