

Last Hope – Live Action Role Play

Version 1.5 Rules

Official Amendments (2017)

The following list of changes are based off of the previous Version 1.4 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 new verbal call called **BLOCK** that indicates an attack that was blocked by a shield or parried by a weapon enough that the attack is “stopped” even though it makes contact with the body.
- Added a new verbal call **RESIST** as a generic catch-all for any reason why something that hits you doesn’t do its full effect.
- Added a new verbal call **FIZZLE** as a generic catch-all for any reason why a spell targeting an opponent is invalid, such as moving while casting, invalid spell range, etc.
- Added a new verbal call **HAND** as a safety net for defenders being struck in the hands repeatedly by an attacker. Incidental hits still count, but repeated ones can be nullified.
- Added a new verbal call **TRAPPED** that is a verbal courtesy call that lets opponents know your weapon is entangled/trapped and you are focusing on trying to untrap it. Combatants can take a moment to focus on fixing this before equipment is ruined and may ignore relentless attacks.
- Updated info on **TARGET LOCATIONS** to include Rocks being aimed at the head, Arrows being aimed at the hands, and emphasizing the “Hand” call being used if necessary.
- Added a **ASSUMED RISK** of head shots, groin shots, and hand shots if you choose to participate in combat. Use of head protection, groin protection, and hand protection is encouraged.
- Removed **PILUM** (special javelin) rules entirely. Was not used hardly at all and part of the “streamlining combat” effort.
- Added in **ROCKS** to the weapons section. These are special extra soft weapons of a minimum size that can target the head to stun an opponent. Negated by helmets, bypasses auras, and does no damage if struck anywhere else.
- Clarified with **JAVELINS** that you can pick it up and throw it again without permission but you cannot use it in melee combat without owner’s permission.
- Changed the **CLEAVE** mechanics so that the attack either damages a shield with no movement or forces a knockback if parried or striking for damage. Clarified that being up against objects and being cleaved for damage does not result in more damage (because you can’t knockback) since damage is already being done.
- Clarified what a **HALF DRAW** is for bow and arrow. 28” is the max draw (all the way to the draw stop) on an arrow, so half draw is drawing only to the 14” mark on an arrow. Also requiring arrows to have some marking for the “half draw” 14” mark.
- Updated **BOW RESTRINGING** to reflect the new mend rules. You can still restring your bow and place a mend strip on it, but it can only be done once to coincide with the new Mend rules.
- Added in **30 DEGREE DEFLECTION** rule to arrows and bolts; projectiles must hit with enough force on a target to bounce/redirect a minimum of 30 degrees. This means that enough of the target was hit to be struck for damage and less than that is considered a graze.
- Removed the **FLEECE ON IDV ARROWS** and specified that the arrows need more foam padding and a cloth cover. We felt that 2 layers of fleece on IDV arrows or bolts was not enough padding to make them adequate for our system

- Clarified in **ARROWS AND BOLTS** that striking a location that has been Mortally Wounded and Treated does not cause another Mortal Wound but instead does a point of damage (unless it is the torso). This was necessary because a location cannot have a Treated Mortal Wound and an Open Light Wound.
- Updated ruling on **PROJECTILE SAFETY** and removed the need to cover arrows with plastic wrap in wet conditions. Never been used, doesn't really help. Instead, if an arrow is soaking wet, then they can only be half-drawn. This is a simple compromise instead of just "pulling archery" in wet conditions.
- Edited and removed a clause on the **GLOWSTICKS ON ARROWS** that clarified that glowsticks on arrows or illuminocks are not for safety but for arrow retrieval.
- Updated information on **PIERCING** attacks section that bring it in line with the two pierce ability. (See skills)
- Updated description of **SHIELDS** to allow some variations in designs. Clarified "distressed" look on canvas/cloth.
- Completely revamped and updated **ARMOR COVERAGE SYSTEM** that is similar to previous armor versions but has a higher emphasis on coverage. This change will drop minimalistic armor and reward total/dedicated armor. It was also simplified by removing "Layering" of armor.
- Updated **THICKNESS OF LEATHER ARMORS** from "3/16" thick" to "at least 2/16" thick to properly describe a majority of the passable armors being used in our system.
- Updated **BYPASS PROTECTION** from the existing Missile Protection bonus of heavy armor to incorporate the new Basic/Complete armor coverage system and to incorporate it stopping "Pierce" attacks that bypass armor.
- Cleaned up the wording and tried to clarify some points in the **WOUNDS** section. Some of the info was a bit confusing. Removed "stable/unstable" and tried to make the wording flow better.
- Clarified on the **BLEED OUT** rules that you cannot staunch bleeding AND move someone, you can only do one. If a wounded person needs to be transported safely, it will take 2 people; one to staunch the bleeding and one to transport/move them.
- Clarified in **COUP DE GRACE** section that although there are no attacks that can insta-kill normally, there are circumstantial things that can kill others (poisons, environmental, event mechanics, etc).
- Clarified that a shield and a damaging spell along with a weapon can be used to **FINISH** an opponent, allowing some fun role play options.
- Clarified some information regarding **CONTROLLING OPPONENT'S WEAPONS** that explains a bit more of controlling weapons but makes hooking/entangling weapons not allowed.
- Clarified wording in **SPECIAL EFFECTS** such as Stagger, Stun, Knockback, etc. All special effects will fizzle a primed spell; it takes concentration to maintain a primed spell and being jostled around will fizzle them.
- Updated **STUNNED** to allow someone to protect their body with a shield (still cannot look though) and that they may slowly stumble away from where they think danger is.

SKILLS

- Updated **ARMOR PROFICIENCY** to bring it in line with the new armor rules. First level is for Light, Medium, and Basic Heavy helms. Improved level is for Heavy armor, Basic and Complete.
- Clarified in **FIRST AID** that ONLY clean bandages can be used for Light Wounds and ONLY bloody bandages can be used for Mortal Wounds.
- Updated **LORE** skill to require you to carry and use your Lore Book to even be able to open and read Lore cards. Simply having the skill is not enough to be able to open and read Lore cards. Clarified that Lore Cards are not taken once found, but they can be read if you are holding and referencing your Lore Book and the cards can be copied into your book if you want.
- Updated **MANA RESERVES** to add specific details and examples of how this skill is the "gauge of power" for Ritual Magic. Every level of Mana Reserves gives you +1 to finding out how strong/complex of a ritual you are able to cast.

- Updated **MANA TRANSFER** and clarified some details on both giver/taker of the mana must be immobile. Also added into the "inclusion" ability for people with Mana Transfer to assist with challenging/higher Cleanse ratings. Also added in the "Body Conditioning" info to the skill, which is linked to toughness (Max of 4 "Body Conditioning" skills per character)
- Updated **MEDITATION** with a lot of new information. Dropped the mana regained from 4 to 3 (which then changed Improved from 6 to 5 and Greater from 8 to 7. Updated info to now require a timer to be able to meditate and wording is much harsher on needing to close your eyes, not interact with the world, and not converse with others or else the meditation fails.
- Updated **MEND** to a brand new system. Instead of partial values calculated based on total armor, Mend has been simplified to bring back 1 point of armor per mend strip per minute. This means that a Mend strip represents a single point of armor, it is much easier to track for repairs, and it dramatically slows down mend repairs in the field but still offers a lot of versatility.
- Removed **IMPROVED MEND** as a skill since it was consolidated into Mend.
- Changed **PIERCE** considerably; Pierce now has two effects. The first (similar to before) is where you can inflict wounds on a target, but it is executed the same way as a Waylay; the target must be caught unaware, you must place a hand on an unarmored spot of the location you wish to strike, announce "Pierce", and then you strike your hand with a coreless knife to inflict a wound. This includes the torso. Requiring Waylay to strike the torso has been removed. The second is that Short weapons can be used in combat to wind up, announce "Pierce", and then strike an opponent to bypass their armor to deal damage directly to Hits (unless they have bypass protection).
- Changed **PULL ARROW** to no longer require Armor and Gambeson padding to pull an arrow from the torso; any body location is eligible for Pull Arrow regardless of armor. Clarified that a Stagger is required to pull arrow. Clarified that you cannot Pull Arrow on other people.
- Clarified **PROFESSION** in that each PC only gets one Profession roll, but numerous instances of Profession and trades that give bonuses to Profession can all stack together to influence that roll.
- Clarified **RAGE** in that Cleave attacks still effect you (Knockback) and removed the requirement to role play heightened aggression as cues to a rager. This leaves it more open ended; you could be an intense barbarian or a zealous follower of a faith or cause. Also added Rage as a class skill to clerics; this rounds out the "Melee Rage is Anger and Faith Based, Arcane Rage is mana and power based" concept of Rage.
- Added in a new skill called **RENOWNED**. This skill is class specific and allows a character to unlock one single unique bonus for their character. This is a very costly and restricted skill, requiring someone to put considerable investment into their character before being able to take it. This skill can only be taken once and cannot be changed once selected.
- Changed and updated **RESOURCES** skill to be more balanced. PCs may take as many Resources as they want but may only "use" 3 of them per month, allowing them to be versatile in multiple situations if they so choose but limits immense workloads related to Resources. The time frame of 3 months of usage based on attendance is being reduced to 2 months, requiring PCs to be in attendance "on screen" more often to be able to continue to use Resources.
- Updated **SAP** to clarify that this skill will indeed knock out a target that is being protected by magic auras. Protection and Mage Armor no longer stop a successful Sap attack, but will still protect against Waylay.
- Updated **SHIELD EXPERT** with clarified wording on what kind of damage is repaired/not repaired. Also confirmed that this skill will help protect your shield from Shatter Bolt spells.
- Clarified in **SPELL RETURN** that you cannot return "partial spells". For example, a spell like Flare which only takes 1 mana to be able to prime 2 instances of Flare. If you use one Flare, you cannot Spell Return the other one.
- Updated **TOUGHNESS** with the "Body Conditioning" info to the skill, which is linked to Mana Reserves (Max of 4 "Body Conditioning" skills per character).

- Clarified some info on **TRADE SKILLS** stating that the manuals may change over time for balancing. Also did a specific call out that a character **MUST** have their Trade Manual on them to be able to do the trade.
- Added a special call-out in **TRANSCENDENT MEDITATION** that specifics that **ONLY** Treated Light Wounds can be healed with this skill; Treated Mortal wounds cannot. There was not a specific clarification on this previously.
- Updated **IMPROVED TWO HANDED** with the additional effect of being able to perform a modified Cleave attack; Cleave when wounded/disabled in the torso or a single arm but must Stagger after each attack.
- Updated **WAYLAY** and removed the "Waylay Pierce" additional effect; the Pierce skill was updated to no longer need this synergy skill. Clarified that auras will absorb a Waylay attack, but not a Sap attack. Clarified that you may Waylay an opponent once to do Knockout or Stun, but any further attempts simply snap them out of it, negating the possibility of "KO Lock" or "Stun Lock".

SPELLS & MAGIC

- Heavily expanded on and clarified **RITUAL MAGIC** in the pre requisite skills (Lore:Ritual, Mana Reserves) and some examples of how the core mechanics behind rituals can work.
- Updated **SPELL PROPS** and clarified that they **MUST** be kept out of site, both bags and beads. Spell Bags (Bolts) and Spell beads (auras) do not actually exist until summoned into being, so they cannot be hanging loosely from belts or visible as they do not technically exist until cast.
- Clarified some information regarding **SPENDING MANA** and specified that hands should not touch during spending of mana, that the caster must be stationary to cast.
- Added a **FIZZLE** section to Casting Spells to explain a bit more of how spells fizzle and fail if they are not done correctly. Clarified that forced movement (Push, Flare, Cleave) will force the casting of a spell to fizzle **AND** will fizzle a held primed spell.
- Clarified some more info in **PRIMING SPELLS** and added in the information that wounding an arm holding a spell will fizzle that spell and also that shooting a primed spell with an arrow/bolt will cause that spell to detonate and affect the caster. Also clarified in this section as well that being staggered, knocked back, or knocked down will fizzle a primed spell. Also clarified that casters can carry items while spells are primed by pinning them to their body (so they don't have to drop weapons to cast spells, but that can't hold items in their hands). Also tweaked the wording about keeping primed spells held away from your body but they do not need to be readily visible.
- Updated the **SPELL COLOR SUMMARY** to incorporate the updated changes to the spells.
- Updated **MAGE ARMOR** to confirm how damage from Death Bolt affects it. Mage Armor does not soak up the whole spell, but only 1 point of damage from it.
- Updated **SHATTER BOLT** from "Instantly destroys a shield" to "Deals 4 Damage to a shield" for balancing purposes.
- Updated **ICE BOLT** to add that you cannot look around while under the effects (as well as move, speak, etc). Also added in that if you cannot pick up the spell (because it bounced away, etc) then you can just simply hold your hand above your head without the spell.
- Updated **ACID BOLT** from "Instantly destroys all armor" to "Deals 10 damage directly to armor" for balancing purposes.
- Updated **DEATH BOLT** from "Instantly delivers a mortal wound" to "Deals 6 damage directly to hit points" for balancing purposes. This damage inflicts wounds if the target runs out of hit points, able to progress someone to mortally wounded but no further. Clarified that Mage Armor auras only absorb one of the points of damage. Also clarified that a minimum of 3 purple glow bracelets must be on a death bolt to be used at night to help differentiate this spell from a striking bolt.
- Updated **RECALL** spell with more wording that helps clarify the dangerous and chaotic element of the spell. Recall is **NEVER** a safe/guaranteed spell and using it, the casters

assume the risk. Added in info that a roll on a chart is done, with effects ranging from temporary to permanent. Also updated the Passenger clause for Recall to requiring a blue rag be provided from the caster and failing to provide a blue rag results in a failed 2 person Recall.

- Changed **REVIVE** to have a 30 minute fatigue instead of a 15 minute fatigue. This was modified to really emphasize the point that being Revived and brought back from Dying is a big deal, and it forces you to rest and be out of the fight.
- Removed the spell **SOUL SPEAK** entirely. The use of it in-game is minimal at best and we felt it had no place as a standard Divine spell.
- Updated **PROTECTION** to specific that you have to be immobile to cast and receive it, and that you cannot be in combat when receiving the spell.
- Added in a new divine spell called **DISPEL BOLT**. This is a white spell bag that can be used as an anti-magic / anti-undead spell. It can strip targets of auras, remove the paralysis effect of Ice Bolt on someone, and be used as a damaging spell against undead.
- Clarified in **DIVINE AID** that ONLY clean bandages can be used for Light Wounds and ONLY bloody bandages can be used for Mortal Wounds.
- Clarified in **DIVINE BARRIER** that your hands must not drop to an angle of lesser than 45 degrees. A perfect perpendicular is almost impossible with your wrists/hands, so "greater than a 45 degree angle" is what the ruling is based off of.
- Updated **CLEANSE** to include the Mana Transfer "Inclusion" information. Also changed "1 minute per 4 cleanse rating" to "1 minute per 5 cleanse rating" to make the quick mental math easier to remember.
- Updated **SACRIFICE** and changed the time from "1 minute per wound" to "1 minute per light wound" and "2 minutes per mortal wound". Also emphasized that only treated wounds can be transmuted in this fashion.
- Updated **DIVINE INTERVENTION** and changed it so that a Treated Mortal Wound is downgraded to a Treated Light Wound rather than an Open one. The flow of the spell and the wounds was better this way. Requires a clean bandage to do so.

GAME RULES & MISC

- Removed **ADDITIONAL COIN** at check-in to allow for variances based on game details.
- Updated **CHECK-IN/CHECK-OUT** wording based on current practices.
- Clarified that **SMOKING** means "Tobacco Smoking" and not other herbs, drugs, etc.
- Added information about **PEACE-BINDING** real weapons, knives, etc. Players cannot easily draw real knives or weapons during events.
- Added an updated clause in **SAFE PATH DURING FORCED MOVEMENT** stating that you can alter direction based on player safety and not character safety.
- Clarified and cleaned up some wording in the **GAME CALLS** section for Caution, Out of Game Stop, etc.
- Updated the **DECORUM AND ANACHRONISMS** section of the book. Put a bit more supporting detail into popup tents and added clarification on acceptable eyewear and watches (pocket or wrist).
- Added a small blurb about how **NPCS ARE PCS TOO**, expanding the NPC role information.
- Added in a **RESPONSIBLE FOR SAFETY / FATE OF INJURED PLAYERS** clause detailing out the player's responsibility for their own safety and self-monitoring. It also explains the fate of characters if a player is injured at events.
- Added a specific callout to **CHOICES & CONSEQUENCES** because it really is a core concept of our game. Knowing that while playing is really important.
- Removed **STANDARD BEARER** rules as it is no longer a constant at Old World. It is also heavily event specific and deemed not necessary for the rule book.
- Clarified **STEALING** rules a bit more. Reagents, in-game/plot specific items, and coin are able to be stolen but personal items, food, etc are not.

- Updated **TRAPS** to remove the bells and instead move to mouse traps. They are much more audible and works with the skill much better. Also stated that disturbing a trap with a held item will cause it to hit you as well; can't use swords to just trigger traps. A clause was also added that if a trap is hit hard and the pieces sent flying and the victim is unable to find the effect card, it automatically deals a light wound to the one who triggered the trap.
- Added info on **ITEM CARDS & WEARABLE ITEM SLOTS** to encompass needing to wear items appropriately for their effect, mainly in regards to magic items. Also defined "limited slots" on magic items so the magic does not conflict. Slots are two Rings/Bracelets, one necklace, one brooch.
- Added a full section about **DOWNTIME MECHANICS** explaining them in a bit more detail.
- Removed instances of **OLD WORLD RESTRICTIONS** due to the change in format for Old World. Since Old World events will feature different story arcs throughout our game history, we are keeping them open ended.
- Updated the **RACES AND RACIAL BONUSES** with clarified wording. Syndar meditation bonus was changed from +1 to +2 so that it remained constant even with the -1 change in base Meditation mana recovery.