

LAST HOPE

LIVE ACTION ROLE PLAY

Complete Game and Event Rules
Version 1.5 – 2017

Last Hope – Live Action Role Play

www.lasthopelarp.com

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THE GOAL OF LAST HOPE

The Last Hope Live Action Role Play (LARP) is the effort of gamers, role player, and fellow larpers working together to create an immersive story and emotional experience. We have set out to create something that we ourselves would enjoy playing in hopes of opening up that system and game world to other players.

Our goal for Last Hope is to provide a high quality, realistic and believable, highly immersive, live action role play experience, in an environment that is suitable for all types of players (veteran and new, combat and non-combat), with rules that are simple, so that players from multiple LARP backgrounds (or with no LARP experience at all) can enjoy.

EVENT RULES & SAFETY

Player Community & How to Get Started

The Last Hope LARP community wants to provide a welcome and inviting atmosphere for players to come and enjoy our live action role play. We understand that joining a new LARP can be very intimidating. One of the main goals for Last Hope is to provide a welcoming **player community** for new and veteran players alike.

The biggest obstacle in the beginning is **how to get started**. There are a few tips we can give to new players that want to join.

- **Read the Rules** - The section below will detail this more, but it cannot be stressed enough just how important this is. It helps you understand what is going on in the game, it lets you know the safety rules which are critical to know, and helps integrate you into the events seamlessly. It will also help streamline the role play- if someone has a question on the rules, it can be answered a lot faster than someone who doesn't know the rules.
- **Understand our type of LARP** - Some players don't want a high immersion, low fantasy, gritty atmosphere; one with minimum standards for garb, strict racial costuming, a combat system that allows a bit more aggressive medium contact, one that allows a certain amount of physical touch, or one that has a more structured and defined approach to story and lore content. That is perfectly okay! We understand that Last Hope is not for everyone; we encourage players to understand this so they can choose to participate or not. This is detailed more as you read through this rule book.
- **Know the Basic Story** - Last Hope is not an open "sand box" LARP where players are able to make up stories they want for the game world. Our game content and story is moderated so that it continues to fit in our game world. We feel this leads to a much more rewarding and emotional experience as players can enjoy the cohesive story being told. There are several links on our LARP website that will take you to our Last Hope Wiki which is full of event summaries, world information, player written stories, character bios, and useful links. (www.lasthopelarp.com)

- **Ask Questions** - Players are encouraged to ask questions; our team of Heralds, Staff, and players will help guide you as you get involved. We were all new players at one time too!
- **Come to a Practice or an Event** - The easiest way to learn is to jump right in! We regularly hold combat practices using the Last Hope rule set and they are fantastic for any players to try. This is where you can go through our Combat Tutorial to learn how to fight, ask questions, and see equipment. When you attend your first event, you will be able to try Last Hope as an NPC (non-player character). If needed, we will get you dressed up in loaner garb and equipment, we will work with you to find a role that interests you and have you follow along with a veteran player or staff member who will help guide you and answer any questions you may have. Want to fight? Play a guard or bandit! Don't want to fight? Then maybe a merchant, healer, or barkeep might suit you better. This gives you a chance to try out the game and see if Last Hope is right for you. Visit the www.lasthopelarp.com website and follow the links to our schedule for more details.

Read These Rules!

The rules found in this document are the core rules of Last Hope. Their may be small updates to the rules over time. There is a lot of new player information in these rules that is second nature to some gamers/role players or areas that are meant to give you the general idea of what to do or how to handle a certain rule or situation. *It is critical that all players read and are familiar with the rules.* This helps the game flow smoothly. Players are required to know these rules so that the game can move along without having to break immersion.

These are all examples of situations you may run into during game play.

- How close to another player can you get in combat?
- Can you grapple another player in combat? Can a monster grapple you?
- What happens when an opponent hits your shield and they announced "Cleave"?
- What can you loot off of another player?
- What happens if a blue spell bag hits you?
- What if that spell bag were red instead of blue?
- Can you call armor if struck in an area that has no armor?
- What happens when you run out of hit points and get struck again?
- Somebody yells "TIME OUT" repeatedly... what do you do?

Player Safety and Self-Monitoring

Players must sign the required waivers detailed below, but players are also responsible for their own safety. Wearing the proper clothing, monitoring yourself, and bringing enough food and water to drink is the responsibility of each attending player. Each player must make the choice to put themselves in certain situations they may feel is safe or not safe and to monitor themselves. The staff of the game will do their due diligence to ensure the general safety of the players at our events, but each player is responsible for themselves, their safety, and upholding the law as per Wisconsin state law (or whatever state any Last Hope event is held in).

A player that is removed from play due to a real world emergency will be tended to by the staff. Our first priority is always the safety of the player involved, but this cannot be a way for your

characters to escape danger in game due to consequences of things going on around them. If someone breaks a leg and has to go to the hospital, we are not going to punish a player by killing their character. However, if a player is involved in combat and is overheated or exhausted and cannot continue or falls down and bangs up their knee, this is where the staff will make a judgement call. The overall scenario of what is going on and the severity of the in-game and out-of-game conditions will be considered. This will most likely come in the form of being wounded and left out in the woods hoping your friends come back to get you or being severely wounded as a character and being forced to sit out for a while. Staff will make the final call based on the situation.

Honor, Respect, and the Spirit of the Game

A live action role play is a **game based on honor**. It is very easy to cheat; you could purposely miscount your hit points, say your armor is at full when it was broken in the fight you just got finished with, or secretly move mana back to your left wrist during some downtime. You could also metagame, which is the act of using out-of-game knowledge for your character in-game. For example, telling everyone that you know the Undead are attacking because you saw some NPCs getting into zombie costumes in the parking lot, or you could use character knowledge from your last character (one that died, perhaps) to advance your new character.

Don't do it! A lot of hard work has gone into creating this game so that you and other players can come out and have fun. This live action role play is NOT a competition; the aim is not to see who can win out on the field, but instead to provide a fun role playing storytelling experience. Players are expected to be honorable and truthful to themselves, their characters, other players, and to the game itself. If everyone cheats, no one has any fun, and then what is the point?

Making a mistake on counting your armor/hits in combat is going to happen, but actively cheating because you can is against the rules. There is no excuse for "accidentally" healing back up to full armor and hit points as you walk into your next fight. Anyone caught cheating will be dealt with by the Heralds and punishment can range from going through the player contract again, being given an exp penalty, or ejection from an event. By enforcing these rules, we are protecting the honest players who are playing in the spirit of the game.

Players are also expected to be **courteous and respectful** to each other. There may be in-game tensions, rivalries, disagreements, double crossing, setups, or even hostility... don't let it spill over into the real world or vice versa. This is a concept called "bleed" and can be very detrimental to our community. Players might play NPCs (bandits or monsters, for example) who are tasked with trying to attack, loot, or kill you. Player versus player encounters exist in our game as well. Without tension and enemies, the game would be pretty boring so we need to respect this angle of the game. Hate the *character*, not the *player*.

Players are also expected to play **within the spirit of the game**. This means that their actions should contribute to the atmosphere of the game itself and to adding to that overall experience instead of trying to find loop holes in mechanics, ruin the enjoyment of other players, and push the limits of the rules. Common terms used for this are rules lawyers, munchkins, and min/max players. Play to enjoy the story and immerse yourself in the overall experience a LARP can

provide... not in trying to win. You “win” by being involved and telling a story along with other characters.

Checking-In and Checking-Out

Anytime you participate in Last Hope LARP events, it is important to check-in before an event and check-out when you leave. The Staff will issue in-game items, silver, check your character’s skills, and after the game those same items will be recorded along with your experience. Your items, experience, and even your character's condition will carry over into other games and events.

When you **check-in**, you will be given your character card with your skills and info on it. This is also where equipment, garb, prosthetics, weapons and armor are checked. All armor, weapons, and costuming must be checked prior to playing the game. If you arrive late to check-in, you may have to wait until you are allowed to play, as this requires Heralds and staff members to remove themselves from play to assist you.

When you **check-out**, this can be done in one of two ways. There will be a designated "check-out" time at the end of an event where Heralds will assist players in checking-out of the game. They will catalog your card, items, and coin and will note your current condition in your character profile. If you need to leave the game early or in the absence of a Check-Out time, in-game items such as your character card and currency are received back by placing them into a small bag with your items in it. You then must write down your character’s current condition (damage to armor/hits, any wounds, poisons, diseases etc) and add it to your bag and get it to a Staff member. Your character record will then be updated after the event. If you do not Check-Out, then your PC's condition and coin is subject to change based on what the Heralds feel your PC should be at. *Do not forget to Check-Out!*

Age of Participants & Parental Consent Forms

The **age of participants** is detailed below:

- Players 18 and older are allowed to participate with their own consent.
- Players 16 and 17 may participate in the game with written consent and signed waivers of a parent/legal guardian; they do not require to be accompanied by a guardian or adult.
- Players aged 15 and younger may only participate in the event with the permission of the game organizer and/or must be accompanied by a guardian or adult.

All underage players must get a signed **Parental Consent Form** and return it to a Herald. If you intend to bring children that will be accompanied by an adult, let the game organizer know ahead of time. If children are creating a problem for the game, it is their parent/legal guardian’s responsibility to remove them to the out of game area.

Although extreme situations are limited (see below for Role Playing Taboo Situations), the setting is still fairly dark, dangerous, and violent. There may be a time when a player is pretending to cut off another player’s hands, adult language/swear words are used during a conversation, a monster may be ripping out the entrails of his victim, or a zombie shambles through the night and makes scary noises. It is the responsibility of the accompanying adult to

remove a minor (without interrupting the game) from a situation deemed inappropriate for their age. Although most situations in the game are moderated, the game will not be altered around children.

Player Contracts, Liability Waivers, & Implied Consent

All players who participate in Last Hope must sign the appropriate paperwork.

- A **Liability Waiver** must be on record for the current calendar year. This waiver covers the information regarding being involved in the events and the physical nature of sporting/active events.
- A **Player Contract** must be reviewed with a Herald and signed by the player and the Herald. This contract covers the expectations, level of immersion, decorum expected, the level of physical contact in the game, and the overall theme and style of the game.
- A **Parental Consent Form** must be read and signed by the parent or legal guardian of a player age 17 or younger. This form details out information on the LARP and the activities that the minor could be involved in.
- All players attending Last Hope events give **Implied Media Consent**. This means that by attending, you agree to be photographed and that your likeness/photo can be used in future promotions or design work. If you don't want to be filmed/photographed then you cannot participate in Last Hope events. Players are also NOT allowed to bring cameras or video recorders to events without permission of the game organizer.
- All players attending Last Hope events give **Implied Touch Consent**. This means that Last Hope is not a "no-contact/ no-touch/ touch-only-on-permission" LARP and that players must agree to this environment before playing.

Player Contracts will be provided at the events and the waiver can be found on the Last Hope website. Waivers will be available too, but players under the age of 18 must bring a signed waiver with them to events. There may be additional waivers that are needed per location.

Role Playing Taboo Situations

Last Hope is a role playing game allowing adult interactions but certain subjects must be avoided. *There is absolutely no role played situations that allow rape, sexually explicit scenes, groping, or genitalia torture.* However, role played pain, implied threats, and physical torture may be a part of the game.

Any sort of adult contact/acts should be implied, light hearted, and willing by both parties involved but should never progress any further. Lewd or vulgar comments can be made in-character if they are not excessive and are applicable to the current role play. If you think a situation is getting out of hand, you may use the "Out of Game Stop" to let the involved players know. If it continues, bring it up to a Herald immediately. *Sexual harassment will not be tolerated.*

Any references to religion or divine powers are strictly for in-game role play purposes. Players are not allowed to bring or visibly wear real world religious symbols or reference them or discuss out-of-game religion. This is not meant to be offensive but meant to maintain the immersion of the game.

Tobacco Smoking, Alcohol, and Illegal Substances

If allowed by the hosting field/property, **tobacco smoking** is only allowed by adults age 18 and older in out of game areas or in a designated area. *Participants under 18 are NOT allowed to smoke.* Smoking is never to take place out of this area; if there is no designated area setup for an event, then smoking is not to take place. Modern cigarettes and pipes cannot be used in the in-game area. Only period looking pipes and non-modern hookahs are acceptable. Smoking is never allowed in buildings or confined areas and respect for non-smokers must be considered at all times. If a player chews tobacco, they must be courteous about where they spit. Police your cigarette butts, ashes, etc.

If allowed by the hosting field/property, **alcohol** may be consumed in moderation in the out-of-game camp area by players aged 21 or older. *Participants under 21 are NOT allowed to drink. Any minor caught drinking will be immediately removed from the event.* Players are not allowed to consume alcohol in the in-game area unless it is done so in a designated area and is required to be coordinated through a Herald. The goal is to provide players with fun opportunities to drink in-game but eliminate the incidence of drunken players that could damage things, create uncomfortable scenes, break the immersion of the game, or endanger themselves or other players. It is each player's responsibility to make sure they do not get heavily intoxicated and hinder the overall event atmosphere. *This game is not an excuse to get drunk with your friends and we are trusting our players to be responsible!* Failure to abide by these rules will result in immediate removal from the game and a player being prohibited from further drinking.

Absolutely no **illegal substances or illegal drugs** (as per current state laws of where we are hosting an event) may be used or brought to events. If a player decides to bring drugs to an event or are under the influence of drugs they will be banned from the event and all future events. *This is a NO TOLERANCE policy.*

Open Flame

At no time may a player ever produce an open flame at an event without the explicit permission of a Herald. Cooking stoves, built fire pits, and propane lanterns may be acceptable; however, no candles, torches, fireworks, or player made fire pits are to be lit without permission. *Some venues may allow open flame and some may not, so check before you light anything and always assume the answer is no until you confirm.* Players are responsible for policing and monitoring their own fires.

Players must be mindful of campfires, tiki torches, cooking fires, etc. Combat must move away or be mindful of these areas. Players are not allowed to handle fires or materials related to it unless they have permission from a Herald.

Real Weapons & Peace-Binding

Real weapons are NOT allowed to be used at Last Hope events. Eating utensils, small knives, and basic tools are acceptable but they must never be used in any kind of threatening manner (real or role played). Players are not to take part in combat if they are holding a real weapon or

tool. Players are not allowed to use tools such as axes, picks, and saws (for example, using an axe to chop firewood) unless authorized by a Herald.

Weapons or dangerous tools worn on a person's equipment must be **Peace-Bound** so that they cannot be quickly drawn (in combat, for example). These can be leather ties or straps, metal wire wrapped around a handle, etc. There must be some effort to add this level of safety to a real weapon or knife. As a rule of thumb, if you can draw a knife from a sheath or a scabbard without first needing to untie a lashing or unwind a metal wire, then it is not properly Peace-Bound. *Ask a Herald for clarification for any knives, tools, etc.*

Kill Rags & Out-of-Game Status

Players are required to carry a red piece of cloth with them that is called a **Kill Rag**. This rag is placed on the player's wounds to show that they are currently Bleeding Out (from Mortal to Dying or Dying to Dead). This is also used by walking/traveling players as a visible representation that they are out-of-game. This is to help identify who is out-of-game and is reserved for players trying to discreetly enter or exit the game or doing something approved by a Herald... it is NOT a "free pee break" allowing you to enter and exit the game as you wish. Anytime a player walks back to find a Herald after they died, they must have a Kill Rag on themselves to show other players their **out-of-game status**. Players wearing gold tabards are also out-of-game and are usually reserved for photographers, event coordinators, etc. *If a player loses their Kill Rag, they need to make it VERY obvious they are out of the game by placing a hand on your head and then immediately get a new one... this is a required prop to play!*

Physical Contact, Encroaching, & Touch

Physical contact is not allowed in this game unless it follows certain requirements.

Examples of *acceptable* contact are below...

- You strike another player with an approved weapon with medium force.
- You use only the strength in your extended shield arm to press an opponent (whether standing or on the ground)
- You move an opponent's weapon or shield with your own weapon or shield
- You walk into the space of an opponent and both of you have shields.
- You charge across a field and slow to a stop just before you reach an opponent with no shield.
- You charge across a field and slow to a walk just as you reach an opponent and then encroach with a shield.
- You are Binding or Controlling a player properly (see rules below).
- You are providing First Aid or using another skill/spell properly.
- You are helping a wounded player walk with an arm draped over your shoulder.
- You return a safe grapple that an NPC Mordok or Undead initiated with you in a role played manner.
- You have the other player's permission to touch or permission to grapple outside/inside of combat.
- You are acting within the scope of appropriate touching as detailed in the Implied Touch Consent.

Encroaching is moving into a player's personal space closer than 24 inches during combat (a general rule of thumb is "If you can place a palm on your opponent's chest, you are TOO CLOSE"). You should be just close enough to feel "a little too close" for comfortable combat but should still be able to strike your opponent with any sized weapons, including short daggers, without much difficulty. If an opponent improperly encroaches you, their attacks do not count and you may call "TOO CLOSE" to communicate to them that they must back away. However, this cannot be abused in combat by deliberately moving into someone's space to be "immune" to their attacks. You can only come closer than 24 inches with an opponent under these following circumstances...

- You use only your arm wearing a shield and only with the strength of that arm.
- Both you and your opponent are wearing shields and it is at a slow walking speed.

Implied Touch Consent means that players do not need permission to touch others in our LARP. Healers do not need consent to touch to apply bandages to players, players do not need consent to apply pressure to a wound to stall or stop the bleeding, monsters do not need consent to grapple or touch players, fighters do not need consent to encroach with a shield, etc. Interactions must remain appropriate, in the scope of the game, and must scale back or cease if the player demands it. Players are never allowed to touch another player in an inappropriate manner, such as touching breasts, genitals or the areas near them, continue touching when asked to stop, etc. For example, you do not have to ask permission to put your hand on a player's shoulder to get their attention but you would have to get consent to push them around during an argument, give them a massage, or physically pick them up and carry/drag them. *If you think a situation is getting out of hand, you may use the "Out of Game Stop" to let the involved players know.* Any concerns related to this must be brought to and will be dealt with by a Herald.

NPC monsters such as Mordok or Undead have special rules related to grappling and physical contact. This is detailed in the combat section of the rule book.

Illegal Actions for Combat & Contact

This section is a quick summary of actions that are not allowed in the game. This is by no means a complete list; any abuse of this will result in removal from an event. *Use common sense or ask a Herald if something is allowed!*

- Use of excessive force with weapons; hitting too hard, full draw within 20 feet with a bow, shooting a crossbow within 20 feet, or throwing spell bags/weapons too hard, etc.
- Unarmed strikes such as kicking or punching.
- Tripping or throwing others against their will
- Physically disarming your opponent or controlling their weapon with anything other than your own weapon or shield.
- Grabbing an enemy's weapon (non-striking surface) with your hands, unless in a grapple.
- Trapping an enemy's weapon against their body or yours with anything other than a shield.
- Intentional attacks to the head of any kind or intentional attacks to the hands
- Encroaching an opponent with no shield.
- Encroaching any opponent in dangerous terrain or on ramps/sloped walkways.
- Moving faster than a walk while encroaching a shield wearing opponent.

- Charging across a field and slamming into another player (shields or not) without stopping or slowing
- Using more energy, effort, momentum, or weight other than what can be generated with a single arm wielding a shield to push an opponent over or knock them back.
- Shield bashing or slamming another player's body.
- Kicking a shield or weapon out of the way.
- Pushing your body weight onto another player when they are down on the ground.
- Attacks with the pommel or unapproved striking surface of a weapon.
- Starting a grapple with anyone in combat without prior consent.
- Striking, being too rough, or doing any joint or head locks during any grapple.
- Grappling a player without consent out of combat.
- You are acting outside of the scope of appropriate touching as detailed in the Implied Touch Consent

Safe Path during Forced Movement

Your character may be forced to move somewhere against their will. For example, you may suffer a Knock Back effect or be hit by the Push spell. At any time you are supposed to move because of an effect, you are allowed to make alterations to that movement if the forced movement is deemed unsafe to you as a player. *This doesn't mean you can ignore or alter the effect or divert the direction because it is easier or safer to your character!* You may alter the direction or the distance by a little bit in order to interact with the environment better. For example, if a Push spell would force you to move into a rubble pile or a patch of sharp sticks or thorns, you may alter the direction slightly so that you land next to it instead of on it. If a Push spell would send you too far or against objects, you may role play and fall short as long as you act accordingly. *Sound judgment is required and abusing this will not be tolerated.*

Playing at Night

Playing during the night is a unique challenge. We do not stop the game because it is night time. *If you play at night or play during an event that goes into the night then you play at your own risk!* There is usually a large block of time we dedicate towards sleeping during multiple day events so players can get adequate rest. There are some important guidelines for player's to follow.

- NPCs may still initiate a grapple but will only do so if the area is deemed safe.
- Players should be cautious about running at night unless they know they are on solid ground. The chance of injury is greater at night.
- Players cannot use standard flashlights but may use lanterns or improvised lights. There must be effort to making them pass decorum. You could attach an LED light to a stick and wrap with cloth to make a "sun rod" type of device. The light device should be more ambient (like a lantern) than directional (like a flashlight). Glow sticks (other than red) may be used inside of bottles to create a light source but cannot just be used by themselves. Solar powered garden lights make great "magical" light sources. *Open Flame based light devices are not allowed unless specifically stated ahead of time at an event.*
- No player may intentionally blind another player with a light source; not being able to see in the darkness is dangerous but blinding other players (monsters, for example) is even more so. Lights need to be checked by Heralds. Lights that are too bright are required to

have a filter on them or be able to be dimmed so their intensity can be reduced or checked.

- Red glow sticks or a red light may be used at night to denote someone that is out of the game and may also be used as a Kill Rag that players can see. Dying players can also kneel or sit in a safer position than lying down. *This is for safety reasons so players do not get stepped on in the dark.*
- Round glow bracelets (*not glow sticks!*) must be added to spells so they can be seen at night. This will be color coded (blue for Striking, red for Shatter, green for Acid, Purple for death bolt, multiple colors for Stun, white for Divine spells) It is very important to call the spells when they strike another player so it cuts down on confusion.
- Bows and throwing weapons may be used at night, but extreme caution must be utilized. Bows may only be used at a half draw in dark/low light conditions but may be used at full draw if there is ample lighting to see targets. There is also a really good chance of losing thrown weapons and arrows, so these weapons are not recommended. Arrows must have a YELLOW glow bracelet taped to them to aid in finding them in the dark or they may use illuminated nocks of any color.

Game Calls - Caution, Out of Game Stop, Time Out, Decorum, Let My Clarify

Game Calls are simple words or phrases that have specific meanings in our game. All players need to know these calls as they are important parts of the game. Although other game systems utilize the “Hold” call which usually pauses action, the rules of Last Hope are simple enough that the in-game environment should never need to be broken or halted for game mechanics. “Hold” does NOT have any sort of effect in Last Hope.

"Caution" Call - As combatants fight, players are encouraged to call “CAUTION” and point with a hand of held item/weapon if they notice a dangerous area. This could involve very uneven ground, stakes or structures that are not safe, or ramps or narrow walkways. A call of “Caution” is to help the flow of combat around or through these areas and warn other players of potential real dangers without breaking the flow of the game. Allow players to make adjustments and do not take advantage of it and strike them during this time. It is not to be overused, such as pointing at an arrow by an opponent’s feet or a puddle of water and saying "CAUTION". These are improper uses of the Caution call. Players are not to “echo” a caution call unless it is relevant. If another player says caution and points to a barbed wire fence, and the combat flows around it and you say it again to another opponent is acceptable. Simply yelling “Caution” randomly when you hear it only creates a confusing (*and actually more dangerous!*) situation as players nearby have no idea what the caution call is about.

"Out of Game Stop" Call - If at any time you need someone to stop what they are doing physically (perhaps you are fighting and you just lost your glasses or you have been captured but your captives are holding your shoulder that has a real wound or they are moving you faster than you can walk) or verbally (the current conversation is getting out of hand) you can say “Out of Game Stop” and even combine it with a quick verbal command of what it is about (Glasses, Holding, Touching). You simply must say this phrase in a normal talking voice (this call is NOT yelled out) and all players currently engaging in any activity with you are required to immediately stop for a few seconds and find out what is wrong or hang back to let you fix it.

Players are expected to be courteous to others and should work together to ensure everyone is safe. This rule is to cover small things between players that can be quickly addressed in a couple seconds without interrupting the flow of the larger game around them.

"Time Out" Emergency Call - If there is an emergency or a situation that requires all players to freeze in place, the call of "TIME OUT" can be given several times, usually combined with the well-known hand signal for timeout (fingers extended and pointing to the center of the palm of the other hand). *This normally should only be given by Heralds and Staff members or in an actual emergency situation.* Examples could be a real world injury. All players in the vicinity of the "TIME OUT" should immediately take a knee and stop moving/talking until further instructed. Once the situation has been addressed, a Herald or Staff member will call "GAME ON" which resumes the game for the frozen players. *Any players caught abusing this rule will be ejected from the event.*

"Decorum" Call - Last Hope is a high immersion LARP and all players are expected to remain in character in the in-game areas during the hours the event has specified as "Game on". During this time, players may remind others of this by simply stating "Decorum". *No player should say this phrase with any attitude and no players should reply with any attitude either.* This call is the role play and immersion version of keeping other players in-character during the game much like our combat calls are used to communicate and control combat. This call can also be made during combat if players have stopped role playing or do not role play the pain of being struck.

"Let Me Clarify" Call - Sometimes it will be necessary for players to have a mechanic explained to them or have something confirmed. It is hard to do this since this is also a game, so in order to maintain immersion we have adopted the Let Me Clarify call. *Only Heralds, Staff, and approved NPCs may use the Let Me Clarify call.* When a player hears this, they can believe the following statement as true whether they trust the character saying it or not. This is commonly used for special game mechanics or new things. For example, a Herald may say "This idol is tainted by corruption. Let me clarify, if you touch the idol, corruption will eat away at and Wound the limb".

Heralds, Staff Members, & Volunteers

Heralds are the larp organizers and referees of the game. Sometimes they will wear a full gold tabard and monitor the game and sometimes they will play as PCs or NPCs and participate in the game but will be identifiable by a gold belt flag with an H on it. *All calls made by a Herald are final and players who disrespect or argue with a Herald may be removed from the event.* If you have game questions or issues, please respectfully bring it up in private to a Herald. *Do not break immersion in-game to address issues.* Please make an effort to respect the game that is going on when you need to address an issue.

Another very important job of the Heralds will be monitoring immersion. Players who are breaking immersion, using too many anachronisms, have inadequate garb, are not wearing acceptable racial prosthetics, or who are constantly breaking character will be pulled aside or talked to in order to rectify the problem. *All players coming into the game know that they are expected to remain in-character and that garb/costuming standards will be enforced.* The

Heralds are going to be enforcing this; do not get indignant with them. They are only doing their jobs to maintain the quality and immersion of the event.

Staff Members are players of the LARP that are helping to create game content or run and coordinate the events. Staff members help monitor the game and funnel things to the Heralds and are there to help enforce rules. Staff will wear miniature belt flags that are gold with a small S on them.

Volunteers are dedicated players who are willing to go above and beyond that of the player community. They may choose to help the staff of the event by creating game content, submitting stories, or being on hand to help setup or clean-up from events. Volunteers are NOT there to enforce rules and have no authority at events, but they can earn a small token that they can wear showing their status as a volunteer helper.

IMMERSION & PLAYING THE GAME

Dark & Gritty Theme, Low Fantasy Setting

Both of our story lines feature a **dark and gritty theme** to them. This is not a LARP about bands of epic heroes rushing out and saving the day or prophesied legends changing the world around them. Last Hope is about the harsh reality of surviving, of banding together with others and scraping out a living in a dangerous land, of being normal people who try to navigate through the day to day challenges and the harsh reality that comes with making difficult decisions and how it can impact those around you and the future to come. Actions have consequences and hard decisions and sacrifices must sometimes be made. There is also a high priority placed on a detailed and living world that exists beyond what the players see at an event. Although sometimes bleak and grim, players rally around causes and band together to shape their future and cling to hope, as every victory and celebration is a reminder that life refuses to be snuffed out no matter how challenging the world is. Players do not celebrate gaining levels, unlocking abilities, or looting dungeons... they celebrate victory, the brotherhood that comes with forging bonds, and with surviving to see another day.

There are two settings and story lines for Last Hope. Each one will have a somewhat different feel or overall theme to the events.

- **The Old World** - The Old World is set sometime in the past in our game world. The Old World features multi-year arcs that focus on specific elements of the world. Whether it be a pitched battle between Penitent/Undead and Alliance forces or a look at the origins of the Ulven, Old World will feature unique events different than the regular events. Players can experience some of the history of the Last Hope setting at Old World.
- **Last Hope** - The main Last Hope storyline is set in the present day of the storyline on the new continent of Mardrun. Players will take on the roles of colonists who have spent the last several years hoping to make this new land a home, or natives of Mardrun who have come to accept (or not) the newcomers. It is based on survival, hardship, new beginnings in a strange and dangerous land, and an uncertainty of what tomorrow brings. The emphasis for Last Hope is personal character growth, a detailed plot, and a realistic storyline shaped by player actions... for better and for worse.

Last Hope is considered a **realistic low fantasy** LARP. This means that even though magic and casting spells has become a regular part of life, spells are more utilitarian and low key.

Wondrous and more powerful/spectacular magic is rare or extremely dangerous. Weapons should be metal and non-magical looking but can still be very exotic. For example, an elvish scimitar is fantasy based but looks great as a Syndar blade, but a fire encased sword or a chaos sword made of bone is not allowed. For shields, a wooden or metal shield works great but one made of a dragon's wing is too fantasy oriented. In this setting, more fantasy based weapons and shields are reserved for powerful magical items. Please respect this and style your weapons over more "normal" items and materials; dragon wing shields and chaos bone blades should be avoided. When in doubt, email a picture of your weapons and shields to the game organizers for approval.

High Immersion & Remaining In Character

Players need to remember that this is a **high immersion** LARP and you are expected to stay in-character during the game. You are expected to cover modern items and be respectful of other players who are playing to enjoy a high immersion experience. *YOU may not care if you walk through the in-game area carrying bright plastic totes, wearing modern clothing, or leave modern items in the open but OTHER players do; please respect others and their efforts in the game!* Although it adds to the game, you are not required to know medieval languages, accents, or refer to everything correctly but you are required to keep conversations about modern/real life things to an absolute minimum and outside of earshot of other players. You don't have to be the center of attention, but you have to add to the immersion and play a character of some sort. If you must be out-of-character for a while, then you should display a kill rag and finish your business as quickly, quietly, and discreetly as possible.

Players are required to **remain in-character** during the event unless an out-of-game break has been called or the player has removed themselves from the in-game area. One of the most important aspects of this game is to just "roll with it." If something happens, no matter what it is, keep the game rolling and remain in character. Even if there is confusion, keep the game moving and then discreetly have a Herald sort it out. Nothing grinds a game down more than a large breakdown in immersion. If all the players try to help maintain immersion, then we can count on everyone having the most immersive quality experience.

Choices & Consequences, PvP Conflicts

A heavy tone in our game is that **choices have consequences**. Just like the real world, your actions and choices have consequences that your characters have to deal with. Didn't greet the visiting noble by their proper title? Stole something from the local authorities? Tried to take some coin off the table of a merchant? Part of a faction that did something illegal? Attacked someone and it was witnessed? These are just the tip of the iceberg when it comes to different actions in the game that could lead to consequences. We strive to be a larp where there are meaningful choices; we want players to get involved and make decisions (and sometimes gambles) on what to do and have it be impactful.

At times, the events of Last Hope will put you at odds with other players. This is a difficult situation to handle as tensions can often escalate and turn personal, which is not what we want from our game. However, this does not mean that players can do whatever they want and expect to get away with it. **Player-versus-player**, or "PvP" situations do not have to be a negative thing, however; they can grant magnificent opportunities for role play and great chances to advance the story through these interactions. In the interest of maintaining a fun environment for all players, we ask that you contact the Heralds to discuss PvP plans for future events so we can make sure there is no "bleed" in- or out-of-game and ensure that the best possible story gets told. Things happen in the heat of the moment, of course, and this is not always possible, but talk to a Herald about these sort of plans whenever possible.

"What Can I Do?" vs. "Can I Do?"

Last Hope is a game that encourages critical thinking and teamwork among its players. There are many skills in the game that will grant you opportunities to build upon your own story by calling in favors, lining your pockets through trade, or turning the tide of a battle with your allies by

your side and reinforcements on their way. Many players will want to ask “What can I do?” The answer to that is simple: Just about anything. *As long as it fits within the rules and the feel of the game*, there are no limits on what you can do, who you can talk to, what kind of deals you can set up, and how you can progress your own story. This is an unsatisfying answer for most players to receive as well as for the Heralds to give.

Much more satisfying is when players ask “Can I do X?” This gives the Heralds a frame of reference for the desired task and allows them to better answer with a “Yes, if...” or a “No, but...” statement, providing conditions for the approval of such a request. Even better is asking “Can I do X, since I have Y skill/contract/item?” This shows the Heralds that you as a player are thinking creatively and using what you have in order to get what you want. It also gives the Heralds a much better idea of whether or not something is possible, and may even plant the seeds of new ideas for future events or plot points.

In-Game Communications

There will come a time when a character must contact another person or group within the game. However, not everyone has access to hawks or couriers. Players are able to send messages to each other and to their respective player-run factions without penalty or cost. You may do this on the forums, in person, via email, via facebook, etc. In order to contact an in-game entity, like the Grand Duke of Newhope or a specific merchant to look for wares, then you must use the in-game methods of resources, hawks, or couriers. Some Resource skill usages will allow you to meet with and communicate with certain groups. Paying for or sending a messenger hawk can be done to quickly deliver smaller messages. Couriers can be sought out to deliver longer messages and even items around Mardrun. These almost always have a cost associated with them but they are available to the players if they search for them.

Garb, Insignias & Modern Items

All players are required to wear a minimum amount of **garb** (clothing), which is explained below. Period or replica clothing purchased from retailers is recommended, but players on a budget can easily make some basic garb for an event.

Insignias, Symbols, Costuming and Items that are used in other LARPs, movies, books, TV shows, or games are not allowed in the game. For example, you cannot make a shield displaying the Hyrule logo from Legend of Zelda, wear the One Ring from Lord of The Rings, the gi uniform of Goku from Dragon Ball Z, or wear/use anything identifiable from another game, anime, movie, etc. This also includes readily recognizable symbols for organizations. *Contact a Herald for approval.*

Also, players must reduce the look or use of anachronisms (**modern items**) as much as possible. Some important areas to note are listed below. The most important thing is that there is EFFORT to look the part. Tan/brown bed sheets and canvas tarps are fantastic for covering modern items and tables, especially during camping, and are highly recommended. *This is a high immersion LARP and the minimal use of modern items will be enforced!* When in doubt, ask, and do not get upset with the Heralds if they talk to you about modern items. They are doing their job to make

sure the experience for the players is as high quality as possible. *If exceptions are constantly made, then it degrades the overall quality of the LARP.*

- **Drink & Feast Ware** - Players are required to have medieval looking drinking and feasting ware. This need not be expensive; there are numerous places that sell wooden, metal, and clay bowls and utensils. Beverages should be kept in a wooden cup, clay coffee mug, or tankard. Players are allowed to bring water with them in modern containers (bottled water, canteens, etc) but they must be kept away from view or covered. Paper or plastic plates/utensils/cups should be avoided (for both litter and immersion reasons!).
- **Camping & Cookware** - If some events have a separate out-of-game camping area, any modern equipment is fine. Some events may have an in-game camping or town area which should follow the same rules as garb. If camping in-game, all players must either have a period tent or take effort in covering modern tents with canvas tarps, white/tan/brown bed sheets, or cloth to conceal the modern look. Pop up canopies are allowed but effort should be made to enhance the look and/or cover the metal legs or wrapped with the ceiling metal legs/connectors concealed. Old style canvas and military tents are acceptable if they look as plain as possible. All modern wording/logos must be covered or painted over. If you intend to cook at your in-game camp, you should try to use period cooking tools but modern appliances can be used if they are kept completely out of view.
- **Shirts & Tunics** - No modern looking shirts or shirts with modern looking designs/printing are allowed. Shirts or tunics should have no collar and no pockets. A simple tunic can be made from a Large/Tall shirt with the collar removed. Holes can be punched in knit shirts and leather string added to the chest to pull off a simple tunic. Cuffs should be cut off. You can wear Under Armor/ moisture wicking shirts underneath other shirts/tunics but it should not be the visible layer.
- **Vest & Tabards** - A simple tabard can also be made with a long rectangle of material with a hole cut for the head and then tied at the waist with a cloth string or rope. Vests can be made from shirts with the arms removed at the seam, the collar removed, and the front split and left open.
- **Pants** - No blue jeans, no modern patterns, no (visible) pockets. Karate pants, sweat pants and jersey stretch pants work well but tight elastic cuffs/bands should be removed. Dickies work pants can also be used but the side and back pockets must be removed. A tunic/shirt/tabard worn *MUST* be long enough to cover the visible front pockets and belt loops! Effort should be made to make them seem as period as possible.
- **Footwear** - You are allowed to wear any period/non-modern footwear. You may wear modern footwear but some effort is required. Leather shoes or boots are preferred and sneakers/tennis shoes are NOT allowed. If they are modern, they should be as low key as possible and black or brown or covered/wrapped completely to look the part.
- **Halloween Costumes** - Some Halloween costumes may be acceptable for garb, but care should be taken before buying these items. Some costumes are high quality materials that look the part and will work just fine as garb, while others are low quality synthetic materials that look cheap and fake. *Get approval prior to purchasing Halloween costumes to use for garb.* Most of the time, you can buy good quality garb for the same price (or cheaper!) than some of the Halloween costumes.

- **Modern Items & Anachronisms** - These should be kept to an absolute minimum or avoided entirely. Prescription eyeglasses are fine and we allow sunglasses but both cannot be worn unless they are thin eyeglass style or period looking. Garb should have minimal buttons (four hole modern plastic buttons are not allowed but cloth, cast, or toggle buttons are acceptable) and no visible zippers or velcro. Additional items like modern watches, etc should not be worn but non-modern pocket watches or discreet non-modern wrist watches are acceptable. If you wish to add gloves for fighting or warmth, they should be of a leather/leather-looking or period material. *No modern mechanic, military, MMA, or hockey gloves are allowed.* Modern items regarding health and safety are permitted; crutches, casts, medical braces, wheelchairs, etc are allowed, but players are required to decorate or wrap them so they look more period. Baby strollers and modern baby bjorns are not allowed in the game area unless they are completely covered or period looking. *When it doubt, ask a Herald for approval on garb!*
- **Containers** - A simple stuff-sack can be made out of a dark colored pillow case and tied shut with a string or leather strap. Players must have period looking containers to carry their stuff. You cannot use plastic totes and modern backpacks. Totes and containers can be brought into the game area if wrapped in a bed sheet or material to hide them from view. *They must be kept out of view as much as possible, so if you need to get into a modern container then it must be done discreetly and out of view of the players.*

Racial Prosthetics & Costuming

Players in our game are required to pay attention to prosthetics required for their races and to make sure extra effort is put into them. This does not mean that they must be expensive prosthetics but it does mean that extra care and effort must be displayed by players if they choose to play a non-human race. Good costuming for non-human races is critical to the immersion of an event; check the section dedicated to the playable races in this rule book.

- **Teeth** - These must be blended to match the player's natural teeth color. If the fake teeth prosthetic is strikingly different or fake looking, it cannot be used. You may remove them to eat or drink but your character must use them the rest of the time.
- **Ears** - Caps may be added to ears and then blended to the players natural skin color. Strikingly different or off-color ears are not allowed. Ears should also have the seams covered or blended if possible or diminished enough to not be very noticeable. Clip-on fantasy ears may also be used, such as mini dragon wings or mermaid ears, but the look of the human ear must be altered through the use of make-up or additional prosthetics. You cannot simply add a clip around a human ear and have it pass. *Contact a Herald for approval.*
- **Eyes** - Contacts may be worn to alter the color of eyes. Patterns or images can be used as long as they make sense. For example, a black and white pattern might look great on an eye, but a checkerboard or radioactive symbol are not allowed.
- **Horns** - Horns may be worn but they must be attached to the head through the use of glues or adhesives. Wires can also be used but they must be completely hidden from view or very subtle.
- **Skin** - Players wishing to play a character with abnormal skin colors must take extra care in making this look good. It is understandable that garb, movement, fighting, heat and sweat will make skin colors difficult to pull off, but players accept this challenge when

playing a character like this. Visible skin must be completely covered and blended properly with special care taken around the eyes, ears, and hairline. Players should bring make up kits with them to perform touch ups during events if necessary.

- **Beards** - Prosthetic facial hair may be worn but must be of high quality and look good and natural. Fake beards that fit loosely on the face held to the head with an elastic band are not acceptable. *Contact a Herald for approval.*

Playing NPCs - Non Combat, Combat, and Monsters

NPCs (or non-player characters) are players that are putting in their time to help the event. Some NPC roles are offered as a discounted entry depending on what is required of the role. Any time put in at an event as an NPC earns you experience for your characters. NPCs play an important role because they help create atmosphere and progress the storyline. An NPC's primary job is to maintain immersion while fulfilling their role, add to the enjoyment of the players, and assist the event as needed. *We thoroughly believe that "NPCs are PCs too" and we encourage detailed NPC write-ups to help really bring them to life as real people.* Every player in Last Hope is required to play their first event as an NPC to get a feel for the game and understand it more prior to making a character. The following are examples of NPCs:

Non-Combat Oriented NPCs, Event Helpers & Spectators – You may fulfill a role in the "town area" to help the game, such as a healer, bartender, or blacksmith. These roles will vary along with the personalities and goals of the NPC you are currently portraying. The main reason for this NPC type is to allow PCs to interact with townfolk and allow for a less physically demanding role. Although designated as Non-Combat, this role is still able to be attacked and killed per our normal wounding rules, although they are perfect roles for people who wish to role play and interact with the game world and not focus on fighting.

Spectators are called "Townfolk" and are allowed as a special NPC. A spectator is someone who comes to the game to enjoy in the overall ambiance of the town area, but cannot directly interact with the game and generally do not play characters. This is a privilege and anyone coming to play townfolk will be expected to maintain the ambiance of the game even if they are not directly involved or playing. Spectators cannot have any skills and instantly move to Dying if they are dealt any amount of damage.

Contact a Herald before you play a spectator/townfolk.

Combat Oriented NPCs, Footmen/Guards – This could be a drunk, a thief, a bodyguard, a diplomat in need of an escort, a bandit, or even a Mordok. These roles are designed around action or encounters and allow a player to play an NPC to interact with the PCs at the event. Although these roles may not actually involve combat, they are more physically demanding and can involve combat. This role is great for players who prefer combat over role play or want to try out the game in a lower responsibility environment.

Players can sometimes have the option of playing a Footman or Guard NPC. These NPCs are normally "faceless/nameless" members of a faction and will normally wear tabards, belt flags, insignia etc and are used to represent the ranks of followers of that faction. This mechanic is used heavily in the combat events where players can make up the ranks of armed forces.

Monster NPCs – This is usually both a combat and role play intensive role. The monsters we have are Mordok and Undead, both requiring full costuming, makeup and prosthetics. This role is physically demanding and involves a lot of body acting, briefings and training on how to play their mechanics effectively, and are usually coordinated by a Herald or Staff member. *Playing a monster well and maintaining immersion and staying in character is absolutely critical to the overall feel and danger/intrigue of the monsters.* Specific monsters will be grapple trained by Heralds and trained on how to safely interact with players during combat.

Events, Scenarios, Jobs & Tasks

An **event** is a single day or multiple day game that is open for all the players to participate in. Most of the time an event is open ended with autonomous NPCs and a story that evolves as the players perform actions. Players are usually able to freely come and go at events because it revolves around a specific location in our world.

A **scenario** is a self-contained smaller/partial event for a group of players to participate in with a single goal in mind. This could be a small group traveling to a remote part of the continent or a combat scenario focusing on one part of a larger battle. Sometimes characters are unable to participate (small group, limited seats, etc) or must enter or exit scenarios in a certain way due to the overall layout being more abstract. An event usually has a town area or camp whereas a scenario may not feature one.

Jobs, tasks & chores may be available randomly at events and scenarios. These can come in the form of encounters with NPCs, things that players can do to earn money or rewards, or reactions to things that play out during an event. NPCs may give out tasks and offer rewards upon their completion which can be in the form of coins and in-game items. There may even be a town crier or a work board with postings on it in the town area or camp that players can look at. If you are bored or looking for something to do, then find an NPC or ask around!

In-Game Economy

Players will be able to earn or find in-game currency. This usually comes in the form of coins. There will also be gems and other items of worth in the game but the value will be variable. You can use this currency to barter with other players, pay for services, or purchase in-game items. All players should have a small drawstring pouch or container that they designate as an official currency/coin bag. Players are not allowed to hide coins in random areas as we don't want players forgetting about them and losing the game materials. In-game coin must be on somebody or in a chest or box; another player can hold your money for you. *All in-game currency is able to be looted whether it be on a person, on a table, or in a box or container of some sort.* Players are NOT allowed to hide in -game items in unsanitary/personal areas; they cannot hide coins inside shoes, cleavage, underwear, etc. All players are required to turn in all in-game currency at the end of the game. Currency not turned in will be considered forfeit.

Players can also earn money by doing work for others, completing tasks/jobs available at an event, or by working their trade skills during a game or taking on a profession to earn money in between events.

Players must notify a Herald if they intend to make counterfeit coins. Your character could make fake coins to try to use them at an event against other characters and NPCs but you are not allowed to make fake money to give your PC an unfair advantage. Fake coins are not counted as "official" currency.

Looting & Stealing

All players may approach a Mortally Wounded, Dying, Dead, or Controlled player and **loot their possessions**. Player's that are Stunned or Knocked Out cannot be looted; the act of looting them would make them come to. You must get within arm's reach and tell the player that you are looting them and describe the location, such as their pants, a carried pouch, their belt pouches, their gloves, etc. *Simply stating "Looting" is not enough to force someone to hand over all their items!* Players must hand over (or show) all in-game coins, items, item cards, gems, and specially marked quest items in the locations they describe but are not required to hand over anything that is their personal property. In-game NPCs may hand over additional items.

- **Example of items that can be looted** – large and small coins, gems, an in-game prop map, an in-game treasure chest, an in-game plot object, reagent cards and item cards (like potions), etc
- **Example of items that cannot be looted** – the physical potions you purchased, shields, armor, weapons, torch or lantern, spell bags, etc.

Stealing is not allowed in-game or out-of-game unless specific conditions are met. *As stated in the economy section, in-game currency can be stolen from a table, box, etc.* In-game items such as reagents and gems can also be stolen along with specific items that are marked or event-specific. All other items that pass between players must be agreed on by both parties or looted appropriately. You are not allowed to move anyone's items, in-game or out-of-game, without their knowledge. This also means that it is not acceptable to steal food and drink! *Any abuse of this could result in being ejected from the event.*

For example, if you walk by a display table and notice that someone left some reagents, a few coins, and a muffin on a table, you would be allowed to take the reagents and the coin as they are lootable but not the muffin as it is someone's personal food.

Controlling & Binding Players

It takes two players (one on each side) EACH using BOTH hands, to completely **control a player**. If the target is Knocked Out, Mortally Wounded, willing and conscious, or bound and conscious then they can be controlled. If the target is only stunned, has a weapon drawn, or is conscious and unwilling then they cannot be controlled. The controlling players should loosely hold onto the shoulders and arms of the held player but should not physically restrain them. The held player cannot try to run, cannot pull a weapon, and must travel in the direction the controlling players wish to go. The held player may role play and thrash about but they are held and cannot escape until one of the controlling players lets go. If one or both controlling players lets go of the held player, the held player may then run, pull a weapon, etc. There may be skills or effects that can allow a player to break away from being controlled. If so, they will discreetly tell their controllers and then role play accordingly. Examples of this are Break Away and Rage.

In order to **bind a player**, you simply take some rope and run it around their wrists and role play securing it for 30 seconds and then hand the bound player the rope to hold in their hands. The rope is NOT tied or secured as this will allow the bound player to remove the bindings if necessary, mainly for out-of-game reasons. Any other player can come up and role play removing or cutting the binding which takes 30 seconds. A bound player is unable to remove their own bindings unless they have an appropriate skill or item. No player can be physically restrained, actually tied, or locked into a device in the game without their consent.

Game Cards - Poisons & Diseases, Traps, Effects, Items, Lore, & Inventory

We realize that there is no effective way to handle some situations other than by describing something on a card and then having players interact with it. *Players are expected to be DISCREET when interacting with Game Cards; they are NOT in-game props and instead are quick out-of-game clarifications so we can be creative with numerous effects.*

- **Poison or Disease** cards may be used and are administered in different ways. When you are poisoned or diseased, you will be given a card that describes your ailments and what it is. If you spring a trap, there may be a poison card attached to it. You are required to role play out the effects on the card. Healers will also use this card to role play how to rid you of the effect.
- **Traps** in the game will feature physical devices that resemble the trap with a card attached to it detailing out what the trap does. It will also have a string with a mouse trap attached to it. If you disturb the trap and it snaps, the trap is considered sprung and the trap affects you based on what is written on the card. This also includes your equipment you are holding; hitting a trap with a sword will still trigger the trap and have it affect you. *If you hit a trap hard enough that it sends the props flying and you cannot find the effect cards, then it will deal you a light wound to the leg instead.*
- **Effect cards** will detail certain in-game effects. These cards will also be issued to characters with certain trade skills, allowing them to show other players the effect card so they know how the character is interacting with them. For example, a character with the Barkeep trade may have an effect card he can show to other players that says "Regain 1 hit for each drink/food item purchased in the tavern".
- **Item cards** are the approved descriptions and in-game effect of items in the game. For example, a magical necklace may have an effect card that details out what the necklace does and how it is activated or a health potion and its effects when drunk would utilize this system. This card must accompany the item and should be kept with your character card. Some item cards will feature worn items like necklaces, rings, etc. These are usually magic items. You must have the phys rep for the item and wear it for the item card's effect to be active. Some items may conflict with other items, like multiple rings or necklaces, so one type of each can be worn on any one person. These "item slots" are Rings/Bracelets (one on each hand), Necklace, and Brooch.
- **Lore cards** are usually contained in small envelopes or folded over and sealed and attached to items in the game. You must have the appropriate Lore skill to open and read what is on the card. You cannot take Lore cards; if you want to preserve the knowledge, then you must copy it into your Lore book at the time you find the card. *Players without the appropriate Lore skill CANNOT open and view the card!*
- **Inventory cards** are used to represent different reagents, consumables, and plants in the game. It would be very difficult to have enough reagents to supply every character with

every reagent in the game, so when reagents are returned after an event, they can be turned into cards to represent their character having the item. Similar to an arcane spell caster's spell pouch, a container/bag/backpack/sack must be carried with the character to represent their stockpile of items. These cards will be placed on a metal ring attached to or placed within the container and must remain attached as it represents the fact that your character has to dig through their bag to get the appropriate items. *You cannot just walk around with a ring of cards on it!* These inventory cards are lootable.

Combat Rules & Etiquette - It Is Not About Winning

Although **combat rules** take up a large section of this rule book, Last Hope is not a combat LARP or a battle game system. Last Hope is a LARP that features combat as a form of role play and players can experience that for their characters. We do have some combat focused events or scenarios that revolve heavily around fighting, but combat is not guaranteed as the drawing of weapons in our game has a heavy consequence. People die in combat and it should not be taken lightly. *The reason why the combat section is large is because it covers topics such as safety, players hitting each other with weapons, mechanics that involve harm and possibly death with your character, and direct competition against other players.* We feel that detailed yet logical rules to cover most of what will happen in a game helps the combat remain safe, easy to understand, and respectful to all players involved.

Another really important part of our game is a broad ranging topic we call **“Combat Etiquette”** and it encompasses a number of points that we expect players to follow. Players need to communicate with each other for hit calling and special attack usage. They need to respect each other and the calls made.

Here are some other examples of proper combat etiquette.

- Holding back a moment when your target is tripping and getting caught up in vegetation or surroundings.
- Holding back a moment when someone is bending down to move arrows out of a heated melee so they don't get broken
- Holding back a moment after someone takes a painful head/groin shot.
- Making an effort to move away from dead players or monsters or to actively “remove the bodies” by carrying them to a location away from the players so they may discreetly get up and leave if they need to.
- Some players may need gentle “decorum” calls to remind them that we are role playing, but we don't need to be aggressive or rude about it.

All players need to be aware of “projectile etiquette” which specifically applies to thrown weapons, arrows, and spell bags. You are free to use and reuse what is on the battlefield whether it is yours or not, but you CANNOT leave the area with someone else's stuff. After a fight, you should try to “gather projectiles” and place them in one area that is easy to find so that players on both sides of the fight can find them easily. Don't take them with you unless you have permission; the players will return to that location and pick up their items. This helps all of us return our (sometimes expensive) props to their respective owners and makes it easier to keep playing the game.

This is a live action role play that uses spell bags, latex weapons, wounds and character death as a means to play out combat. You do not “win” by beating the other players... you “win” by being involved in a rich and fun role playing experience. When in doubt, play it up and have some fun. Sure, you could walk in and wail on another player until one of you drops, but you could also bash each other around, parry and clash with opponents, wind up a strong attack, etc. If your opponent plays it up and falls over/down, use it to enhance the combat instead of just jumping in and trying to finish them off. React to all hits so your opponent knows you registered them; role play is required during combat and "Decorum" can be called on players who do not react to wounds or damage. Some NPCs / monsters may not even respond to damage entirely unless you put some role playing flair into your attacks!

Downtime Mechanics

The world of Last Hope does not halt when players leave and go home after events. The world continues to exist in the background and our characters have a chance to do things during **downtime mechanics**. There are certain skills like Profession and Resources that are specifically tied to doing things in-between events. However, there are also things that require players to choose what and how their characters deal with certain challenges. Wounds and damage to armor does not go away when you leave the event. You must either use applicable skills to assist with this, pay for healing and repairs at check-in of your next event, or carry them over to the next event and take care of them then. Damaged armor is considered your character’s “armor debt”, which is a penalty to your armor pool rather than tied to individual pieces.

Submitting Content

The world of Last Hope is built on the creativity of our players. The collaborative effort to not only progress the story, but flesh out the history is a large part of what makes us who and what we are as a game. If you are interested in submitting content about your PC’s history, their perspective on recent events, the story behind a family heirloom, and so on, we encourage you to write up a story and send it to the Herald team via our gmail account (lasthopelarp@gmail.com). The story will be made visible to all Heralds and staff on the team, and one of them will contact you shortly about how to move forward with your story.

Keep in mind that the Heralds and staff are volunteers who run this game in their free time and may not be able to respond immediately to your requests. The Heralds and staff try to guide new players, work on plot and administration of upcoming events, and have real lives and jobs to tend to as well. We ask for patience in this matter as sometimes life gets in the way of things. If you are looking to streamline this process, there are a number of things you can do:

- **Proofread your story** - Each of the Heralds and staff members are constantly working on a number of projects for the game. Chances are good that you will not be the only player in need of their attention, nor the only time-sensitive project on their plate and as such, they won’t necessarily have time to edit your story for spelling and grammar. Having this completed before submitting the story saves the Heralds and staff a large amount of time, making your project more likely to be completed quickly.
- **Read the lore** - This game has been founded on an established history and part of the duties of the Herald and staff team is to maintain that story. This is the main reason

Herald approval is required before stories are posted and made canon. Reading and understanding the lore before you submit a story will help ensure that your submission will fit in with the world, feel, and timeline of Last Hope, leading to fewer changes needing to be made before it is approved.

- **Ask a Herald** - If at any point you have questions, feel free to ask a Herald. They are there to help you. The gmail account is a great way to ask these questions, as all members of the staff will see the message and will be able to respond if they know the answer. The Heralds would much rather be asked if something is okay than have to explain why it is not after you have devoted time and energy into creating a story around an unapproved plot point.

COMBAT SYSTEM & CONTACT RULES

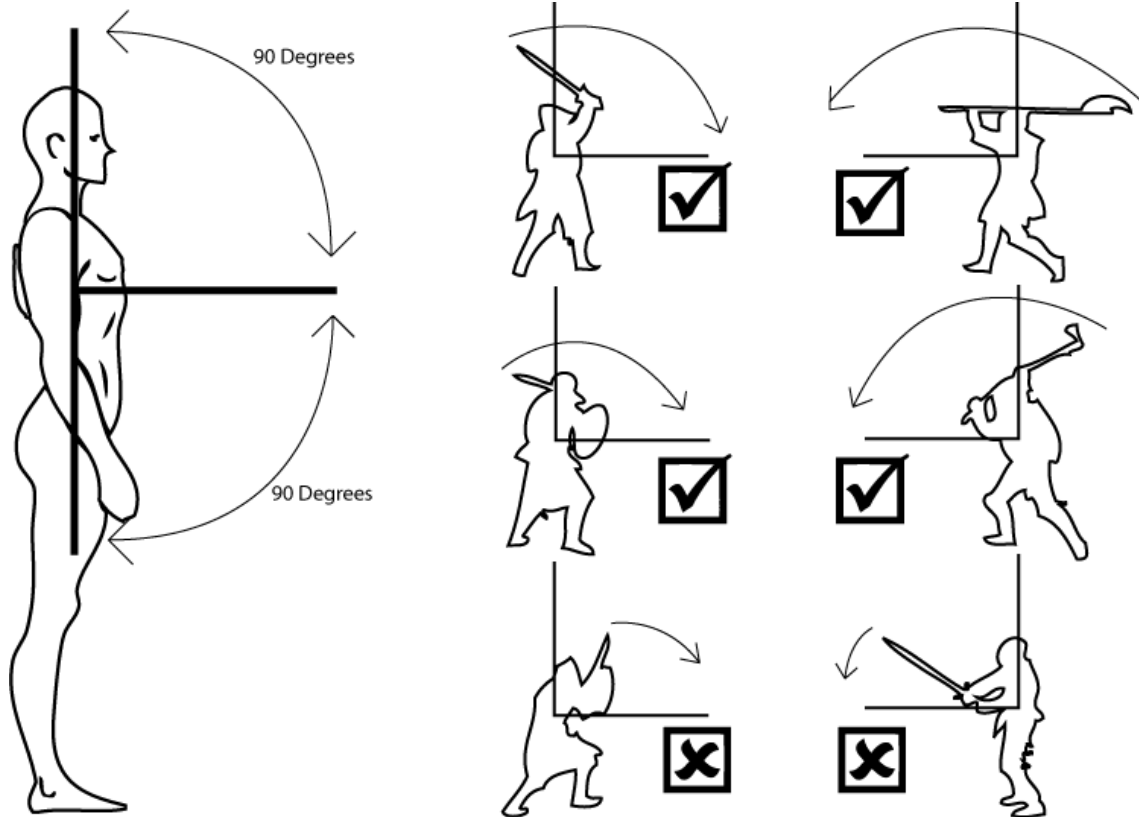
Combat in LARP can be a fun and intense experience but it has to be safe. Last Hope favors a more aggressive combat style than someLARPs (we are NOT light-touch) but is still more reserved than full contact systems. All players should be respectful and courteous; when in doubt, pull your blows. This combat system favors role play, safety, and control. It is NOT about who can hit the hardest, swing the fastest, etc. *Hitting hard doesn't make someone a good fighter... it makes them an amateur who cannot control their hit strength.* All players are required to go through the basic Combat Tutorial with a Herald or Staff member before being allowed to fight. *Anyone deemed fighting unsafe can be reprimanded or ejected from an event.*

All armor, weapons, and shields will be inspected at check-in before they can be used in the game but players are required to assist with helping enforce this. *It is the responsibility of each player to maintain their equipment and remove anything from the game before it becomes unsafe.*

Medium Contact & Non-Combatant Rules

While light tapping is not a valid hit, excessive force is not either. Our LARP uses a **medium contact** system that replicates a good fight with solid hits. Latex and foam injection weapons have the ability to hit hard, so control must be maintained at all times.

- **Contact** - A medium and solid amount of force should be exerted during combat; enough to register a good hit but not enough to injure. Hits will sting on light clothing or bare skin, but this is normal for medium contact. Hit with intent and make the attack noticeable. Each blow should be pulled at the end so that the full force does not transfer to your opponent.
- **Speed** - “Machine gun” taps/stabs are not allowed. There should be about 1 second in between attacks from each hand. This is measured from when the weapon breaks 90 (discussed below). This replicates the weight of melee weapons. If striking too fast, the player may call off the blows, or only take a single one. Speed also applies to velocity of the blow; an attack at maximum speed also breaks the speed rule because it is difficult to moderate how hard it will hit.
- **90 Break** - Your weapon (if swinging) or your elbow (if stabbing) must be pulled back and break a 90 degree plane before (or between) each attack. The 90 degree arc is drawn from your resting spine and to your opponent.



These weapons are replicas of heavy pieces of metal that take a lot of energy to swing, especially two handed weapons: role play it as such! The slower speed and larger swing style also allows players to call and keep track of armor points, hit points, and wounds. Remember, the most important thing about our combat system is control.

There is no special rule in our game for **non-combatant players**. If you participate in the game, then you are able to be attacked and killed just like any other player. *However, this doesn't mean combat oriented players can just pummel non-combat players!* If you approach a player that is not armed or is obviously a non-combatant, then you are required to strike with “light contact” hits to deal damage to them. Non-combat players should see this as a courtesy; any abuse of this will not be tolerated.

Hit Calling In Combat

We have found out that with verbal calls it is much easier to control combat, keep opponents in check, make sure everyone (including yourself) is tracking damage properly, and to communicate to opponents. We feel that simple, quick, audible cues or calls help explain different situations without breaking immersion.

Attackers (except for casters and archers) do NOT call hits on other people. *Defenders decide what a legal hit is and what is not and are **required to call their own hits** in combat.* Without some form of combat communication, fighters will be accused of cheating. Do not ignore bad attacks; make sure you make the appropriate call. Combat flows a lot smoother if the attacker and defender communicate with some very simple key words. Players who abuse this system

will be reprimanded. When in doubt, ask, but don't be rude. *Give people the benefit of the doubt, communicate with your opponent, and most importantly... be honorable and don't cheat!*

- **ARMOR** - A valid hit that has inflicted damage to armor.
- **HIT** - A valid hit that has inflicted damage to hit points or has caused a wound.
- **SHIELD** – A valid hit by a cleaving weapon that has inflicted damage to the shield.
- **PROTECT / MAGE ARMOR** - Defensive spells that absorb attacks.
- **LIGHT** - A blow that is too soft to inflict a wound *as per our rules*. Use good judgment: do not call light just because you could not feel it through armor. The hit does no damage.
- **GRAZE / GARB** – Weapon struck only garb or bounced off a weapon/shield then touched a body part but enough force was taken out to make it light. The hit does no damage.
- **BLOCK** – An attack that is mostly blocked by a shield or a weapon parry but still hits the body. This helps convey that that enough force was stopped but contact was still made.
- **NINETY** – The attack was not drawn back far enough to be valid. Sound judgment is required; if the drawback of the weapon is close, then it counts as a valid attack. The hit does no damage.
- **TOO FAST** – The attack was either too fast of speed or too quick after another. Sound judgment is required; if the timing of the attack is close, then it counts as a valid attack. The hit does no damage.
- **TOO CLOSE** – Informing your opponent they are too close and need to back up per our encroaching rules. If you are using a shield, other shield users may freely encroach you. The hit does no damage.
- **TOO HARD** – The attack was excessive and too hard *as per our rules*. This does NOT mean that hits that “sting or hurt” are too hard. This call is reserved for reminding players of unsafe contact. The hit does no damage.
- **HEAD** – Attack landed on an invalid target area. If you take a painful head shot and need a moment, try to let people know and take a second to recover. You are only allowed a couple seconds before opponents are allowed to hit you again. The hit does no damage.
- **HAND** – Attacks hitting the hands incidentally are valid and do damage. However, hands cannot be targeted. This call allows a defender to nullify an attack to their hands if they feel like their opponent is targeting them. *Sound judgement is needed and be aware of your hands!*
- **RISING** - This call is reserved for people that are trying to rise from being knocked down to the ground in combat. *It does not mean you can use it when you are off balance, staggered, or kneeling*. This call is for when you have been knocked to the ground by a Push spell or other effect. You are NOT immune to damage but you can only be struck by a single attack while rising regardless of how many times you are stuck/hit/shot. This rule also applies during the movement when you are moving backwards from a Push affect.
- **TRAPPED** – Generic “my weapon is stuck” call that means you are focusing on trying to get the weapon untrapped so that you don't ruin any equipment of yours or your opponent. Sound judgement is needed; you may ignore some of the incoming attacks if you are trying to free your weapon in combat.

- **RESIST** - This call is used to signify when an attack or ability's effect is partially resisted or downgraded.
- **IMMUNE** - A catch all for a player not reacting in the required way due to an ability. Raging players do not need to announce immune, as their verbal cues and role play are adequate enough.
- **FIZZLE** – A general call that encompasses numerous reasons why a spell targeting you might fizzle and be invalid. Examples are casting mana while moving, walking too fast or sprinting at the last second to throw a spell, or trying to hit targets at further range than their spell allows. The player targeted makes this call. *Sound judgement is needed; if close, give the benefit of the doubt.*

There is no call for “Friendly Fire”. If an ally accidentally strikes you in combat, you were just struck and must take the damage accordingly. This applies to all types of weapons including arrows and spells.

Monster NPCs may not make all or any calls but will react accordingly to hits with grunts, growls, and flinching; this is for the spirit of immersion and role play. If your attacks do not seem to be doing much damage, it does NOT mean they are cheating or that you need to swing harder. *Swinging harder (or aiming for the head) will NEVER be a way to take an NPC/monster down.*

Target Locations

Each location of the body has different reactions when being struck in combat. Armor Points and Hit Points are “pools” that are diminished regardless of the location struck. Wounds are taken after both are depleted (unless an attack specifically bypasses both) and are location specific.

- **Head/Neck** – *This is an ILLEGAL target area for any physical attack except for “Rocks”.* All melee/throw/arrow hits to this location are ignored but players cannot intentionally place their head in the way of attacks. Spell bags that accidentally hit the head do still count as valid. Repeated “accidental” hits will result in disciplinary action. *Rocks are the only weapons that may target the head of an opponent.*
- **Arms** – Anything from the shoulder socket/armpit down to the wrists. This is a valid target area for all attacks.
- **Hands** – Anything from the fingertips down to where the wrist hinges. *This is an ILLEGAL intentional target area for any attack except for arrows.* If hit on accident or the defender moves their hand to intercept an attack, the strike is still a valid hit and counts as an arm hit. Repeated “accidental” hits will result in disciplinary action. Defender has final judgement on a proper parry, an incidental hand strike, or when a “Hand” call is necessary.
- **Torso** – Anything below the neck, inside the shoulder socket, below the throat, and above the hip sockets & belt line. This is a valid target area for all attacks.
- **Legs** – Anything below the hips/belt line, including the buttocks and feet. This is a valid target area for all attacks.
- **Groin** – *This is an ILLEGAL intentional target area for any attack.* If hit on accident, it is still a valid hit and counts as a leg hit. Repeated “accidental” hits will result in disciplinary action.

Head, Hand & Groin Shots

The head, neck, throat, hands or groin cannot be an intentional target of an attack except for specific attacks/weapons. A player accidentally struck in the head with a spell bag is considered hit in the upper torso. Thrown weapon and arrow/bolt hits to the head do not count at all. All accidental hand shots count as arm hits. All accidental groin shots count as leg hits. The head may be intentionally targeted by Rocks. The hands may be intentionally targeted by arrows.

Attackers are required to disengage if a player goes down due to a painful groin or head shot. Players cannot use this as a way to stop from being attacked. If it was just a little painful, then you have a couple seconds to compose yourself before players will be able to continue attacking, don't expect all the combat around you to stop. If you are the attacker, be courteous of others in situations like this. If there is something severe (like losing a contact, an injury, etc) then call an "Out of Game Stop" and handle it accordingly.

Being hit in the head, groin, and hands WILL happen during combat. *All players are encouraged to wear helmets/head protection, groin protection, and gloves.* If you choose not to, you assume the risk of combat if you wish to participate.

Weapons & Damage Progression

Weapons are represented by latex and foam injection LARP weapons that look realistic. Weapons must be of a black, steel or metal color; no high fantasy blades or extremely exotic colored weapons are allowed because those will be reserved for magical game items. Any of the current brands such as Eagle Flex, Forgotten Dreams, Epic Armory, and Calimacil are approved. Cloth or duct tape covered foam boffers are not allowed but hybrid foam/latex stabbing weapons may be approved. *Homemade weapons are not allowed unless they follow strict safety guidelines and are approved by the event organizers. Check the Last Hope Weapon Construction Guide for more details.*

To streamline combat, all weapons in the game only do 1 point of damage or have some form of effect when they hit you (for example, arrows). This helps combatants keep track of their armor and hit points.

- **Striking** – One Handed, Staff, Sling, & Thrown Weapons
Deals 1 point of damage.
- **Stabbing** – One Handed & Two Handed
Deals 1 point of damage.
- **Cleaving** – Two Handed Weapons
Deals 1 point of damage if not using Cleave. If Cleaving, 1 point of damage & Knockback when hits body, Knockback if parried, damages shield if blocked but no Knockback.
- **Archery** - Bow & Arrow / Crossbow & Bolt Weapons
Bypasses armor points and hits points, inflicts a Light Wound to the struck location. If an arrow hits an already wounded torso, it upgrades the torso's Light Wound to a Mortal Wound. If an arrow hits an already wounded limb, it simply does 1 point of damage; it does NOT upgrade the limb's Light Wound to a Mortal Wound. An exception to this is

the Bypass Protection bonus for armor, which downgrades arrows and bolts to 1 point of damage. See the armor section for more info.

It is important to understand and learn the **way that damage progresses** in our system. These will be explained in the following sections. This is simply a basic overview of how damage progresses.

- **First: Auras** - Magical spells and protection effects normally react to attacks first.
- **Second: Armor Points** - Body armor worn is the first physical defense to soak up incoming damage. It continues to take damage unless bypassed by a skill, weapon, spell, or special effect.
- **Third: Hit Points** - Your natural resistance to pain and injury soaks up damage after armor is breached, unless bypassed.
- **Fourth: Light Wound** - When you run out of Hit Points and are struck again, or have an attack bypass your armor and hits, incoming attacks become much more lethal and disable/impair locations.
- **Finally: Mortal Wound** - Locations that have an Open Light Wound that are struck again with no armor or hit points remaining progress to Mortal, which means the character is down and out of the fight. You can still crawl, use first aid, drink potions, and yell for help. Mortal wounds start a five minute bleed out timer. This is when you can be rolled over and Finished, which progresses you to dying.
- **Dying** - Whether a skill brings a player to Dying, an enemy finished them in combat, or they Bleed Out for too long, Dying is the last stage before Dead. Enemies cannot harm you further once you are Dying and unconscious. You Bleed Out in another 5 minutes and progress to Dead.
- **Dead** - You are dead... or should be. You either die, use True Grit, or use your Last Hope mechanic.

Striking Weapons

Most weapons fall under the Striking category. They are Short, Medium, Long, or Great weapons (detailed below) swung without a Cleave attack. The actual damage type “slashing, hacking, crushing, etc” is irrelevant. The exact striking surface of the weapon is irrelevant as well; if you swing a blade and it hits flat or if you swing an axe and it hits with the shaft, it still does damage to the target.

Weapons fall into size categories, detailed below.

- **Short** - 1" to 21" in size
- **Medium** - 22" to 32" in size
- **Long** - 33" to 43" in size
- **Great** - 44" or larger (Cannot be used with only one hand normally but you can use it if one arm is wounded) Staff, javelin and thrusting weapons are not “Great” weapons and can be used one handed.

Throwing Weapons, Rocks, & Javelins

Throwing weapons, like small knives and axes, must be coreless and made of foam. They can be thrown at an opponent with medium force to do a single point of damage similar to being hit

with a striking weapon. They can be caught in mid-air (but will do damage to the hand if they are “bobbled” and dropped instead of being caught clean), blocked by a shield, and parried with a weapon.

Rocks are special throwing weapons that can be used to aim for the head. They do not damage but instead stun your target for 10 seconds. Being struck with a rock does not activate any defensive auras. Rocks are completely negated if the target is wearing any kind of helmet. Rocks **MUST** be approved for size and safety regulations. They must be extra soft open cell foam and cannot be covered in any “skin” that can slap or do more forceful hits. A rock must be a minimum size of 6 inches in diameter. *Extra care about medium contact throws must be exercised when using rocks!* Being struck with a rock anywhere other than the head does nothing.

Javelins are reusable short throwing spears. Javelins must have a PVC or fiber glass core and must be adequately padded on the entire length of the weapon with additional soft padding on the pointed tip. The point of the javelin is the only part of the weapon that does damage; a javelin thrower may confirm a good hit, similar to how an archer may call their hits, by simply stating “Point” to their opponent. They can be caught in mid-air (“bobbling” a catch doesn’t do damage unless the point hits you), blocked by a shield, and parried with a weapon. Javelins can also be used to stab in melee combat, should the player have the appropriate skill. You cannot stab in combat unless you specifically have permission from the owner but it can be thrown again without permission as per our missile/thrown weapon etiquette rules. *See the Last Hope Weapon Construction Guide on specifics on how to make legal throwing weapons.*

Staff Weapons

Weapons that have a striking surface along the entire weapon, or a striking surface on both ends of the weapon, are considered Staff weapons. Attacks from these weapons are considered to do Striking damage. Care must be taken to make sure that handles or incidental padding (non-striking surface) is not used to strike with. Staff weapons cannot be used to perform Cleave attacks as they do not count as a great weapon regardless of their overall length. Similar to Dual Wielding, each end of the Staff weapon may strike at a speed of 1 attack per second, not the entire weapon. A Staff user is required to pay attention to the 90 degree arc after each attack.

Two Weapon Fighting

Players may dual wield striking weapons if they purchase the skill. A player must follow the weapon size requirements.

- 2 Short sized or Medium sized weapons
- 1 Short and 1 Long size sized weapon
- No weapons of Great size category
- Appropriate skill or item to modify the size requirement.

Players are required to follow the attack requirements (breaking the 90 degree plane, etc) and each arm is required to maintain 1 attack per second. Players can: block/parry with either weapon; control or push weapons but you cannot trap an opponent’s weapon in-between both of

the weapons or against their body for risk of damaging the weapons. If players are unable to safely place their attacks while dual wielding, they will lose the ability to use two weapons.

Great Weapons & Cleaving

Great weapons are large weapons that can deliver massive blows to opponents. A player using a great weapon with one hand (due to a light wound impairing their limbs or by letting go with their second hand on the weapon) loses the ability to cleave unless altered by a skill. The exact striking surface of the weapon is irrelevant; if you swing a blade and it hits flat or if you swing an axe and it hits with the shaft, it still does damage to the target.

Great weapons can perform a Cleave attack. In order to perform Cleave attacks, a player must satisfy the following requirements:

- Weapon must be of Great size category (unless they are a Mace or Axe, which can be Long or Great size; these measurements are approximate and your weapon will be examined by a Herald) swung with two hands during the entire attack.
- Weapon is fully wound up behind you, THEN the call of "Cleave" is loudly announced, and THEN the weapon is swung forward. This timing is required and swinging too fast will result in a failed cleave.
- Medium contact, NOT a harder swing, but with greater role played effort
 - There may be instances where a weapon that does not meet these requirements is allowed to perform a Cleave attack with Herald approval. Examples could be a warrior with the Improved Cleave skill or an enchantment which allows for one-handed cleaves. In either situation, the attack still requires medium contact, but much greater role-played effort.

When a Cleave attack hits an opponent, it has more of an impact due to the force of the attack.

- A solid Cleave hit on a shield will damage the shield. The target calls "Shield" to acknowledge the damage. The target is not forced to move anywhere.
- A Cleave attack that is parried with a weapon will cause the target to be Knocked Back (see page 53 for definition) from trying to parry and absorb such a forceful attack.
 - If the attacker presses in and causes the target's parrying sword to make contact with their shield, it is considered to be an invalid parry and it damages the shield.
 - If the target is backed up against a wall and cannot perform a Knock Back resulting from a parry, then the Cleave is considered to have hit the target's arm instead.
- A Cleave attack that hits a target's body and is not absorbed by magic auras will cause the target to be Knocked Back along with the 1 point of damage the attack normally deals.
 - If the target is backed up against a wall and cannot perform a Knock Back resulting from damage, this does NOT stack as the attack is already damaging the target but some role play from the force is required.

Some weapons may also consist of weapons on both ends, like a staff, and these cannot be considered cleaving weapons regardless of their length. Thrusting weapons cannot be used to cleave. *When in doubt, contact a Herald with information on the weapon you want to use to see if it will pass as a Cleaving weapon.*

Bows/Crossbows, Arrows/Bolts, and Projectile Safety

Bows cannot be compound. Synthetic materials (such as fiberglass) are allowed but must be wrapped or painted to be appropriate for decorum if they have modern coloring or designs. Modern wording and prints must be covered or painted over. A bow must be drawn and shot with the hands/arms; it cannot be shot with your feet should your arms be wounded or disabled. *A maximum pull of 35 lbs and a 28 inch draw (with a draw stop) is allowed for bows. If the target of a shot is within 20 feet then a half-draw must be utilized.* A “half-draw” is defined as drawing the bow string back far enough so that half of the length of the arrow remains undrawn. If a full draw is all the way to the 28” draw stop, then a half draw is drawing the arrow to the 14” mark.

Crossbows are treated the same as bows with slight alterations. Bolts are treated the same as arrows but may be shorter and do not require the 28 inch draw stop. All crossbows and bolts must be approved by a Herald. A crossbow must be drawn and shot with the hands/arms; it cannot be shot with your feet should your arms be wounded or disabled. *They also have a 35lb max pull and crossbows cannot be shot at anyone within 20 feet since they have no way of being half-drawn.*

Bows cannot be used in melee. Players cannot intentionally block with a bow and any valid attack from any weapon to a bow “breaks” it. If broken, the bow can be restrung once by the archer if that archer has a new bowstring prop that has a mend strip (small piece of gray cloth with a white X on it) attached to it.

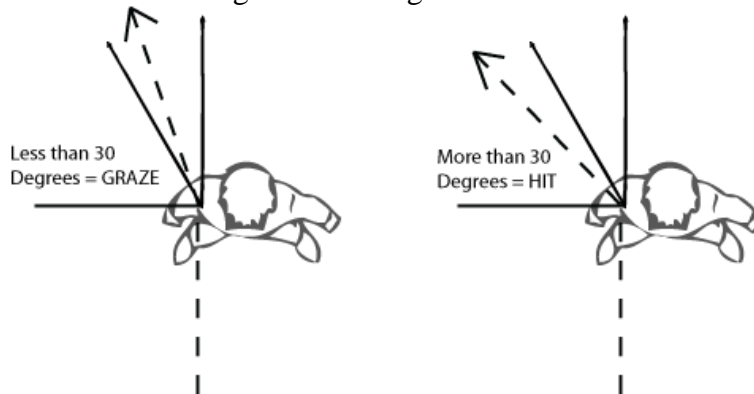
- An archer can **ONLY** restring their **OWN** bow. This represents that the spare bow string is the proper material, size, etc to match their own bow. An archer cannot restring another player's bow unless they are given both the bow and that archer's spare bow string prop.
- The archer can pretend to remove and reattach a new bow string and tie the mend strip onto the bow to make it usable again. The bowstring does not actually have to be removed, just the act of role playing changing it is required. There is no time requirement to do this as long as the role play of restringing the bow takes place.
- Using the bowstring prop takes the place of one the bow being mended, the same as if someone with the Mend skill were to work on it.
- After that, it must be repaired by someone with the applicable skill.

Arrows / Bolts do not deal normal damage to targets. Instead, they bypass Armor Points and Hit Points and deal Light Wounds directly to the struck locations.

- **Valid Target Area** - If a projectile hits a target in a valid target area, it gives the target an Open Light Wound to that location.
- **Wounded Torso** - If a projectile hits a target that already has an Open Light Wound (or bandaged Treated Mortal Wound) on their torso, then it upgrades the torso wound to an Open Mortal Wound.
- **Wounded Limbs** - If a projectile hits a target in a limb that already has an Open Light Wound (or bandaged Treated Mortal Wound), then the arrow does not upgrade the wound but instead deals 1 point of damage to the player like being hit by a Striking weapon (which can be absorbed by remaining Armor Points and Hit Points). Arrows cannot mortally wound players in the limbs, but arrow hits to limbs are **NOT** ignored.

- **Heavy Armor** - The exception to this is the Bypass Protection armor bonus. If a player is wearing Complete Heavy Armor on their Head and Torso, all remaining 8 locations are covered in Basic Heavy Armor, and if all 10 of those locations have gambeson padding, then all arrows and bolts only deal 1 point of damage to the player instead of bypassing and inflicting wounds. If the target removes any piece of armor then they lose this bonus.

Shot projectiles that strike the head, face or neck are NOT valid hits and are ignored with the call of "Head". Shots to the lower neck (for example, the base of the neck near the collar bone) should be counted as torso hits due to being close to valid target areas. *Only shields can block arrows; hitting arrows with melee weapons can be dangerous!* Any intentional blocks with a weapon are illegal and are considered to have hit the arm holding that weapon. Unintentional blocks of an arrow are considered to follow the "pass through" rule, meaning that if the arrow's flight would have continued and struck the target, then it counts. If an arrow hits a held weapon (and is stopped/deflected) but the original path of arrow's flight would not have struck the player, it will not count as a valid hit. Arrows must deflect a minimum of 30 degrees when striking their target to deal damage. If an arrow bounces and travels less than 30 degrees after striking a target, then the arrow is considered to have grazed the target.



Archers may intentionally aim at an opponent's hands. Archers may need to call their hits on targets, which is allowed. If the archer is certain they struck their target, they may announce it to the target to help identify the valid shot. *The defender has to take the called hit by the archer unless they are completely certain that the attack actually missed them, which then they would make the appropriate call to explain.* An example of this could be an archer that shoots at a target and thinks they hit the target in the foot, and yells out "Arrow, Foot" to the target after they saw the target not take the shot. The target, positive that the arrow struck the ground and bounced into their foot, could announce "Bounce" or "Ground First" to explain why the shot was invalid. *Abuse of this system, by the archer or the defender, will result in being ejected from an event.*

All arrows and bolts must have...

- 28 inch draw stop (tape, etc) placed on them (disregard for bolts)
- 14 inch marking for half draw (tape, paint, etc) (disregard for bolts)
- Carbon fiber or aluminum shafts (no wooden shafts)
- At least 2 fletching attached and in good repair
- Adequately padded and safe arrow heads. Foam tipped arrows, such as those passing safety standards for Belegarth/Dagorhir or the softer foam LARP arrows are usually

acceptable. The harder "rubber-like" foam IDV LARP arrows hit too hard for our system and are not allowed unless covered additional foam padding to soften the blow. We also need to check the foam compression, arrow head flex, arrow can wobble, and overall striking surface. See the Last Hope Weapon Construction guide for full details on making legal arrows for our game.

- All open cell foam arrows must be covered with cloth. Denser foam arrows, like those available through Live Action Products, do not require cloth covers. Bright colors and colored patterns are allowed. Obnoxious colors or designs are not allowed. Symbols may be painted onto the arrows for identification, but they must not be "funny", obnoxious, or distracting. For example, painting a leaf on your green arrow head so you can identify it or have a two town checkered color pattern is fine, but drawing a smiley face or cartoon character or having a polka dot arrowhead is not allowed.
- Approved padded heads secured via glue and tape, or thread-lock if the arrow head is modular or removable, so that the heads cannot spin off easily and are locked into place.
- Passed safety inspection at check-in. No arrows or bolts are to be used at an event without being inspected first.
- *See the Last Hope Weapon Construction guide for full details on making legal arrows for our game.*

Archers are responsible for the **safety of their projectiles**. *They must monitor the foam/cloth cover on the tip, the fletching on the shaft, and the shaft for cracks or bends, and remove any arrows that are questionable during use.* Archers must also utilize extreme care during wet conditions due to the water weighing down the arrow heads and possibly breaking down the tape or glue that holds the foam together. *Archers may only half-draw any arrows that are wet; the extra water weight can make the arrows his much harder!* This also includes arrow safety in non-combat situations: Arrows stored in a quiver (belt, back, hip, etc) must be kept with their nocks down, closer to the ground than the heads. This will limit the potential for harm to other players and to the arrows. *When in doubt about projectiles and archery, ask a Herald.*

During night conditions, archers MUST tape YELLOW glow bracelets or mini glow-sticks onto the non-striking surface of their arrows in order to locate and help keep other players from stepping on them. Being able to see arrows before they are fired is not the purpose of the illumination devices on them. The ONLY color that can be used in this way is yellow due to other colors being used for spells. Illuminated nocks of any color may also be used on arrows instead of glow bracelets.

Stabbing Weapons & Piercing

Due to the dangerous potential of LARP weapons and stabbing, *absolutely no weapons may be used for stabbing unless inspected and approved by a Herald.* Unless a Herald has inspected and approved it for stabbing, then don't use it to stab. *Always assume the answer is no unless approved by a Herald.*

Stabbing weapons, primarily javelins and spears, can be made of full-contact-legal stabbing foam/cloth tips and used in the game. *Contact a Herald before buying or making any weapon to stab to ensure your weapon will pass safety requirements.* There are a number of requirements to

make stabbing weapons legal; check the Last Hope Weapon Construction Guide on the website and/or wiki.

Extreme care should be taken when thrusting a LARP weapon. Attacks must be aimed away from the face. Players CANNOT grab spears or shafts of larger weapons but may deflect, divert, or control them with their shields or melee weapons. If an opponent runs into a spear tip and it does medium contact, it will still do damage even if the attacker did not actually attack. A thrusting weapon cannot be used to perform a Cleave attack. *Any player deemed stabbing in an unsafe manner will have the weapon taken away by a Herald.*

Coreless daggers can be used to stab during a grapple and may be used to perform the Pierce skill ability in and out of combat, but cannot be used to strike in combat.

Cored weapons, like swords and daggers, can be used to stab in grappling situations as long as extreme care is utilized and are used for role playing. For example, you can't use your sword to stab people in a standing fight but if you ended up grappling with a Mordok and get enough leverage with your sword to stab safely, you can do so.

Players may voluntarily enter duels with weapons that can stab, such as swords and rapiers, as long as A) they consent to it, B) it is an isolated duel between two opponents, and C) the weapons used are approved by a Herald. *This is a combat mechanic used only for controlled duels.*

Piercing is a special type of attack that allows a player to inflict a Light Wound on an unarmored location or Garment armored location. Light Armor or heavier will stop the attack. This is done by placing a hand on the on an unarmored spot and then striking your hand with a coreless dagger, saying the entire word "PIERCE". This can be upgraded to allow a Pierce attack in combat by lining up an attack, announcing pierce, and then striking with a Short category weapon to bypass armor. See the Pierce skill in the Skills section for more info (Page 66).

Exotic Weapons

There are a number of weapons that can be used in the game that are controlled or not allowed at all. As a general rule, if it doesn't fall into the basic category of approved LARP weapons, then contact a Herald and get prior approval before buying or using a weapon.

- **Combination/Double Ended Weapons** - Some weapons may be classified as both Cleaving and Stabbing (like a halberd with spear on the other end) and the attacker must call out Cleaving if using that part of the weapon. A character must have the training to use both parts of a combination weapon. *Contact a Herald before buying any weapons like this.*
- **Punching Weapons** - Absolutely no punching weapons can be used in the game, such as Katars, punching daggers, a cestus, etc. The amount of force that can be generated in a punch motion is too dangerous. If safe punching weapons can be used as a slashing weapon, that may be allowed. *Contact a Herald before buying any weapons like this.*
- **Flail / Chain Weapons** - Flail weapons are allowed if the chain used to connect the base of the weapon and the striking ball is no more than 8 inches. The Calimacil flail is an example of an approved chain weapon. The "chain" may NOT be made of metal or hard

materials and must be wrapped in latex and/or foam. Longer chain weapons cannot be used; the risk of entangling limbs or the striking ball losing control is too great. Also, weapons that use chains (like nun chucks) to generate additional force through swinging or movement are not allowed. *Contact a Herald before buying any weapons like this.*

- **Slings & Slingshots** - Slings can be used in the game if the materials used are cotton, leather, etc. Synthetic strings and plastic are not allowed. The “rocks” used in the sling should be made the same way as the spell bags but must be wrapped TWICE in fleece to provide a bit more cushion. Sling rocks can be colored much like arrow heads, they may be brighter colors but no obnoxious drawings or patterns. Slingshots must be approved on a case by case basis and must be fairly low powered. The shot must be foam projectiles that are covered in fleece. *Contact a Herald before buying any weapons like this.*

Shields, Types & Sizes, & Shield Contact

Shields are represented by latex LARP versions, approved foam and plasti-dip, distressed canvas or duck cloth, or lashed leather. *Smooth cloth or duct tape covered shields are not allowed.* For example, a simple cloth cover is not allowed, but if you distress the fabric, add cuts and tears and then sew them back together to make it look like a battered cloth covered shield would be acceptable. Highly exotic or magical looking shields should be avoided. Any of the current brands such as Eagle Flex, Forgotten Dreams, and Epic Armory are approved. *See the Last Hope Weapon Construction Guide for more construction details on how to make your own shields.*

Shields may deflect arrows and attacks from all weapons. Cleaving weapons can damage and eventually destroy shields (See Cleaving Weapon on page 34 for rules). When a player with a Cleaving weapon swings and connects with a shield, the player holding the shield should acknowledge with a "Shield" call so the attacker knows it was counted. Hits without solid impact can be called off with a “Light or “Graze” call. *Players are expected to use sound judgment in calling "Light".* If they swing well enough that it would register a hit on your body then it counts if it hits your shield.

Most spells either affect the shield specifically or go right through the shield and affect the arm holding the shield. If you are using a shield, you may discard it to present a smaller target (or protect your shield in the event of a Shatter Bolt) as long as you drop the shield BEFORE the spell bag is thrown. If the shield is discarded after the spell bag is thrown and the spell hits the shield, the magical energies are still close enough to you to “conduct” and flow through the shield, through the air into you, affecting you with the spell. In the case of a Shatter Bolt, if the shield is discarded after the spell bag is thrown, you would still be STAGGERED and the shield would still be affected.

Bucklers can be strapped to a forearm and used in conjunction with other combat styles and items held in the hands. An example could be a strap buckler worn on a forearm of a spear fighter, an archer using a bow and arrow, or a magic user channeling mana and throwing spell bolts. Only shields with a max size of 15” diameter/ 175” square and 2 cleave hits can be used like this. Note that strap bucklers such as these, may also be used in conjunction with magic, although they cannot be used to actively block while a spell is primed.

Shields can be strapped to a player's back, although the player is only able to have a single "active" shield at a time. If the player is holding a shield, the back shield will be considered "inactive" and any valid strikes to it will deal damage to the wielder. If the player is not wielding a shield, the back shield is considered "active", although the Shield Expert skill will not apply to shields worn on the back.

If you are dealt an Open Light Wound to the torso or you have a Treated Mortal Wound to the torso, you are allowed to keep your shield and hold the wound if your shield is a strap style shield. If your shield is a punch style shield, then it must be dropped.

Shield Types & Sizes

The size of a shield influences the amount of damage it can absorb before it is destroyed. *The measurements below are an estimate. A Herald will make the call at Check In.*

- **Strap Bucklers & Small Shields** – 2 Cleaving hits to destroy.
Shields that are up to 15" in diameter or roughly 175" square.
- **Medium Shields** – 3 Cleaving hits to destroy.
Shields that are up to 27" in diameter or roughly 575" square.
- **Large & Tower Shields** – 4 Cleaving hits to destroy.
Shields that are 28" or larger in diameter or more than roughly 575" square.

Shield Contact / Shield Binding

You cannot strike, slam or bash a player directly with the edge or flat of a shield. You may place and press your shield into them with your shield arm. With your feet planted, the maximum amount of force you can put into your shield is that generated by your shield arm extending out and toward your opponent. This cannot be fast enough to strike, bash, or slap your opponent directly. You may not put your body weight into it or move into your opponent unless you BOTH are using shields.

If both players are using a shield, then you may use your own shield to encroach into them at a slow to moderate walking speed. Controlled and lighter contact with a shield is allowed such as bashing an opponent's shield out of the way, controlling it, pushing it aside, or push/bind it against a wall or opponent. You CANNOT run and shield bash someone, you cannot perform shield kicks, you cannot push people off balance and you cannot knock them over and off their feet. *This is for safety reasons due to the multiple terrain types. If at ANY time combat is taking place near stairways, ladders, or precarious terrain, then absolutely no encroaching via shield contact can take place at all.*

Proper shield contact Examples...

- You reach out with the strength of your arm and press your shield arm into an opponent's space to stop their arm from swinging for an attack, even if it means you pin or trap their limb to their own body.
- You reach out and push aside an opponent's weapon so they cannot recover it quickly.
- You reach out and press your shield arm into an opponent's body with your feet planted and then push with only the strength of your arm to move them back.

- You reach out and press your shield arm into another opponent's shield and then you walk forward applying your strength and body weight into moving them but not by adding your second arm.
- You move the edge of your shield inside your opponent's shield and then use it to move aside your opponent's shield in order to line up an attack on their body.
- You use your shield to pin an opponent to the wall or ground but use only the strength of your arm, not with your body weight.

Armor Points, Materials, and Locations

Armor gives a player the ability to soak up more damage in combat by granting the player **Armor Points**. Damage taken is applied to Armor Points before Hit Points. It does not matter if you are struck in a location that is armored or not as damage is applied to an overall pool of armor. If you are wearing a metal helm and get struck in the leg, you can still call "Armor". Although not completely realistic, it creates a very easy damage tracking system for fast paced combat. *If you take a valid hit in combat and it damages your armor, you MUST announce "Armor" so your opponent knows you counted it.*

When enough damage has been dealt to overcome the number of Armor Points granted by armor, the armor is considered "broken" and must be repaired by either a skill like mend, a trade like blacksmith, or through downtime actions before it can afford further protection. *If you have partial damage to your armor and you change or drop pieces of that armor, your largest piece of armor is considered damaged first.* The repairs will be required based on the following order: Torso, Helm, Upper Legs, Upper Arm, Lower Leg, Lower Arm. The bonus points to armor (Vitals, Coverage, etc) that are damaged are considered to be applied to the helm and torso equally.

Armor Materials & Safety

All armor must be checked prior to being used. You cannot use synthetics, cardboard, plastic, sporting gear or hockey pads that have been repainted, etc. *Armor must be constructed out of authentic materials.* This means that leather armor must be made out of real leather and be of a certain thickness and metal mail and plate armor must be made of real metal and be of a certain gauge. Duct tape cannot be added to armor and/or along the edges. Armor must be attached to other pieces of armor and to the wearer with period materials as well; lace & string, buckles, ties, etc. No Velcro, tape, staples, etc. Paracord and elastic braided cord is acceptable for armor even though it is synthetic. Some synthetic leathers may be approved on a case by case basis. Heralds have final say on what is deemed acceptable materials for armor.

All metal armor must have dull edges and follow the "penny round" rule. All points must be as smooth as the roundness of a penny (if you place a penny up to a point and the point is "sharper" than a penny, then it must be ground down/rounded). Edges should be as thick as a penny or close to it (if you place a penny up to the edge of a piece of metal armor, it must be at least as thick as that penny); all metal edges must be rolled, curled, or thick enough not to be sharp. Areas on the armor will be checked for finger catching, metal burrs, etc. If someone's finger could be caught and twisted or if a piece of the armor could cut or scratch when a hand is run across it then the armor might fail. Any spikes on armor must be made from foam, latex, leather,

or other softer materials but must still look the part. Heralds have the final say as to what could be considered unsafe armor and measures should be taken to make armor as safe as possible.

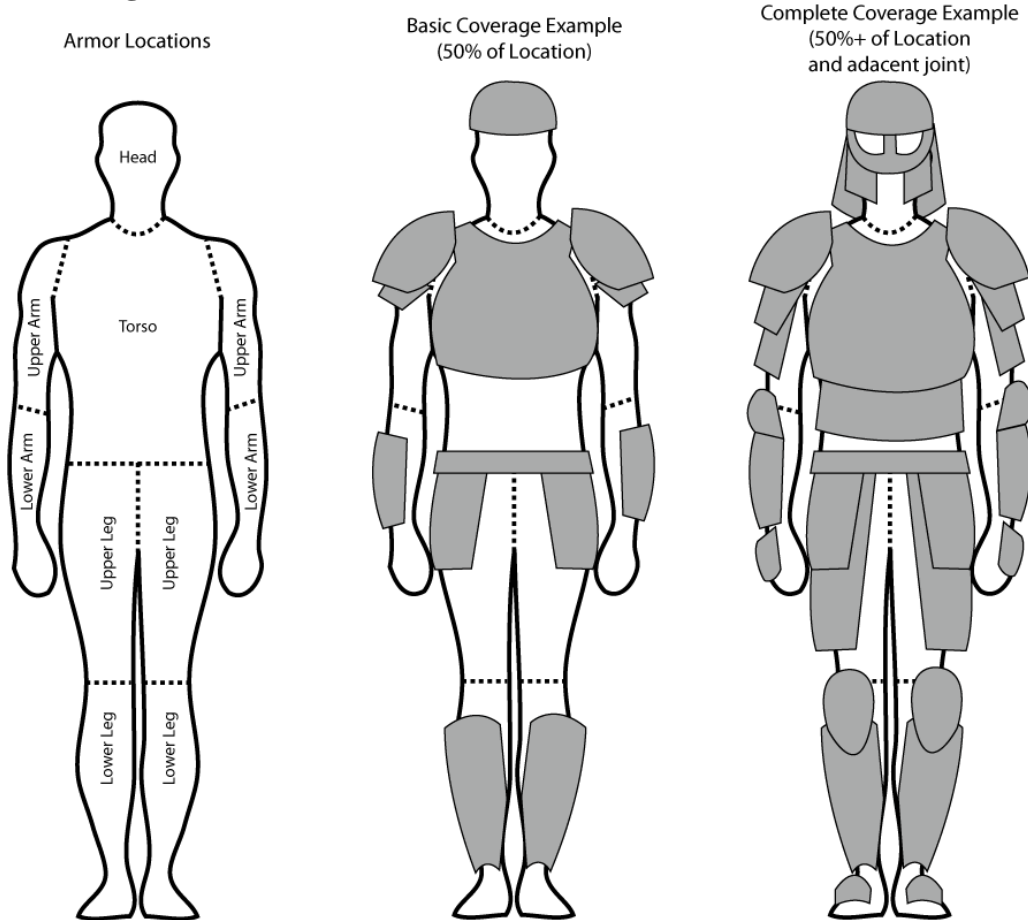
Armor Location Coverage

Coverage of target areas must be significant (Roughly 50% or more) to count as Basic Coverage armor. If coverage of a target area is more than Basic (More than 50%) and has an adjacent joint covered, it can qualify for Complete Coverage. Half armor or combo armor will be evaluated by a Herald. Armor checks will get final say if sufficient coverage isn't easy to evaluate. Armor may be awarded less points for less coverage or simply not count.

There are 10 locations to cover: 2 “Vital Locations” and 8 “Minor Locations”.

Armor Locations:

- **The Head (Vital)** - The crown of the head, face, and neck.
- **The Torso (Vital)** - Area from hip bones to base of the neck; Stops at upper arms
- **Upper Arms (Minor)** - From armpit up and down to the crook of the elbow
- **Lower Arms (Minor)** - From crook of the elbow down to wrist/hand
- **Upper Legs (Minor)** - Waist/hip bone to knee
- **Lower Legs (Minor)** - Knee to ankle/foot



Armor Types, Points, Perks & Flaws

Garment Weight Armor

This armor is very lightweight and would only stop scratches or incidental shots more than actual solid blows in combat. Furry hides, lighter leathers, or thicker cloth materials like padded cloth or canvas are examples of this kind of armor.

Skill Required: No skill required to wear.

Light Leather /Animal Hide

- Must be 1/16" thick or garment weight leather

Gambeson, Padded or Quilted Cloth

- Must be sturdy fabric with cushioning and padding sewn in

Reinforced Canvas

- Must be 1/16" thick or reinforced canvas material

Light Armor

This armor represents actual armor; thick or reinforced leathers, overlapping plates of leather, lightweight metals, or heavily reinforced materials like canvas or linens. Wearing armor such as this allows you to survive longer in combat, but is still not designed to take heavy abuse.

Skill Required: Armor Proficiency.

Heavy Leather

- Stiffer leather such as latigo or veg tan leather that is at least 1/8" thick
- Lamellar heavy leather

Improved/Reinforced Light leather

- Light leather with metal studs/rings attached no further than 1" apart
- Light leather with 1/8" or thicker leather plates attached no further than 1" apart
- Light leather with additional layers of Light leather adding up to at least 1/8" thick

Hardened/Layered Canvas or Linen armors

- Layered Canvas or linens that is 1/8", reinforced or hardened/laminated

See below (chart) for how to calculate out armor points.

Medium Armor

This armor represents actual armor that is more dedicated to surviving heavier combat; mail shirts or hauberks, boiled or hardened heavy leathers, or heavy reinforcing. Armor of this category can withstand combat longer.

Skill Required: Armor Proficiency

Chainmail

- European 4-in-1 pattern. Made of at least 18 gauge (SWG) with an AR of 7 or less before spring back.

Hardened/Waxed or Reinforced Heavy Leather

- Latigo or veg tan leather 1/8" thick that has been hardened or boiled with wax
- Heavy leather that has been layered to 5/8" or thicker
- Heavy leather (1/8" thick) with metal studs/rings attached no further than 1" apart

Splinted Armor

- Min 18 gauge (SWG) metal bands attached to garment or leather

Scale Armor

- Min 20 gauge (SWG) metal scales attached to mail base

See below (chart) for how to calculate out armor points.

Heavy Armor

This armor represents the heaviest and best armors in the field of battle; coats of plate or full plate armor, or heavily reinforced or tightly patterned mail. Armor like this is meant to take an immense amount of abuse; the body beneath the armor is usually defeated before the armor itself.

Skill Required: Improved Armor Proficiency.

Plate Mail

- 18 gauge (SWG) thickness and must follow “round as a penny” rule

Coat of Plates / Metal Lamellar

- 18 gauge (SWG) thickness and must follow “round as a penny” rule

Tighter Weave / Thicker Gauge Chainmail

- European 6-in-1 with an AR of 7 or less before spring back
- European 4-in-1 with an AR of 4 or less before spring back
- Case by case. *Needs Herald approval.*

See below (chart) for how to calculate out armor points.

Calculating Armor Points & Bonuses

The system used to calculate armor points is based off of counting the armor for Basic Coverage, adding it again if it qualifies for Complete Coverage, then adding the additional Armor Bonuses.

Armor Type	Vital Locations Value	Minor Locations Value
Garment	Torso + 2 Minors = 1 Armor	+ 6 Minors = 1 Armor
Light	0.5	0.25
Medium	1	0.25
Heavy	1.5	0.50
Terms	Requires	Effect
Basic Coverage	50% Target Area Covered	Count Armor Value
Complete Coverage	>50% Target Area Covered and Adjacent Joint Covered	Count Armor Value Again
Vitals Bonus	Head and Torso with at least Light Type Armor	+1 Armor
Gambeson Bonus	Torso + 2 Minors padded underneath Light / Medium / Heavy Type Armor	+1 Armor
Full “Basic Coverage” Armor Bonus	All 10 Locations Gambeson Padded and Basic Coverage Light / Medium / Heavy Type Armor	+1 Armor
Full “Complete Coverage” Armor Bonus	All 10 Locations Gambeson Padded and Complete Coverage Light / Medium / Heavy Type Armor	+1 Armor

Armor Bonuses

Armor of higher quality, construction, or layering may be upgraded to the next highest armor type (or partial points rounded up) if approved by a Herald. Detailed below are additional bonuses that can provide alternate effects.

- **Gambeson (Armor Points)** - Torso and two minors padded in a gambeson under Light, Medium, or Heavy Armor. Gambesons must be padded quilted material or layered sufficiently to provide cushion and padding to be worn under armor. Padded/Quilted armor (detailed in the Garment Armor type) can only be counted if it is thick enough. Must cover entire torso and either upper arms or upper legs; cannot just be a vest. Makeshift gambeson may be approved if material and thickness is appropriate. *Must be approved by a Herald.*
- **Full Armor & Padding (Armor Points)** - 1 point if all 10 locations are covered in Basic Coverage Light, Medium or Heavy Armor and all 10 locations are also padded with arming/gambeson pieces. Another 1 point if the armor coverage is Complete Coverage instead of Basic (2 points total). *Must be approved by a Herald.*
- **Vitals (Armor Points)** – Your head and your guts are pretty important. You gain 1 point if both locations are covered in at least Light Type armor.
- **Helm (Unique)** - Helms of any armor type better than Garment allow protection against Waylay attacks. Waylay only STUNS instead of KNOCKS OUT if a helm is worn and it covers the top of the head. However, a SAP attack will overcome this defense and still inflict a KNOCKOUT effect.
- **Bypass Protection (Unique)** - If all 8 Minor Locations are covered in at least Basic Coverage Heavy Armor and 2 Vital Locations covered in Complete Heavy Armor and all 10 locations are padded with arming/gambeson pieces, then all arrows / crossbow bolts / Pierce attacks no longer bypass Armor Points and instead do 1 point of damage. Arrows that would normally wound instead do a point of damage (which can be absorbed by armor). Pierce attacks that would normally deal damage directly to wounds instead do regular damage (which can be absorbed by armor). Removing any piece of armor (for example, taking your helm off if you are sweaty or it is too heavy) removes this Bypass Protection bonus and then future attacks will revert back to bypassing and inflicting wounds/damaging hit points directly. *Must be approved by a Herald.*

Armor Flaws

Armor of lower quality, thickness, gauge or weight may be downgraded to a lesser type of armor. Medium armor that is aluminum (ie, Chainmail) is downgraded to Light. Heavy armor that is aluminum (ie, Plate), is downgraded to Medium. Armor that is not sufficient coverage may be downgraded to a lighter category or not count at all.

Hit Points

Hit Points represent your overall vitality, your bodily health, and your natural ability to tolerate pain and still be able to fight and function. How many Hit Points you have depends on your race, skills, fatigue, infections, etc. Hit Point damage represents solid impacts, bruises, shallow cuts, scrapes, light burns, exhaustion, illness, or bleeding. Damage taken is applied to Hit Points after your Armor Points and any magical protections have been depleted. Once Hit Points are

depleted, then you will begin to take Wounds. *If you take a valid hit in combat and it damages your Hit Points, you MUST announce "Hit" so your opponent knows you counted it.*

You can regain Hit Points by drinking healing potions, having certain spells cast on you, using certain skills, or interacting with a player whose Trade skill might replenish your Hits. You naturally restore 1 Hit Point after you sleep a full night. *You do not gain Hits back simply by visiting town or resting for a little bit!*

Wounds - Open, Treated, Healed, and Bleed Out

Wounds inflicted on you begin to impair your ability to function and require medical attention (either by skill, spell, or a healer). When you have run out of both Armor and Hit points or you are hit with a weapon that can bypass Armor and Hits, then you will take Wounds. Wounds need to be recorded properly at Check-Out so that they can be tracked. Players have options available on how to get them healed properly or chance it and risk infection. If another player wishes to assist a wounded player, they need only to stand them up and drape an arm over their shoulder and walk (*no jogging or running*) and the wounded player may walk with them regardless of what is wounded. They should role play the injuries appropriately, especially leg wounds and Mortal Wounds

The wounding system of Last Hope is a great way to encourage role play, have wounds that impair instead of immediately taking you out of a fight, and it allows for numerous options available to the player before they are killed in combat. Being *defeated* in combat does not necessarily mean needing to be *killed* in combat.

Here is a short list for summary of important points regarding wounds:

- **Light Wound** - *These represent large cuts, deep puncture wounds, cracked or broken bones, gashes in muscles, internal bleeding, or serious burns.* These are serious injuries that are going to cripple your character's ability to function. Untreated and unhealed Light Wounds are more susceptible to infection.
- **Mortal Wound** - *These represent severe trauma that will eventually kill you unless you get help and represent crushed limbs, punctured organs, severed tendons and muscle tissue, and charred flesh burns.* These are critical injuries that threaten the life of your character, ignoring them will cause them to bleed out and cause death. Untreated and unhealed Mortal Wounds are very dangerous due to the risk of infection.
- **Disabled** - If a target location is disabled, it means that the target location struck (torso, right arm, left arm, right leg, or left leg) is hindered or impaired in some way.
- **Enabled** - If a target location is enabled, it means that the target location is no longer hindered or impaired.

An **Open Wound** is a wound that disables or hinders the use of the location of your body. You can take as many Open Light Wounds as you have body locations but you must role play every wound and you can only take one Open Mortal Wound before it drops you and takes you out of the fight. You can only have one Open Mortal Wound on you at any given time, all damage past that is ignored. If you take a valid hit in combat and you are out of Armor Points, Hit Points, and you have no magic spells to protect you, then the attack inflicts a wound or worsens an existing open wound. Some weapons or skills bypass armor and hits to inflict wounds directly. *You*

MUST announce "Hit" and immediately role play that wound so your opponent knows you counted it.

- **Open Light Wound to Arm** – Disables location. Drop whatever is being held immediately, dangle limb lifelessly. If unable to drop an item, next hit to that item damages the limb. If the location is struck again (and armor points, hit points, and defensive auras are not present) while that location's wound is still Open, it upgrades from Open Light Wound to an Open Mortal Wound.
- **Open Light Wound to Leg** – Disables location. Must lock knee and drag leg, no running, hopping, or galloping. If both legs suffer Open Light Wounds, player must go down to their knees and may crawl. If the location is struck again (and armor points, hit points, and defensive auras are not present) while that location's wound is still Open, it upgrades from Open Light Wound to an Open Mortal Wound.
- **Open Light Wound to Torso** – Disables location. Must use a non-disabled hand to hold the location of the wound as if trying to stop the bleeding. This must be the exact location of the wound; you cannot hold your stomach if you are shot by an arrow in the back. If unable to hold a hand to a wounded torso, or willingly letting go of your wounded torso in order to attack with a weapon or interact with something, the wound progresses to a Mortal Wound after a second or two. *If wearing a strap shield, may still wear the shield and use that hand to hold the wound as long as you hold the location of the wound!* If the location is struck again (and armor points, hit points, and defensive auras are not present) while that location's wound is still Open, it upgrades from Open Light Wound to an Open Mortal Wound.
- **Open Mortal Wound to Any Location** – If any location is struck again (and armor points, hit points, and defensive auras are not present) while an Open Light Wound is present, it upgrades that wound to an Open Mortal Wound. Mortal wounds incapacitate the player and the wound can only be worsened by being properly "Finished". You cannot be damaged any further in combat or take any further wounds and only need to role play pain from further attacks; the only way to damage you further is with a proper "finish" attack. Fall to the ground, no fighting or blocking with weapons/shields, no spell casting, no standing. You must role play pain and hold your wound with your red Kill Rag visible. You may call out for help and talk, you may slowly low crawl (not on your hands & knees) on the ground, you may use First Aid on yourself, you may drink a potion, and you may be carried by other people. If you receive no First Aid or healing magic in 5 minutes, you will Bleed Out to Dying. Someone else may apply pressure on your Kill Rag with TWO hands can halt this timer and stop you from progressing to Dying.

A **Treated Wound** is one that has been properly bandaged.

- A Treated Light Wound enables the use of the location again, unhindered. The wound cannot be worsened any further. The body location can be wounded again as normal, but the stabilized wounds cannot be worsened.
- A Treated Mortal Wound does NOT enable the use of the location, it remains disabled. The wound cannot be worsened any further and stops the Bleed Out timer for that wound. *The body location can be wounded again (after armor, hit points, and defensive auras are depleted) but is immediately worsened to an Open Mortal Wound.*

- The number of Treated Wounds that a target location can have depends on the spell, skill, or ability that interacts with the player. For example, First Aid may treat each target location only once, Improved First Aid may treat each target location a second time, Divine Aid may treat each target location up to two times total, and some Trade skills may allow a target location to be treated a third time. Individual skills, spells, or items will detail this out.

A **Healed Wound** is one that is removed entirely by healing magic, certain potions, Trade skills, or time. All bandages are removed and the wound is gone. Most wounds take a lot of time to heal fully; Mortal Wounds will take longer than Light Wounds. Players without a means to heal wounds faster (like potions, healing magic, access to a healer, etc.) will need extensive time to heal wounds and/or to pay for services during their downtime after events in order to receive proper care and healing.

Here is a list of wound examples that may help you understand them better.

- Kylesh is fighting an opponent in melee combat. After taking a beating, his armor and hit points are depleted to zero. A sword strike lands on his thigh, inflicting an Open Light Wound to that target location. He grimaces, locks out his knee and drags his leg and continues fighting. His opponent, wanting to end the fight fast, aims for the wounded location and lands another strike on the wounded thigh. Since the wounded location still has an Open Light Wound, further damage to it does not create a new Open Light Wound but instead worsens the existing wound since it has not been treated and stabilized. The Open Light Wound worsens to an Open Mortal Wound, dropping Kylesh and taking him out of the fight.
- Gerek is out scouting for animal traps. A mordok archer ambushes him, putting an arrow into his arm. This bypasses his Hit Points and inflicts an Open Light Wound, forcing him to dangle his arm lifelessly. He decides to run from the mordok instead of trying to fight with a useless arm. The mordok does not immediately pursue, giving Gerek time to use his First Aid kit on his arm. After a little role play and using the skill properly, he ties a clean bandage securely onto the arm. His arm is now enabled and he is able to fight without being hindered; the wound is still there but is stable and under control.
- Helga the Bold is in the middle of a heated skirmish. Recently she was shot in the stomach with an arrow, but an ally used First Aid to bandage her torso, stabilizing the wound. She has been pummeled repeatedly by weapon strikes and eventually runs out of her armor and hit points. An axe lands on her thigh, inflicting an Open Light Wound. She cringes and favors the other leg, displaying her wounded leg. A spear darts forward and hits her in the side, inflicting an Open Light Wound on her torso. Since her previous arrow wound to the torso was treated and stabilized using First Aid, this spear attack then creates a second wound instead of worsening the first wound. She drops her sword in order to free up one of her non-disabled arms to hold her new torso Open Light Wound and tries to fend off attackers with her shield. She now has an Open Light Wound to her leg, a Treated Light Wound to her torso, and an Open Light Wound to her torso. She holds out for a while, but is eventually hit with an axe strike to the side. Since Helga's Open Light Wound on her torso is still unstable and has not been tended to, the axe strike worsens the Open Light Wound to an Open Mortal Wound. Helga drops, unable to continue fighting, and crawls out of the shield line to her allies in the back. An ally rushes

in, treating the worst wound first and treats the Open Mortal Wound since the ally has Improved First Aid, allowing him to treat a wounded target location a second time. The ally ties a bloody bandage around her torso, treating and stabilizing the Mortal Wound but the location is still disabled... Helga will continue to need to hold the wound with a non-disabled hand. The ally then tends to her leg and treats it with a clean bandage, turning the Open Light Wound on her leg into a Treated Light Wound which stabilizes it and gives Helga back the function of her leg unhindered. All of Helga's wounds are now treated and stabilized; she is wearing a clean bandage on her leg, a clean bandage on her torso, and a bloody bandage on her torso. She is able to walk and move and fight again, but the bloody bandage still disables the location, forcing her to continue holding her torso wound. Helga decides that she is better suited defending the flanks of the line or her supporting allies and decides to stay out of the thick of the rest of the fight.

Players who are injured in combat with Mortal Wounds or are Dying will **Bleed Out**. A Bleed Out is a 5 minute timer that represents a character is bleeding to death and must get aid. Players are required to display a red Kill Rag on their most grievously wounded location when they are Bleeding Out so it is a visible indicator that they are bleeding heavily. Any player, regardless of skills may apply pressure to the wounded location using BOTH hands in order to stop the Bleed Out timer, preventing the Mortally Wounded or Dying player from progressing closer to death, although if this contact is broken, then timer resumes where it was paused. There are skills, spells, items, and actions that can treat or heal these wounds or reset the timer. *Anyone who is holding 2 hands on a wound to stall the bleed out CANNOT also be transporting/moving the wounded person. It will take a third person to move someone and control their bleeding.*

- **Dealt a Mortal Wound** - A 5 minute Bleed Out timer begins, display a Kill Rag. If this timer runs out, the character progresses to Dying.
- **Character is Dying** - A new 5 minute Bleed Out timer begins, continue displaying a Kill Rag. If this timer runs out, the character is Dead.

Coup de Grace & Finishing Opponents

Death is harsh and permanent for characters. Players are not allowed to **coup de grace** and kill a character outright. *There may be special effects, poisons, environmental situations, or event mechanics that will kill someone either outright or to wound them enough to be forced to use True Grit or Last Hope.* However, they may take steps to get opponents closer to death and make it very taxing to recover from the wounds you inflict on them.

If a player is on the ground and mortally wounded, you may choose to **finish your opponent**. To do so, you must roll them over face up (if needed), line up a weapon / shield / damaging spell, announce to them "Finishing" and then role play impaling them, crushing their torso, slitting their throat, etc. *This is solely for the purpose of role play, do not hit opponents hard, run weapons across bare skin, or hurt them during this process!* This takes time and may make you vulnerable in a larger melee as you line up the attack and any attacks that land on you WILL interrupt the finishing move. You cannot run by and finish opponents, you must follow the proper steps. *If a player does not feel that an opponent fulfilled the requirements to finish him, the wounded player does NOT have to accept it.*

Once “finished”, the wounded player will continue to display a Kill Rag and begin a new Bleed Out and is considered Dying.

Dying & Dead

Dead & Dying characters do not talk! You cannot relay information to other players because you are dead or unresponsive. A Dying or Dead player may quietly tell another player if they are Dying or Dead (only if asked) but can relay no other information verbally.

If a player is **Dying**, that player must display a Kill Rag on the most wounded location. Players cannot do any further damage to an opponent once they are Dying. A Dying player can do nothing but moan softly in pain or make small movements; they cannot move, talk, drink a potion, or call for help unless another player helps them or they have a skill that allows them to do so.

If you receive no aid by skill or magic and nobody holds your wounds to stop your bleed out timer, you bleed out in 5 minutes and progress to **Dead**. If your timer runs out then the following will happen...

- **You bleed to death** – The player Bleeds Out and dies, as in “dead” dead. They will remain at the location they died for at least a few minutes. They then return to town/camp/a Herald as discreetly/quietly as possible, making their Kill Rag visible while traveling so players know they are out-of-game, check-in with a Herald, and make a new character or coordinate an NPC role for the remainder of the day or event.
- **Your True Grit takes over** – If a player has the skill True Grit, they can summon up the will to push on at the moment that they would have normally died and have a chance to survive. *See the Skills section for more info.*
- **You have to use your Last Hope (One use per character)** - If a player is in a situation where his character would die, they may use “Last Hope” to negate the death. *Players are allowed to do this once per character.* You do not “resurrect” from the death, you cheated it. After “dying”, the player gets up and returns to town/camp/check in with a Herald. Somehow, something happened, and the character was saved/spared and a Herald will coordinate this with you. *This is optional. If you would like your character to remain Dead, inform a Herald and they will work with you on what that means.* A player may also use their Last Hope to ignore an unfavorable result on a True Grit usage. For example, if your character is an archer and True Grit would cause them to lose their hand, you may choose to use your Last Hope to instead emerge with both hands intact, although your Last Hope is consumed in the process.

If you die, check in with a Herald. They will assist you with your True Grit or Last Hope usage, in making a new character, or assigning you a temporary NPC role. You will gain a 20% exp bonus towards your next character based on how many skills you had purchased with the character that just died.

If you use your Last Hope or True Grit ability and you survive, your character is severely wounded and must role play being unable to fight and move very well for the rest of the event day. *After being dealt traumatic and mortal damage, you somehow clung onto life by sheer tenacity or a will to live and were mere inches from death, role play it as such!*

Recovery, Downtime Healing, & Infection

Players have the chance of experiencing being wounded or damaged in combat and must spend resources **recovering** from it. There can be serious repercussions to being wounded and not taking care of it properly after a fight.

Wounds and damage do not just magically disappear at the end of an event! At check-out, your character's condition is noted. The next time you check-in, you have the option of spending money on **downtime healing** to recover and heal that damage. This represents your character spending money to get medical treatment, buy good meals, rent rooms for good rest, etc. This price fluctuates based on the location you are currently at and can be decreased by certain skills or if your Faction has access to services that can help.

Wounds that are ignored for too long become susceptible to **infection**. Wounds that are not healed by the end of an event or healed using downtime mechanics can become infected, severely hindering your character or even causing death. Infections need to be cured by healers and divine spell casters.

Parrying & Anvil Blocks

A **Parry** is a block where a player uses a weapon to stop an incoming weapon. Since medium contact is used instead of full contact, a proper block must be solid and take the entire force out of an attack. This is NOT to encourage players to swing extra hard to power through a block, but if a strong and solid attack defeats a weak parry/block and the attack still hits your body with sufficient force, then the attack is valid. Players wielding Cleaving weapons can push further in an attempt to defeat a parry, but do so with “pressing strength” instead of with a “hard/slapping hit”.

Players must also keep in mind that GOOD and SOLID parries are required. If you quickly "somewhat" block with an attack, it may not be a clean parry. *Parry strong and solid, really prove to your opponent that their attack is defeated, and THEN attack.*

An **Anvil Block/Anviling** is the act of laying a weapon onto a target area and then attempting to block with it. It is not a proper method of parrying an attack. If a player Anvil Blocks, the hit is considered to have struck the location the weapon has been laid across. This represents that although you may stop the cut of a weapon, the force would transfer through if laid across part of your body.

How to Throw Weapons and Spell Bags

Spells Bags and latex throwing weapons are thrown with medium strength at targets. Opponents can call "Too Hard" if the throwing weapon is thrown harder than medium strength. The throwing hand of the attacker must break a 90 degree plane. Quick flicks of the wrist to throw weapons will result in a "Ninety" call. Spell Bags have no 90 degree requirement and cannot hit too light. Spell bags cannot be intentionally deflected with weapons but thrown weapons may be deflected.

- A **throwing weapon** is considered to have hit the target if any part of the thrown weapon (with the exception of javelins, which deal damage with the point only) strikes a solid

part of the body or something being worn close to the body, like the pouches on a target's belt. Catching just garb or a billowing cloak does not count as a valid hit. *A thrown weapon is NOT a valid hit if it strikes a target in the head.*

- A **spell bag** is considered to have hit the target if any part of the spell strikes the target's body, clothing, equipment, or garb. If the spell bag catches enough fabric to stop or heavily alter the flight of the bag, it is a valid hit. If a spell passes under an arm and grazes a loose shirt but keeps on going, it will not count. *The head should not be the target of a thrown spell bag but if the head accidentally struck then it DOES count as a valid hit.* For more info on spell bags, see the Magic section.

Trapping, Controlling & Grabbing Weapons

Players may **control an opponent's weapon or shield** by pressing on it with their own. For example, you could use a sword to push a spear out of the way, push on a shield with an axe, or lock your sword against an opponent's weapon. Hooking shields and pressing on weapons is also allowed as long as it is done safely without damage to the either player or either weapon. If a weapon becomes trapped with another, you should make the appropriate call and then untangle your weapon. **You may not attempt to hook people or press weapons on people in this fashion.** For example, you could reach past an opponent's shield with an axe, hook the outside edge, and pull their shield away from their body, but you may not try to catch a mace's head in the crook of your axe as that could very easily damage either weapon or disarm your opponent by force. As long as the weapon isn't tangled up in limbs or in danger of being damaged, it can be pushed out of the way. You can't pin a weapon to someone's body with your weapon and you can't pinch a weapon in between two of your weapons if you dual wield, however you can press your shield to pin arms and weapons. *If an opponent's only option to free their weapon from contact is through excessive force or dropping the weapon, you are trapping their weapon. This is NOT ALLOWED.*

Players cannot **grab an opponent's weapon or shield** during full combat and have a contest of strength. The only way you can wrestle for control of a weapon is during a grapple, and both players must be conscious of the situation as to not damage the weapon itself.

Grappling, Brawling & Unarmed Combat

Player-on-player **grappling** during combat is NOT allowed. *The exception to this is mutual consent for role play enhancement.* You cannot grab a hold of another player (other than controlling them out of combat, noted above) or tackle them to the ground. However, NPC monsters such as Mordok and Undead will be able to initiate grappling with players in combat. This will be done so in a controlled manner with safety and role playing in mind. They will be able to move into player's spaces, grapple, takedown, or hold other players. *These NPCs will be focusing on safety and enhancing the combat of those involved instead of winning and are the only ones who can do it in combat. They will also be making sound judgment calls on how and who to safely grapple.* No players, under any circumstance, can initiate a grapple with anyone in combat (including NPC monsters) but they may return the grapple or help an ally who has been grappled by a monster. Being grappled or being involved in a grapple must be safe (no joint locks, no strikes, no throws, no intent to physically harm) and is meant more as a role played wrestling match to enhance combat. If necessary, participants can utilize the "Out of Game Stop"

call if their opponent needs to scale back. Grappling is allowed out of combat or as part of a duel if both participants involved consent to the grappling ahead of time. *Even with consent, there are no joint locks, no strikes, or physical harm that can be done to another player and extreme care should be practiced.*

If players wish to have a good old fashioned **brawl**, it must be purely for role playing purposes and agreed upon by all players involved. To begin a brawl, you simply ask the question "Do you want to brawl?" and then the other player can accept and you role play it out or they do not accept and they back down. *No player can be forced to brawl without consent.* Brawling should be played out with heavy wind up, slowed down strikes that pass near but never touch an opponent or are heavily pulled before they land and lasts as long as the participants want it to. Care should be taken to make sure nothing is destroyed or damaged during a brawl. Any player may join a brawl that is already taking place. Any player may leave a brawl simply by role playing submission such as saying "I yield", "I'm done", or "You win".

Actual **unarmed combat** is not allowed; no players are allowed to strike, kick, or punch another player, even with consent. The only exception to this could be choreographed scenes or rehearsed moves with consent if approved and supervised by a Herald, but actual strikes cannot take place in the game.

Special Effects - Stagger, Stun, Knock Back, Knockout, Knockdown

Some abilities, skills, and spells can do special things to other players. For example, whenever you are hit by a spell bag you are immediately Staggered regardless of the type of spell or effect.

If you are **Staggered**, you must drop to one knee and place one hand on the ground as if you were about to fall down and then you caught yourself. You may immediately continue what you were doing as soon as both the knee and the hand are placed on the ground and you come to a complete stop. *You are able to freely act with your other arm (for example, attacking with a sword or blocking with a shield).* Being Staggered will fizzle a primed spell.

If you are **Stunned**, you must look at the ground and grab your forehead with one hand and step around in a random fashion as if you are dazed and you are trying to recover and stay on your feet. *You can protect your body with your shield passively but you cannot look around and actively block or fight. You can also "stumble" away from where you think danger might be coming from but only at a SLOW walking pace. You are stunned but still aware that danger is nearby.* This lasts for 10 seconds, or until you are dealt any damage/physically harmed in combat (intense pain would break the stun), or if a Cleave attack is successful on your shield (absorbing massive force into the arm holding the shield would break the stun). You cannot be "shaken" by your allies to snap out of it and you cannot strike yourself to deal damage to break the stun. However, an ally may strike you for damage to snap you out of it. Being Stunned will fizzle a primed spell.

If you are **Knocked Back**, you must move the specified distance away from the direction of whatever dealt you the knockback as if a force hit you and knocked you off balance. You may continue what you were doing as soon as you step far enough but the impact will interrupt your current action. Being Knocked Back will fizzle a primed spell.

If you are **Knocked Out**, you must immediately collapse to the ground and remain still for one minute, until you are dealt damage, shaken awake by another player, or if someone attempts to loot you. You regain consciousness slowly and dazed; you do not just bounce back and on your feet. The skill Waylay (knock out or stun if wearing a helm) and Sap (knock out even when wearing a helm/protected by an aura) use the Knockout effect. Being Knocked Out will fizzle a primed spell.

If you are **Knocked Down**, you must go to the ground completely. You cannot just kneel or bend down. The easiest way to remember how to do a Knockdown is that any part of your torso (chest, stomach, upper back, lower back, sides) must touch or nearly touch the ground. Once that happens, you may immediately get up. Being Knocked Down will fizzle a primed spell. *See the Rising in Combat section detailed below.*

Rising in Combat

Also covered in the combat call section, players and NPCs (including monsters) being knocked down in combat are to be given a courtesy delay to allow them to stand. This is to encourage more dramatic role play of different effects and to allow players to be more mindful of where they are landing and the equipment they may be landing on. When a player is knocked down, they can only be struck once while they are attempting to rise. They simply call "Rising" after the first valid strike. If the player takes more than a few seconds to rise or attacks with a weapon, opposing players may strike them as normal. While not entirely realistic, this allows people to focus more on role play and safety than on being killed outright if they are knocked to the ground.

Examples of this are when a player is hit with the magic spell Push, knocked out due to waylay, or if they fall to the ground during a melee battle. However, players fighting from the ground or kneeling due to wounded legs are fair game in combat. This rule is solely for people attempting to rise from being knocked down. *Abuse of this courtesy will not be tolerated.*

RACES, CLASSES, SKILLS & EXPERIENCE

Characters, Backgrounds & Retiring

A player is allowed to play a **character** during events. A character is a person in our game world molded after the look, feel, emotions, goals, and fears of what you want to play. This can range from the brave warrior, the scholarly spell caster, a shy and timid rogue, or whatever it is you want to create. This is part of the real fun and experience of playing in a LARP; to play an entirely different person other than ourselves. As you participate in events and go through adventures with your character, you can gain experience which can be used to expand the skills available to your character.

- *We require that all players play a NPC at their first Last Hope event.* This helps you develop a better understanding of the LARP as a whole, which allows you to figure out what kind of character you might want to play.
- After you play a NPC for your first event, you are allowed to create 1 character for the standard setting of Last Hope.
- As you progress and become more involved in Last Hope, you can open up additional character slots. After you play 6 events total, you are allowed to make a second character and after 20 events total, you are allowed to make a third character.
- You are not allowed to play a character that exists in both the Old World event and the standard Last Hope setting without Herald approval. Because the Old World event involves playing characters specific to that event and timeframe we are focusing on, those characters cannot exist in both timelines.

You will have a small character sheet that will explain your character's skills which you can reference. You are required to keep this on you at all times. If you wish to play something else for a while, contact a Herald about an NPC role.

Players are required to write up a **background** of their character and submit it to the Heralds for approval. Players may not create characters that are high ranking officials, nobles, princes/princesses, etc and the background must be approved and inside the storyline of the Last Hope game world. Last Hope is not about making a hero to save the day, but instead about creating a realistic individual that you can play who may become part of our story. Ordinary people working together to survive in a harsh and brutal world is the core concept of our game.

Characters will be awarded bonus experience for well-written and fleshed-out backgrounds, and the Heralds can use these stories to add depth and realism to the game world. Players can also start the game with an experience bonus if they have some sort of impairment, injury, or personality quirk from the beginning. *This must be approved ahead of time by a Herald.*

If you want to **retire a character**, contact a Herald. We will work with you to see if there are ways to expand on your character in a new direction. If not, then you will be allowed to permanently retire your specified player character. Retiring a character requires the player to write a small retirement story to explain what happened to the character and where they went. All exp spent on a character that is retired is lost, but unused NPC exp still in the player profile

can be spent on another character. *Retired characters cannot be played again without Herald approval.*

Character Races

You have the option to choose from several races in the game for your character. If you wish to play a race other than human, you are REQUIRED to follow the racial requirements for cosmetics and overall look and style. *There must be effort for any non-human race.*

Humans

Humans are versatile and able to adapt to numerous life styles and skills.

Game Bonuses:

- Humans start the game with an additional 5 exp.
- Humans may Cross Class skills for the cost of 4 exp instead of 5 exp.

Game Penalties:

- Humans are restricted in taking the Witch Magic skill. *Player must get Herald and story approval before being allowed to take this skill.*

Race Requirement:

- None. Humans may be of any variety and background. They have no requirements for look, dress, or style but garb must still be approved. Certain styles of garb will place a nation/origin requirement on your character which is to help expand their background.
- Humans may have colored contacts to represent a different eye color than the player, though they must be within the normal human range. Unnaturally bright blues or greens, animalistic styles, or abnormal colors like purple, red, or yellow are not allowed for Human characters.

Syndar

Syndar are in tune with all things magic, able to manipulate magic better than other races. They come from a Fae bloodline that is ancient and magical in origin and commonly display inhuman physical features that can vary wildly.

Game Bonuses:

- Syndar start with the unique skill Syndar Mana Reserves for free (3 additional points of mana, does not count as a skill for cumulative skill costs)
- Syndar start with the skill Mana Transfer for free (does not count as a skill for cumulative skill costs)
- Syndar gain +2 bonus to their mana gained back through meditation.

Game Penalties:

- Syndar always consider the skills Rage, Improved Rage, and Greater Rage to be cross-class due to their long-lived and patient nature.
- Syndar cannot take the Witch Magic skill. *Player must get Herald and story approval before being allowed to take this skill.*

Race Requirements:

- Players are required to wear pointed ears of any length or variety to play a Syndar. These may be blended into other colors. The player must try to make the ears as convincing as possible by blending their color to the player's skin tone. Fake looking ears will not be allowed. Ears cannot have fur or feathers attached to them.

- Syndar eye color may vary and be of any color, realistic or not.
- Syndar may wear horns, fangs, and small claw prosthetics but these are qualities commonly found only in Feral Syndar. Although pulling from animal features, fake tails, additional fur or other animal qualities are not allowed.
- Syndar skin color may vary and be of any color, realistic or not. *Gold or Silver tinted skin requires approval from a Herald.*
- The overall dress and style of Syndar should be more regal and fantasy based, but is not required. A Feral Syndar could have a very tribal look to them as well.

Ulven

Ulven are a tough and proud people with animalistic qualities such as predator eyes, enlarged canines, tribal tattoos, beards and long hair. Honor and dedication to nature is very important to this race of people.

Game Bonuses:

- Ulven start with 1 additional Hit Point.
- Ulven start with the Poison Resistance skill for free (does not count as a skill for cumulative skill costs)
- Ulven males with the skill Rage add 5 seconds onto their rage timer.
- Ulven females gain a 5 point exp cost reduction on the skill Witch Magic.

Game Penalties:

- Ulven males always consider Arcane Magic, Improved Arcane Magic, Greater Arcane Magic, Divine Magic, Improved Divine Magic, and Greater Divine Magic skills to be cross-class. *Player must get Herald and story approval before being allowed to take these skills.*
- Ulven males cannot take the Witch Magic skill. *Player must get Herald and story approval before being allowed to take this skill.*

Race Requirement:

- Players are required to wear fangs, animal contacts, or both. Children and younger players can have an exception to this due to their race "growing into" these physical qualities. Ulven do slowly grow back most teeth, especially their fangs, so "blacking out" teeth to say they were removed is not allowed. *Contact a Herald for approval.*
- Ulven may wear feral looking contact lenses such as wolf or predator eyes or unique colors like bright red, bright green, bright blue etc; reptilian or feline eyes are not allowed.
- Ulven may wear enlarged fang/canine (upper and lower or just upper) prosthetics.
- The overall dress and armor should be similar to Barbarian, Celtic and Viking styles and colors. Plaid/tartan clothing is not allowed unless approved by a Herald.

Mordok (Non-playable Race)

Mordok are bloodthirsty and savage. Their look can range from wild and monstrous to relatively humanistic in appearance with blackish skin. The Mordok are a race of tribal warriors; both militant and barbaric. They are capable of horrible acts of brutality, tearing through enemies with berserker strength and are known to eat the bodies of those they kill or capture. Encounters with them are usually brief and very bloody. All attempts at negotiation with the different Mordok tribes have ended poorly.

Undead (Non-playable Race)

Although technically not a race itself and made up of various dead from any race, the undead are a terrible threat of their own. Most undead appear to be mindless beings that seek only to destroy the living except for their greater versions; twisted into hideous and unique forms with various powers. Dark magic reanimates the corpses of the dead and gives them incredible resistance to damage, usually requiring the bodies to be dismembered entirely before they go down for good.

Earning Experience

Experience, also known simply as "exp", can be spent to improve your character with additional skills. All characters start the game with 11 exp. Exp is earned by attending events and helping the game by volunteering. Players who willingly play NPC roles for the enjoyment of other players will gain exp for their characters as well.

Ways to earn exp...

- **Player / PC Event Entry** - Players earn 5 exp for each full day of an event or for participating in a single adventure as a paid player and this exp must be applied to the character played.
- **NPC Event Entry** - Players may earn between 3 to 5 exp for each full day of an event as a discounted or free entry NPC and this exp can be applied to any character.
- **Monster NPC Event Entry** - Players volunteering for dedicated monster roles (usually free entry, but must be pre-approved) are awarded 5 exp per day and this can be awarded to any character.
- **Background Bio** - Writing a well thought out, grammar checked, lore approved background story/bio for your PCs. This bonus ranges from 0-5 exp based on quality and content.
- **Submitting Content** - Volunteer work, such as writing in-game stories or expanded content or helping complete projects for the larp and/or the community.
- **Additional Involvement** - Attending Last Hope sanctioned practices and workshops, conventions where we setup booths or visit, or social functions for the player community.

All experience earned either goes directly into your current character or into a NPC pool that can be applied to any character in any setting. This means that you can come to an event, monster or NPC for the entirety of the event and use that exp to expand on your characters.

Character Classes

When you create your character, you must choose a character class. A class does not omit you from being able to take other class skills in the game but instead represents a "specialty" related to your character's overall skillset. A class is a generalized summary of your character's focus for their skills, but all skills are normally available. Once chosen, a class cannot be changed. This means that characters will stay true to the generalized theme of their class but cross-classing allows a player to customize their character with additional skills if they want, but the cost to learn them increases.

- **Warrior** – Well rounded combat-oriented character. Access to armor, shields, ranged, melee, and long weapons.

- **Rogue** – Jack-of-all-trades based support character. Dexterity based fighting and support/non-combat skills.
- **Cleric** – Faith based support character. Good at treating wounds, accessing lore skills, and using Divine Magic; primarily protection and healing based spells.
- **Mage** – Knowledge and intellect based support character. Good at accessing lore skills and using Arcane Magic; primarily damage based spells for combat.

Player Run Factions

There are a number of groups in the game that a player could be a part of. This could range from a certain Clan of Ulven, one of the established Colonies, or anything else that has been written into the game. These groups will have specific histories and a story to them and are usually led by NPCs that operate more "off screen" and make decisions for that group based on what is going on in the storyline.

Factions, on the other hand, are player created groups. These are players who have banded together, pooled resources, have common goals, and wear some sort of identifying insignia and/or Heraldry to show their Faction membership. The Faction mechanics in Last Hope help us tell the story larger than just that of our immediate characters. This comes into play when villages grow and expand, when trade routes and caravans move goods across Mardrun, when diplomats work with and sway the decisions or support of leaders, and when military units march across the continent and fight. *Players are NOT required to have their characters join a faction, but most factions have unique perks and bonuses for being a member of.*

All players are required to contact a Herald with their intent to join a faction, where a member of the staff will guide you along with information on how to find the existing factions and confirm your membership. *For full rules on how the Factions mechanic works, there is a separate document available for review on the website.*

Skills, Training & Cumulative Exp Cost

Skills represent the training, education, and talents of a character. All skills are purchased with experience. Exp costs vary depending on skill, class, and rank. Skills not native to your class cost more to purchase in the game as they are unfamiliar for your type of character. These skills are called cross-class and they cost an additional 5 exp every time they are taken. To acquire a skill, simply discuss this with a Herald before an event, email in changes/additions to your skills to the Herald email account, or during Check-In at an event. *Keep in mind that if you wait to update your character until an event, it could dramatically slow down your Check-In process.* Players are encouraged to try to do this prior to an event. Some skills will require Herald approval and/or training in order to acquire.

Some skills require **training** in order to learn. This represents practice and study in-game and also as a way for Heralds to make sure you understand how a skill works out-of-game. Sometimes this can be learned during an event by an NPC trainer but most skill training takes place before an event so the mechanics can be understood. Local practices or character workshops are a great opportunity to learn the skills so that you can freely take them with your characters.

Each time a player acquires a skill, the cost to purchase additional skills increases by 1. This is called the **cumulative exp cost**, or the character's learning curve, and this cost is added to the base cost of every skill. Every skill taken becomes a little bit more expensive, showing a natural slowdown in the expansion of your character's skills over time. This means that an established and experienced player will earn new skills at a slower rate than a new player. Eventually the character will reach a 15 point cap on the cumulative exp cost, which means this number will no longer raise any further than 15.

Skill List

Here you will find a full list of Skills in alphabetical order detailing their class, cost, training requirements, prerequisites, and description. Every character starts the game with the ability to use a single handed Striking weapons, and Garment (padded/light leather/hide) Armor.

Appraise

Rogue – 0 exp

Allows a player to know the value of an item (when selling or bargaining) or knowing a close estimate by asking a Herald to confirm the price. The ability to determine the value of an item may be affected by lore skills (or the lack thereof) as well. For example, a character with appraise (and without any lore relating to weaving) may wish to know the value of a counterfeit enchanted item, when the character asks a Herald they will receive the value of the real item, without appropriate lore skill they cannot tell the difference. May also alter prices of goods sold by NPCs and rewards given by NPCs. Player vendors choose what price they buy and sell from and are not affected by this skill. A character with Appraise also has a 50% chance to receive 1 additional coin at check-in, representing their chance to barter a bit over the month and earn a little extra coin.

Arcane Magic

Mage – 10 exp

Allows access to 1st level Arcane Magic and adds 4 points to your mana pool.

Cannot be taken if the character already has Divine Magic. *You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event.*

- **Improved Arcane Magic**

Mage – 10 exp

Prerequisite: Arcane Magic

Allows access to 2nd level Arcane Magic and adds 4 points to your mana pool.

- **Greater Arcane Magic**

Mage – 10 exp

Prerequisite: Improved Arcane Magic

Allows access to 3rd level Arcane Magic and adds 4 points to your mana pool.

Arcane Rage

Mage – 10 exp

Prerequisite: Greater Arcane Magic

When you are dealt a Mortal Wound, instead of collapsing to the ground, you have the option to STAGGER yourself, yell "RAGE", and then stay standing for 15 more seconds. You may choose the effect of the Rage.

- Immediately summon and prime a single Death Bolt for 0 mana. The rage ends when the timer expires or the moment the spell is thrown.
- Cast the Push spell for 0 mana at a frequency *no faster than 1 spell per second*. The rage ends after the timer expires.

You are required to role play intense pain and exertion and you may only slowly walk. You may talk during this time, but it must be through "gritted teeth" as if you are role playing extreme effort and exertion. During this Rage, you ignore all damage and all wounds you have suffered (even those inflicted before the rage) no longer impair you but you should role play recoiling a bit from any incoming attacks. After the time runs out, you collapse and progress to Dying. If you are the target of a Push spell or any offensive bolt spell, you are only STAGGERED and suffer no other effects from the spell. Flare and Recall work as normal against you. You may arcane rage when severely fatigued. An arcane raging player can also break free of being controlled by others, but cannot break free if they are properly bound. You cannot combine Arcane Rage with another form of a rage.

Archery

Warrior, Rogue – 0 exp

May use bow and arrows or crossbow and bolts and use a spare bowstring prop. This skill is also used for slingshots and slings. *You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event.*

Armor Proficiency

Warrior, Rogue, Cleric – 0 exp

May wear armor that is Light Armor or Medium Armor. This skill is NOT required for Garment Armor. May wear an Basic Coverage Heavy Armor helm, but cannot wear a Complete Coverage Heavy Armor helm or any other Heavy Armors.

- **Improved Armor Proficiency**

Warrior & Cleric – 0 exp

Prerequisite: Armor Proficiency

May wear armor that is Heavy Armor, both Basic and Complete coverage.

Break Away

Rogue – 0 exp

Allows the player to break free from being Controlled by other players and also to untie or wiggle out of bindings. The player discreetly states "Break Away" to his captives and then immediately role plays slipping out of their grasp and running. This can only be done if the controlling players are not paying close attention to the controlled player, for example if both controlling players are not looking at the controlled player. If the player is bound by shackles or some other movement restricting physical device, they cannot use Break Away.

This skill can also be used to slip out of bindings, such as rope. The player must kneel down and pretend to untie or cut their bindings for 1 minute. Any interruption of this means they have to start over. If the bindings have a locking device, then the player cannot slip out of their bindings

unless they also have the Traps & Devices skill and it requires them to find some sort of item (stick, rock, piece of wood) or something to improvise role play of them picking the lock for 1 minute. If the player has consented to being actually be tied up or locked into cuffs, then they must use real skill to wiggle out of or real lock picks to free themselves. *The player is not allowed to damage or destroy the bindings/locks!*

Disease Resistance

All – 0 exp

You are able to resist diseases. All times are doubled or halved based on what they relate to. If you read a disease card and it has an affect that “gets worse” after a certain amount of time, then you double that time (you are able to delay the effect). If the disease has an effect that “wears off” after a certain amount of time, then you halve that time (you are able to shorten the duration). For example, if you are afflicted by an infection that “gets worse in 30 minutes” then it actually gets worse in 60 minutes. If a bad fever “wears off in 2 hours” then it wears off in 1 hour. This skill also assists you in fighting infections due to wounds not being treated or healed that you report at Check-In.

Divine Magic

Cleric – 10 exp

Allows access to 1st level Divine Magic and adds 4 points to your mana pool.

Cannot be taken if the character already has Arcane Magic. *You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event.*

- **Improved Divine Magic**

Cleric – 10 exp

Prerequisite: Divine Magic

Allows access to 2nd level Divine Magic and adds 4 points to your mana pool.

- **Greater Divine Magic**

Cleric – 10 exp

Prerequisite: Improved Divine Magic

Allows access to 3rd level Divine Magic and adds 4 points to your mana pool.

Dual Wielding

Warrior & Rogue – 0 exp

May dual wield weapons. The player may wield two Short or Medium weapons, or a single Long weapon and a single Short weapon. They cannot dual wield any weapons of Great size. *You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event.*

- **Improved Dual Wielding**

Rogue – 0 exp

Prerequisite: Dual Wielding

The player may wield two weapons of any size category that is smaller than Great. This would allow for two Long weapons or a Long and Medium weapon.

First Aid

Warrior, Rogue, Cleric – 5 exp

You may tie a CLEAN bandage (minimum of 3 foot length) or CLEAN white cloth strip around an appendage and role play giving first aid for ONE MINUTE to treat a Light Wound. *A Light Wound must have a CLEAN bandage wrapped around and secured to the Wound; bloody bandages cannot be used to treat Light Wounds!* You are required to have small tools and supplies to use during this time, such as a vial of ointment or antibiotic leaves. A player may treat themselves unless Dying or otherwise incapacitated. Once a location's Open Light Wound has been treated, the player no longer has the impairment and regains use of the location but the wound is still present as a Treated Light Wound. Each target location (right arm, right leg, left arm, left leg, torso) can be treated only once with this skill. *First aid does NOT replenish hit points and it does NOT heal and remove wounds. You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event.*

Alternate Effect: Same as above, but you may also treat a Mortal Wound. You may tie a BLOODY bandage (minimum of 3 foot length) or BLOODY white cloth strip around an appendage and role play giving first aid for TWO MINUTES to treat a Mortal Wound. *A Mortal Wound must have a BLOODY bandage wrapped around and secured to the Wound; clean bandages cannot be used to treat Mortal Wounds!* Once a location's Mortal Wound has been treated, the player is no longer bleeding out and is able to fight and walk but they still have the impairment and the location is still disabled and the wound is still present as a Treated Mortal Wound. Each target location (right arm, right leg, left arm, left leg, torso) can be treated only once with this skill. *First aid does NOT replenish hit points and it does NOT heal and remove wounds.*

- **Improved First Aid**

Rogue & Cleric – 10 exp

Prerequisite: First Aid

Same as above, but may treat a wounded location a second time. If a target location has already been treated two times, you are unable to use this skill to assist any further.

Lore

Rogue, Cleric & Mage – 0 exp (each)

You must choose a specialty when you take this skill. You may take this skill multiple times, each time picking a new specialty. You have extensive knowledge of certain things related to that specialty. You also have an expanded base of knowledge on a number of different subjects. This is granted as bonuses when deciphering clues or special knowledge granted to you in fields you have taken for Lore.

To use this skill, you must have a small leather bound/decorum approved book that is kept with you. Heralds may either give you information you can write down or give you a card with information that can be put inside your book. In-game, you may come across items with small envelopes with cards in them or folded cards that say Lore and then a named Specialty. If you have that specialty, you can then open the envelope/unfold the card and read what is on it as long as you take out your Lore book and open it to "reference your notes". *You cannot open the card without your Lore book present and in hand and you cannot take the card from the location you found it but you are welcome to copy the information into your Lore book.* If a card is simply labeled as Lore, then anyone with Lore can read it. You may have opportunities to ask Heralds

pointed questions related to topics and they will either answer or point you in the right direction. There is no guarantee that your lore skill and expanse of knowledge will come in handy at an (or any) event. This is just your knowledge of a certain subject that may or may not come in handy one day.

Although Lore skills can have subtle bonuses to Resources skill usage, they cannot be used on their own to influence downtime actions. Lore skills are always “added on” and do not stand alone.

Examples of Lore:

- **Human, Syndar, Ulven, Mordok, or Undead** - For learning about and knowing detailed info on these cultures.
- **Political, Martial, or Economical** - For possible tie-in bonuses to your factions and also to have extensive knowledge about those topics (political procedures, military tactics or training, economy fluctuations and trading info).
- **Tactics** - For seeing ambush sites, understanding defenses and formations, and sizing up the martial abilities of the enemy.
- **Anatomy** - For learning about bodies, wounds, and biological functions.
- **Engineering** - For learning about or knowing how things work in a mechanical way, such as siege engines, boats, structures or building materials.
- **Survival** - For how to identify plants & animals, overland movement and evading being followed, and living off the land.
- **Arcane Magic or Divine Magic** - To know and learn more details about that kind of magic or how to decipher written texts related to it.
- **Ritual Magic** – This Lore skill is required to be able to cast (and sometimes even to participate) in magic Rituals. This also represents knowledge of overall ritualistic themes and concepts of magic.
- **Decipher Magic** - For learning how to do basic translations of all Magic in pictorial or written forms. Can help with deciphering magic cyphers or gaining keys to runic alphabets.

Mana Reserves

Cleric & Mage – 5 exp

You increase the amount of mana that you can store in your body, drastically increasing your spell casting potential. Increases your Mana Pool by 3. Mana Reserves is also the gauge in which a spellcaster can measure their ability to cast complex ritual magic. Every level of Mana Reserves (including the special Syndar racial bonus skill) adds up to find the number of the complexity of a ritual that you can cast or interact with. For example, a Syndar with Mana Reserves could interact with a Rating 2 Ritual Magic spell due to having two levels of Mana Reserves. Toughness and Mana Reserves are two skills that take up a “Body Conditioning” Slot for a character. Each character has 4 slots; this allows you to customize your character with these skills. You could max out Greater Toughness and then only take Mana Reserves, max out Greater Mana Reserves and then only take Toughness, or take the Improved level of both.

- **Improved Mana Reserves**
Cleric & Mage – 5 exp

Prerequisite: Mana Reserves

Increases your mana pool by 3 again. This skill takes up a Body Conditioning slot.

- **Greater Mana Reserves**

Cleric & Mage – 10 exp

Prerequisite: Improved Mana Reserves

Increases your mana pool by 3 again. This skill takes up a Body Conditioning slot.

Mana Transfer

Cleric & Mage – 5 exp

This skill allows you to channel your mana into another player or spell caster. You must role play 1 minute of casting or channeling. Both participants (sending and receiving) must remain stationary/immobile during the entire transfer. Upon completion, the recipient immediately regains mana equal to the amount of mana freely given by the user of this skill, max of 4 mana per transfer. A single recipient must wait at least 1 minute as their bodies adjust to the transfer before another transfer can begin and can only receive 1 Mana Transfer at a time. Interrupting a Mana Transfer does not mean the mana is wasted; the mana is “cast” and “received” only at the end of a successful Transfer.

Additional Effect: Mana Transfer allows a caster to do “Inclusion”, which lets them transfer mana into a Cleanse spell to assist with high level cleanse spells. For example, if a character has a 10 Cleanse Rating poison on them, a Divine Spellcaster could cast a 6 Mana Cleanse the same time that a second participant uses Mana Transfer to move up to 4 mana into the spell, meeting the 10 Cleanse Rating needed to Cleanse the poison. This Inclusion effect can be used on some Rituals and large scale spells as well.

Meditation

Cleric & Mage – 0 exp

By focusing your mind, you are able to meditate and draw mana out of the mana stream and back into your body. This skill allows you to spend 10 minutes meditating (with no interruptions) to regain back 3 points of mana. If you have arcane magic, you must wrap blue beads through your fingers and display them during this time. If you have divine magic, you must wrap silver beads through your fingers and display them during this time. *You are required to have a sand timer or watch/pocket watch to be able to accurately keep track of time.* If you have witch magic, then you must display one of each and if you have no forms of magic then purple can be used. During this time, there must be a role played ritual, stance, ohm, or routine that you do in order to perform this skill; the exact nature/theme of how you perform a meditation is up to you. You can shift your stance (standing, sitting, etc) or move a bit within reason, but you may not move from your location. Your eyes must remain closed and players are encouraged to bring a blindfold and use it; to help stop them from opening their eyes (thus failing the meditation) and as a visible cue to other players to leave them alone because they are meditating. *You cannot interact with the people around you, you cannot look around (unless it is to discreetly check your timer), and you cannot participate in any conversations.* Failure to keep your concentration results in a failed meditation with 0 mana regained (Meditation is all or nothing) and it must be started over again.

- **Improved Meditation**

Cleric & Mage – 5 exp

Prerequisite: Meditation

Increases the mana regained back from meditation from 3 to 5.

- **Greater Meditation**

Cleric & Mage – 10 exp

Prerequisite: Improved Meditation

Increases the mana regained back from meditation from 5 to 7.

Mend

Warrior & Rogue – 10 exp

May tie one gray strip of cloth with a white X on it onto a suit of armor or a shield, and role play fixing it for ONE MINUTE to regain ONE ARMOR/SHIELD POINT. For example, if a player is wearing 4 points of armor then it could be mended 4 times in 4 minutes with 4 mend strips to bring back 4 points of armor. Broken bows can also be mended for ONE MINUTE and the gray cloth tied near the handle of the bow to fix the bow, but it cannot be mended again.

You are required to have small tools and supplies to use during this time, such as a mini hammer, leather string, and period looking pliers. A character's armor as a whole may be repaired a number of times equal to the maximum points of armor they are wearing and the mend strips should be equally applied across the armor based on the points it affords. For example, if a character is wearing 8 points of armor then they can only have mend used on them 8 times. If damaged further, a blacksmith must fix and repair the armor. All Mended damage must also be fixed by a blacksmith, meaning that cobbled together armor in the field will take longer to properly fix by a blacksmith at a later time. *You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event.*

Pierce

Rogue – 5 exp

You know how to place a well-aimed strike on an unaware opponent to wound them. *You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event.* Only targets caught off-guard/unaware and not directly in motion or combat can be targeted (similar to Waylay).

To Pierce an opponent, you must do the following.

1. The target must be flat footed (caught off guard) or Stunned, not currently engaged in combat or moving. You must also not be moving to perform the attack.
2. Place one hand on an UNARMORED spot on a target location (arms, legs, torso) and announce "Pierce"
3. Take a coreless knife (no rocks, no axes) and stab the back of your hand.

If successful, it inflicts a light wound if an unarmored / Garment armored location is struck. If unsuccessful, it does nothing; the attack is considered to have missed/deflected off the target.

Similar to Arrows, a Pierce attack will upgrade an Open Light Wound Torso to an Open Mortal Wound or add an Open Mortal Wound to a torso that already has a Treated Mortal Wound. Successfully landing a Pierce attack on an Open Light Wound Limb or Treated Mortal Wound Limb will simply do a point of damage to the target. *This version of Pierce attack is NOT*

negated by Bypass Protection of heavy armor but it is negated by defensive auras such as Protection and Mage Armor.

Additional Effect: Pierce also allows you to land attacks in combat that will bypass armor, dealing damage directly to hit points. You must wind up an attack, announce “Pierce”, and then attack with a Short sized weapon. If the attack is successful, it will bypass armor points regards if it hits armor or not. If unsuccessful, it does nothing similar to any failed melee attack. *This version of Pierce attack is negated by Bypass Protection of heavy armor and it is also negated by defensive auras such as Protection and Mage Armor.*

Poison Resistance

All – 0 exp

You are able to resist poisons and toxins. All times are doubled or halved based on what they relate to. If you read a poison card and it has an affect that “gets worse” after a certain amount of time, then you double that time (you are able to delay the effect). If the poison has an effect that “wears off” after a certain amount of time, then you halve that time (you are able to shorten the duration). For example, if you are afflicted by a snake venom that “gets worse in 10 minutes” then it actually gets worse in 20 minutes. If a paralysis poison “wears off in 30 minutes” then it wears off in 15 minutes.

Pull Arrow

Warrior, Rogue & Cleric – 10 exp

You can role play “breaking and pulling an arrow/bolt from your body” to remove the Open Light Wound the arrow/bolt has inflicted. *You must Stagger, remain immobile, and it takes 10 seconds of painful role play. If you are struck in melee combat, shot again, or move and are interrupted during this time, you must start the 10 second timer over again.* Removing the arrow removes the Open Light Wound from a target location but it instantly deals you a point of damage straight to your Hit, bypassing Armor. If an Open Light Wound inflicted by a bolt or arrow is properly Treated, then Pull Arrow cannot be used on that wound. This skill represents your knowledge of breaking and moving an arrow but also the grit, tenacity, and pain tolerance to do so on yourself. *You cannot Pull Arrow on someone else; that ability is accomplished through First Aid.*

Profession

All – 5 exp

Prerequisite: Applicable Trade skill

When you take a trade, it represents your character's training and experience in order to perform that trade. For example, Trade (Blacksmith) means a character can work with a forge, using heat and tools to manipulate metal. Profession represents the characters ability to make money as a Blacksmith or to run a business, instead of just knowing how to be one. During downtime between events, the character is able to ply their trade and sell their services. They will be able to roll randomly for money earned during this time. *Each character can only have one Profession roll at each event, but if multiple instances of Profession are taken and their applicable Trades give bonuses to this roll, then they all stack together to influence the one single Profession roll.* There may be a number of variables that influence this such as the current economy, demand for certain services in the area, the location where the character is at, dangers that could influence their use of their trade, and how many events have passed since the character was last played.

Rage

Warrior & Cleric – 10 exp

Whether through intense emotion of anger or zealous devotion to a cause, you know how push on well past the point where others would have fallen in combat. When you are dealt a Mortal Wound, instead of collapsing to the ground, you have the option to STAGGER yourself, yell “RAGE”, and then fight on for 10 more seconds. You are required to yell and scream as you fight on, being very mindful of hit strength and attack speed and making sure to keep track of the rage timer. During this rage, you ignore all damage and all wounds you have suffered (even those inflicted before the rage) no longer impair/disable you. After the timer runs out, you collapse and progress to Dying. If you are the target of a Push spell or any offensive bolt spell, you are only STAGGERED and suffer no other effects from the spell. Flare, Cleave attacks, and Recall work as normal against you. You may rage when severely fatigued. A raging player can also break free of being controlled by others, but cannot break free if they are properly bound with ropes or a locking device. You cannot combine Rage with another form of a rage.

- **Improved Rage**

Warrior – 5 exp

Prerequisite: Rage

Extend the time of your Rage by another 5 seconds.

- **Greater Rage**

Warrior – 5 exp

Prerequisite: Improved Rage

Extend the time of your Rage by another 5 seconds.

Renowned

All – 20 exp

Prerequisite: 15 Cumulative Skill Cap Reached, Minimum 10 Class Skills, 200 spent exp

In the same way a grand river was once a small stream, so too can disciplined individuals make a difference in the world around them. Their words and actions over the course of time will have a lasting influence over the world, and their very name becomes known to many. Whether it be a person with a considerable force of will, trained and exceptional abilities related to their skills, or possessing immense sway in numerous circles, a renowned character is well known to others.

You must contact a Herald and get preapproved to take a Renown skill; we require a small training course to make sure players understand how it works. Once a player takes the renowned skill, their bio is updated with the “Renowned” tag on the wiki.

When a player chooses to take the Renowned skill, it is directly based off of the chosen character’s class. This skill may only be taken once per character, and provides one additional ability from the following list:

Renowned Warrior

- Faster Pull – Reduce Pull Arrow time by 5 seconds.
- Stalwart – Add +1 to the shield rating of any used shield.
- Frenzy – Add +5 seconds to your rage timer.
- Clout – Through force of will and your say holding sway, you can improve the impact of a single Resource skill usage each month.

Renowned Rogue

- Skilled Medic – You may Treat a wounded location a third time with First Aid.
- Deft Hands – Reduce any Traps & Devices times by half (related to item/trap cards) and reduce any time regarding Break Away by half (related to being bound)
- Faster Pull – Reduce Pull Arrow time by 5 seconds.
- Clout – Through force of will and your say holding sway, you can improve the impact of a single Resource skill usage each month.

Renowned Cleric

- Divine Medic – You may Treat a wounded location a third time.
- Blessed – Improved Protection (self only) mana cost is reduced by 1.
- Divine Conduit – For double the mana, cut the time of any divine spell in half
- Clout – Through force of will and your say holding sway, you can improve the impact of a single Resource skill usage each month.

Renowned Mage

- Force Mastery – Reactionary Push now costs only 1 mana.
- Combat Casting – For 1 additional mana, may prime one additional Bolt for Striking Bolt (2 mana, 2 bolts), Improved Striking Bolt (3 mana, 3 bolts), and Greater Striking Bolt, 4 mana, 4 bolts)
- Aura Mastery – Improved Mage Armor mana cost is reduced by 1
- Clout – Through force of will and your say holding sway, you can improve the impact of a single Resource skill usage each month.

Resources

All – 10 exp (each)

You must choose a specialty when you take this skill. You may take this skill multiple times, each time picking a new (or even the same) specialty. This skill allows a player to tap into resources that they may have acquired or that you have access to. This could be in the form of favors, a hired cohort or bodyguard, funding/support for things, information pertinent to a current situation, reports on findings related to your specialty, etc. Most of the time, this skill will allow you to utilize "off screen" resources to maintain story angles that cannot be replicated in the game. Players with the Resource skill may interact with the game world between events through "downtime actions" which allows them to focus on one specific project or task each month per use of the skill; it does not allow you to tackle immense projects or activities but instead a small piece each time. If you have an idea for a new Resources skill, contact a Herald with details and we can add it to the list.

Resources are submitted via email to the Last Hope LARP staff and are required to be submitted by the 5th of the current month to impact that month. This includes Resource uses that you wish to have an impact on an upcoming event. The information revealed through Resources will be emailed back to you at the end of the month or it will be available to you at Check-In at the event for that month. An event may have limitations on what is available to you.

You can only use this skill for a PC that has been active within the last 2 months; if a PC has not attended an event in 2 real-world calendar months, that PC no longer has the ability to use their Resources skill. For example, if you attend an event with your PC in March, you may use their Resource skills in April and May but it will no longer be available in June. This continues to update based on your PCs attendance.

This skill may be taken as many times as a player wants, but each month a character only has so much time to look into things, work on projects, or influence the world. *Regardless of how many Resource skills a character has, a player may only submit up to 3 Resource uses per qualifying character per month.*

Resource Specialty Examples:

- **Merchants** - Able to search for items in between events and potentially line up buyers to goods you have acquired.
- **Cohorts** - Able to utilize bodyguard NPCs (if available) or line up contracts with them in between events easier, or represent additional followers for a cause
- **Gather Info** - Able to look into things and "do some digging", to learn info about what is going on in different areas. This is more related to common knowledge.
- **Political** - Able to gather information on people of importance and customs of groups, or to get insider info on current events.
- **Martial** - Able to gather supplies and training needed to assist a military unit, or call upon warriors to aid you.
- **Economical** - Able to barter for better pricing, find items, or line up contracts.
- **Arcane / Divine** - Research into things related to your magic type, such as magical process and applications of each specific form of magic.
- **Ritual** – Research or knowledge about rituals or unique applications off magic.
- **Decipher Magic** – Research, knowledge, or connections to be able to untangle complex magic, understand higher process related to magic or mana, and create or expand on deciphering magic cyphers
- **Black Market** – Connections and knowledge of underground markets, potentially able to dig up information on less savory people or initiatives that may be illegal
- **Spies** – Knowing people or connections that can look a bit deeper into things, but at risk of being caught. This is different than Gather Info, which is the public/common knowledge of things.
- **Courier / Hawk** – Knowing a Courier or Falconer, you have the ability to send messages to different groups, colonies, clans, or organizations.
- **Hindsight** – Having a good memory and knowing how to piece together details, Hindsight lets you submit a specific question or instance related to something your character experience to fully understand more intricate details, the impact it had, or hidden meanings that you may have missed at the time it happened

To use your Resource you must simply send in the email with the title “[MONTH] Resource Usage for [PC NAME]” and then in the body of the email detail out what PC you are using the skill for and in what way you are trying to use it. More than one Resource skill may be used each month. You can also piggy-back other skills onto this Resource usage to make it more specific, such as additional Resource skills and different Lore skills.

Resource Use Example:

- Tharvin the warrior is a leader in his group of mercenaries. He uses his Resource: Martial skill to try to assess any kind of fighting information relevant to an upcoming event, such as possible troop strengths or signs of what kind of opposition they might be facing.
- Rynette the ambassador is preparing to meet with a delegate of a nearby human colony. Worried about not knowing enough about the situation or who she may be meeting, she uses Resources: Political combined with Resources:Gather Info and Lore:Human to learn about the customary greetings of the leaders and their titles of station so that she does not offend them during her greeting.
- Ythnari the merchant is planning on moving some costly goods at the next event, hoping to meet with a buyer. Worried about being double crossed, he uses his Resources:Cohorts skill to try to acquire a cost effective bodyguard for the duration of the event. He also uses Resources:Merchants to line up a buyer for the goods, hoping to increase his profits once they are sold.
- Helina the scout was recently at an event where she witnessed an ulven bristle and become tense in regards to meeting and talking to another ulven. Not knowing the details at the time, she uses Resources:Hindsight to try to remember the details and look into their meaning. She learns a lot of information about the two ulven come from rival Packs that have a long history of tension, and that their meeting was a sign of a possible peace among their people, but that it would most likely need to be nurtured by outside support to be successful.

Respite

Warrior – 0 exp

Given a break after combat, you know how to recover a bit once the adrenaline wears off. This skill allows you to role play some downtime and rest to bring back 1 Hit Point if (and only if) you are currently at 0 hit points. *Respite cannot be used to raise your Hits higher than 1.* This requires a minimum of 5 minutes of downtime and for the player to remain in roughly the same area. An example could be a warrior sitting and adjusting his armor or pretending to sharpen his weapon, or an adventurer taking a break and resting on a log or rearranging his gear.

Sap

Rogue – 0 exp

Prerequisite: Waylay

You know how to land a blow to knock someone even through helmets and also how to confuse and bypass protective magic auras. If you waylay an opponent, you must announce the word "Sap" instead of "Waylay" so your opponent knows that it will knock them out even though they are wearing a helmet or are being protected by an aura.

Shield Proficiency

Warrior, Rogue & Cleric – 0 exp

May use Strap Bucklers, Buckler/Small shields (2 Cleaves), and Medium sized shields (3 Cleaves) in both punch and strap styles. *You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event.*

- **Improved Shield Proficiency**

Warrior – 0 exp

Prerequisite: Shield Proficiency

May use Large shields and Tower shields (4 Cleaves) in both punch and strap styles.

Shield Expert

Warrior – 5 exp

Prerequisite: Shield Proficiency

You know how to absorb, roll with, and shrug off incoming damage to your shield better, allowing your shield to survive longer in combat. Any shield you are wielding can take an additional 2 points of damage before it is broken, regardless of the size of the shield. *All damage taken to the shield must be adequately repaired even if it is only granted from the presence of skills.* This means that if you have a Medium shield (3 Shield Points), taking Shield Expert lets you absorb 5 damage on that shield, but all damage to that shield must be fixed. If a Blacksmith only fixes 3 damage to the shield and returns it, then only 3 points are repaired. This skill does help against spells; Shatter Bolt deals 4 points of damage to your shield and the extra Shield Expert points of damage can help absorb this. *This skill cannot be used for any shields strapped to your back or additional shields carried in reserve.*

Spell Return

Mage – 0 exp

This skill allows a caster to gain back the mana of a primed spell if it is not thrown / used / fizzled. After mana has been spent and a spell has been primed, the caster may stand in place and may channel mana back to their left wrist, one at a time, and then put away the spell. If you are interrupted or move during this process, you gain back only the mana that you have channeled back before the interruption. For example, if you begin returning a Shatter Bolt (three mana) and are forced to move from where you are standing after only two mana was returned, the third mana is lost. You cannot Spell Return “half spells” such as Dispel Bolt and Flare, which allow you to prime 2 spells for 1 mana. If you use 1 of the primed spells, the other spell cannot be returned for mana.

Staff Weapons

All – 0 exp

May use all double ended staff weapons. Staff weapons are able to strike on both ends of the weapon. *You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event.*

Thrown Weapons

Warrior, Rogue, Mage – 0 exp

May use javelins, coreless thrown weapons, and rocks. *You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event.*

Thrusting Weapons

Warrior, Rogue – 0 exp

May use one or two handed stabbing weapons (javelin, spear, etc) in combat. May also use a rapier for stabbing in dueling combat. *You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event.*

Toughness

Warrior, Rogue, Cleric – 5 exp

You have become tougher, can resist physical pain and bruising, and can absorb more damage. Increase your Hit Points by 1. Toughness and Mana Reserves are two skills that take up a “Body Conditioning” Slot for a character. Each character has 4 slots; this allows you to customize your character with these skills. You could max out Greater Toughness and then only take Mana Reserves, max out Greater Mana Reserves and then only take Toughness, or take the Improved level of both.

- **Improved Toughness**

Warrior – 5 exp

Prerequisite: Toughness

You can absorb more damage. Increase your Hit Points by 1. This skill takes up a Body Conditioning slot.

- **Greater Toughness**

Warrior – 10 exp

Prerequisite: Improved Toughness

You can absorb more damage. Increase your Hit Points by 1. This skill takes up a Body Conditioning slot.

Trade Skill

All – Variable exp

You may take a trade skill of your choosing. A trade will allow you to interact with the game, players, or economy in certain ways. *You MUST carry your Trade Manual with you and keep it on your person to be able to conduct your trade!* You must work alongside a Herald in creating the trade of your choice and the effects, props, and requirements to perform the trade. It must be approved before you can take it and a trade manual will be sent to you; if you wish to make a Trade that we do not have already created, you can help by submitting ideas on how that Trade can be made and the mechanics behind it. *Trade Manuals will get periodic updates as needed to tweak their effects and balance the game.* Always check to make sure you have the most current version of your Trade.

Check the wiki for the full list of approved Trades and their exp costs

- **Alchemist** - Gather reagents and make potions
- **Bard** - Use song and music to inspire others
- **Barkeep** - Provide refreshments that aid in rest and recovery
- **Blacksmith** - Fix and reinforce damaged armor and shields
- **Healer** - Remove wounds and recover Hit Points in other players
- **Herbalist** - Expertly harvest reagents to increase their yield
- **Hunter** - Trap small game for food and leather
- **Instructor** - Instruct others and reduce the exp cost of their skills

- **Laborer** - Do work to create supplies or reagents
- **Merchant** - Use your resources to buy and sell goods
- **Pickle Monger** - Infuse pickles with reagents to regenerate HP and Mana
- **Prostitute** - Your “services” allow a chance to regenerate HP (or pick up “critters”)
- **Weaver** - Use magoc in unconventional ways, create anti-spell auras

Transcendent Meditation

Cleric – 0 exp

Prerequisite: Improved Divine Magic, Meditation

This skill allows you to utilize a meditation to form a connection between you and your deity/deities instead of drawing mana out of the mana stream. During this meditation, you are able to feel their presence with your faith, allowing this connection to be a chance for your deities to lift your burdens and physical trauma from your body. To use this skill, you must choose to do a transcendent meditation instead of a regular meditation which will allow you to heal your own wounds instead of regaining mana. You may spend 1 mana per Treated Light Wound (the maximum number of wounds you can heal this way is equal to the current level of the Meditation skill that you currently have) that you wish to heal during this meditation. You must wrap silver beads around both of your hands during the entirety of this 10 minute meditation to show the channeling of divine energies. If uninterrupted, you will heal the number of Treated Light Wounds you chose. *This meditation does NOT regain mana and cannot be used to heal Treated Mortal Wounds; Mortal Wounds would need to be downgraded via the spell Divine Intervention before being able to be lifted away via Transcendent Meditation.*

Traps & Devices

Rogue & Mage – 5 exp

Gives the player the ability to set, interact with, and/or disarm/disable traps and devices. *You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event.*

- **Devices** (Locks, Doors, Chests, Etc)
Devices come in many forms that can range from simple locks to magic artifacts. Each device will have a way to interact with it. A basic example of this would be a chest that is locked by a wire wrapped through the clasp and tied in a loose knot. The knot must be undone using only your set of lock picks and tools; you cannot use your fingers at all. **DO NOT DAMAGE ANY PROPS!**
- **Traps** (Tripwires, leg traps, spring traps, trapped items, etc)
Traps are devious devices that can come in any shape or size and deliver a bewildering set of effects ranging from causing a player to stagger to inflicting a mortal wound with the body covered in a disease-causing contaminant. A simple trap could consist of a tripwire attached to a mouse trap on a loose anchor near a trap card. **TRAPS CAN NOT CAUSE REAL PHYSICAL HARM!** This trap could be disarmed by uprooting the anchors/untying the tripwire and placing the trap on the trap card. **DO NOT DAMAGE ANY PROPS!** If the mouse trap were to trip during the attempt the trap would be activated and the person attempting to disarm it would be subject to the effect listed on the trap card. Players may also use this skill to set their own traps if they have the necessary materials and trap cards. Coordinate with a Herald for ideas about traps, devices, and mechanics involving them.

True Grit

All – 5 exp

If a player with the skill True Grit is about to die, they can summon the willpower to push on. When a player is in a situation when they would normally “die”, they instead get back up and role play walking slowly back towards camp/town/etc severely wounded with a kill rag displayed. Any attacks on the player cause them to fall down or stagger but do not kill them or stop them. *This is for role play effect of dragging yourself to get help through sheer willpower.* The player then checks in with a Healer or a Herald and tells them that they are using True Grit. A Herald will then determine if you can be saved you or not. If a Healer is present, they may role play some lifesaving healing. A Herald will roll a dice to determine your fate. The presence of a healer or special reagents could be used to increase your chances of surviving.

On a ten sided dice...

1-3: Although you are tenacious, you are unable to be saved; you die.

4-7: Alive, but physically maimed and permanently injured in some way. This could be scarring, loss of an eye, loss of a leg, a bum leg, etc. The result is determined randomly and whether it is Minor or Severe.

8-9: Alive, no permanent injuries, but terribly wounded and infected.

10: Alive and no permanent damage, but wounded.

- **Improved True Grit**

Warrior – 10 exp

Prerequisite: True Grit

You may re-roll your True Grit result but you must keep the second roll. You may also crawl, talk, and drink potions while Dying when normally you would be unconscious but you cannot cast magic (you cannot focus to properly cast spells) or use any skills (like First Aid, which simply cannot help you at this point). If you are "finished", you lose consciousness for 30 seconds before coming to again. Your bleed out timer from Dying to Dead increases from 5 minutes to 10 minutes, but your bleed out timer from Mortally Wounded to Dying remains 5 minutes.

Two Handed

Warrior – 0 exp

May use two handed weapons (swords, axes, maces) of Great size. Also allows the player to perform the Cleave attack. *You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event*

- **Improved Two Handed**

Warrior – 0 exp

Prerequisite: Two Handed

May use any weapon Medium, Long, or Great sized to Cleave if using two handed as per the standard two handed Cleaving rules.

Additional Effect: This skill also allows you to perform a Cleave attack even if you have a Disabled torso or a single Disabled arm (from an Open Light Wound or a Treated Mortal Wound) but you must Stagger after each attack; the pain of pushing through the Wound is enough to drop you a bit. If you have two Disabled arms or a Disabled Torso and a Disabled arm, then you are too wounded and cannot perform this modified Cleave attack.

Waylay

Rogue – 0 exp

If you get the drop on someone or sneak up to them, you are able to land a blow that will knock them out. *You must go through a small training course in order to be able to use this skill, coordinate with a Herald at a local practice or before an event.* A Waylay attack will be absorbed by a defensive aura (Protection or Mage Armor) but a Sap, the upgrade to Waylay, would bypass a defensive aura.

To Waylay an opponent, you must do the following.

1. Approach the target from behind.
2. The target must be flat footed (caught off guard) or Stunned, not currently engaged in combat or moving. You must also not be moving to perform the attack.
3. Place one hand on the shoulder of the target and announce "Waylay"
4. Take a melee or coreless throwing weapon (no bows/crossbows) and tap the back of your hand. *You do not strike or touch the back of the opponent's head!*
 - If target is not wearing a Helm, the target then falls down **KNOCKED OUT** (for 1 minute). *Another attempt to Waylay an opponent this way (to "KO Lock" someone) will result in a failed Waylay attack and snap them out of being Knocked Out.*
 - If target is wearing a Helm (of at least Light Armor type or heavier), the target then is then **STUNNED** (for 10 seconds). *Another attempt to Waylay an opponent this way (to "Stun Lock" someone) will result in a failed Waylay attack and snap them out of being Stunned.*

Examples of an IMPROPER waylay:

- You and an ally are attacking a bandit. While the bandit is busy with your friend, you run by them and try to touch them on the shoulder with your weapon and announce "WAYLAY". This is NOT valid and he can ignore your call
- You are chasing a target. You are faster, and you run up to them and grab their shoulder while you are both running and announce Waylay. This is NOT valid and he can ignore your call.

Examples of a PROPER waylay:

- You are hired to capture a thief. After surrounding him, he pulls out a knife and threatens to attack anyone who comes too close but makes no move to attack anyone. You sneak up directly behind them, come to a complete stop, place a hand on their shoulder and before he realizes what is happening you announce "WAYLAY" and smack your own hand. This is valid and he should react accordingly.
- You approach a target that has been Stunned. You flank around them, approach directly behind them, come to a complete stop, place a hand on his shoulder and before he realizes what is happening you announce "WAYLAY" and smack your own hand.

Witch Magic

Cleric & Mage – 10 exp

Prerequisite: Arcane Magic or Divine Magic

You have been able to tap into the witch magic that harnesses both Arcane and Divine power. After taking this skill, you may begin taking skills from both magic types. Every level of the opposite magic type is considered cross-class.

MAGIC & SPELLCASTING

Magic System, Improvised Magic, & Ritual Magic

Some LARPs have complex systems that force a magic user to go through a lot of work to cast a simple spell. We feel that this is not fair, since a player can kill another simply by swinging a sword at them. Last Hope's **magic system** is designed to be quick and simple using color coded mechanics, familiar effects, and rubber bands for keeping track of mana. However, this does not mean that magic is easy to use/learn or commonplace; players who have unlocked magic potential represent years of study and/or hard work, practicing these arts until they become familiar and usable in a relatively simple way. In our game, magic is created by a spell caster channeling stored mana (raw magical energy) from their bodies, calling it forth and weaving it into a specific shape or form that will produce a desired result. When a spell caster sleeps or when they conduct a focused meditation, they can regain mana from the mana stream (an invisible river or presence of mana that is everywhere in the world) back into their bodies so that they may store it for future use.

Instead of detailing out every possible spell a player can use, the spells detailed below are primarily used for combat. There will be situations in the game where an NPC or Herald may **improvise a magic spell** for you based on your level of magic. For example, you could come across a magic rune tablet during a quest that has magical script on it. They could announce that anyone with Improved Arcane Magic could attempt to decipher the tablet at the cost of 2 mana and 5 minutes of role played incantations and magic summoning. This creates special magic spells that vary based on the situation or task at hand. Anytime that an Arcane spell caster is using "improv spells", they must wrap a metallic blue bead necklace around their fingers. Divine spell casters must wrap a silver necklace around their fingers. These beads represent the magic being channeled by the spell caster.

Ritual magic is a special kind of magic that can involve lengthy and detailed instructions, several casters, and/or multiple reagents in order to complete a spell. It can range from small rituals that allow you to sense certain nearby objects, to complex rituals that can be used to destroy a site of corruption. Rather than being its own school of magic like arcane or divine, ritual magic is accessed through the Lore: Ritual skill and the difficulty of a ritual that can be performed is linked to the primary caster's level of Mana Reserves (including the Syndar racial bonus). Rituals are recorded on a ritual card, which contains the precise instructions and requirements for a ritual to be successful, and must be recorded within the primary casters Lore book in order to be cast. Rituals may be "looted" or shared by copying them out a lore book and requesting the ritual card from a Staff member.

Spell Pouch & Spell Props

A spell caster (both Arcane and/or Divine) must have a **spell pouch**. This is a pouch, container, or shoulder bag that is used solely to carry spell bags, beaded necklaces, etc. A player is encouraged not to carry anything else in the bag; constantly removing and replacing spell props could potentially cause your non-magical items to fall out. The size of the bag or pouch required to carry everything is a representation of all the components you would need to cast your spells.

There are a few simple **props that represent magic components** in the game. *Spell props (bags, beads, etc) must be kept out of sight (in your spell pouch) and brought out only when a spell is cast or primed; the component props are representations of the spells in active use and cannot be hung from belts, wrapped around your hands, etc unless a spell is being used.*

- **Mana Bands** - Rubber bands, hair ties, or a custom made elastic prop that is used to represent the channeling or mana through the motion to move it from one wrist to the other and is a visual cue to help spell casters track their available and spent mana.
- **Spell Bags** - In order to cast offensive spells, a caster must have spell bags. These are hacky sacks/bean bags wrapped in soft fleece colored fabric. Excess material is then cut into long strips/tails of roughly 12 inches and then cut into jagged lines and points to further help identify what spell is being used. They must be of adequate size and the "tails" must overflow out of the hand enough to give the impression of a held spell. Softer foam spell bags can also be legal spell bags. *These are the only kind of spell bags allowed and they must follow this construction method which is detailed in the Spell Bag Construction Guide available on the wiki.* To help return spell bags to their owners, casters should get in the habit of writing their names legibly onto spell bags. All spell bags must be approved by a Herald.
- **Plastic beaded necklaces** - Like the mardis gras beads found at Party stores, these are used to represent channeling magic through a caster's hands (held in the fingers), placed on objects, or placed around someone's neck to give them defensive auras. They will be color coded based on which school of magic and which spell they are used for.
- **Ribbons** - Usually gold, these are used for Divine magic and they are placed on wounded limbs and tied on bandages. These ribbons should be fairly visible.
- **Rags** - Rarely used for spells, these are simply squares of cloth that are displayed, similar to a Kill Rag. The only color that is used is a Blue Rag and that is only for the Arcane Magic spell Recall.
- **Glow Bracelets** - These **MUST** be added or used for spell bags and some other spells to show their color/effect at night and to make them easier for opponents to know when they are hit by them. These spells emanate energy of specific colors and the glow bracelets are taped onto the spell bags behind the head of the spell bag, not to the main striking surface. Some spells cannot be represented at night and therefore are not allowed to be cast. Check the spell descriptions for the colors. If you find a suitable alternative to glow bracelets that could be used to identify the spells at night, ask a Herald for approval.

Mana Pool & Spending Mana

Mana is the raw magical energy used to power magic spells and abilities. To represent the limits of this energy and the time and gestures to tap into it and weave it into a spell, a magic user will have a certain number of mana bands attached to their left wrist. Each mana band counts as 1 point of mana and the left wrist represents the available **mana pool**.

To invoke a spell, a player must **spend their mana** by moving a mana band (rubber band, hair tie, or other acceptable elastic mana prop) from their left wrist to their right wrist. One at a time, the caster will move the mana bands, making sure to include *at least one full rotation around the wrist* (if you grab the band at the top of your left wrist, your right hand must end up at least on top of the left wrist before the mana point is considered spent) and avoiding an audible snap of the band. *Your hands should not touch (incidental touching is fine) as you "spool" the mana*

band from one wrist to another. This forces the caster to perform fluid motions with their hands and pay attention to how to move the bands properly. This is a physical representation of the caster utilizing the manual dexterity and fine movements needed to weave the mana into the necessary pattern for the spell. Any mana bands which break during the casting of a spell will be considered lost to the mana stream until recovered through proper rest by sleeping (your total mana pool will be missing the broken band until the next day). The right wrist represents the amount of mana spent. Once enough mana has been spent to cast a spell, then the player will either reach for their spell components (spell bag, beads, etc) or finish what is necessary for their spell.

Mana cannot be moved back to the player's left wrist unless they have an ability or skill to recharge mana, they drink a mana potion, or they interact with someone who has a trade skill that can recharge their mana pool. Mana will also be replenished through sleep at a rate of one point per hour of uninterrupted sleep (It will be assumed during multiple-day events that players manage 8 hours of uninterrupted sleep each night unless otherwise stated by a Herald). This is due to the fact that you are not actively attempting to draw mana into your body, you are simply resting your mind.

Casting Spells, Fizzling, & Wounded Arms

A spell caster must have all their spell components/props stored inside their spell pouch. When a caster wishes to **cast a spell**, they must be standing still with their feet firmly planted on the ground. Anytime a player attempts to cast a spell while moving will result in an automatic spell failure. They must spend the appropriate mana cost by quickly moving rubber bands from their left wrist to their right wrist one at a time (detailed above). They must then reach into their spell pouch and retrieve the correct spell prop that is needed. If a caster grabs a spell bag to throw at a target, they must yell the type of bolt to their opponent to help them react accordingly.

A caster being hit with projectiles, hit with a spell, or struck in melee combat does not cause a spell to **fizzle** unless it forces the target to move from their location. For example, a cleave / Push spell / or Flare spell will force a spell to fizzle (during casting AND when primed and held) as you are forced to move your feet. *Your feet must be stationary during casting (or you must be otherwise immobile) in order to cast a spell; opponents can call "Fizzles" on you if they witness you incorrectly spending mana or moving while casting!* There are other ways in which a spell may fizzle, which are detailed in various sections below.

There is a small exception to the rule above: Spells cast within half a second of each other by opposing casters will both take effect. This is done in the interest of fairness and storytelling, enhancing the role play for both combatants, rather than turning things into an argument over who got their spell off first. *For example, Mage A and Mage B are in a magical duel. After disabling their opponent's Mage Armors, they both close to within 10 feet of each other and begin casting a point of mana. Mage A is just a hair faster, announcing "PUSH" a fraction of a second before Mage B completes the word. Both mages are affected by the spell, despite Mage A finishing their casting before Mage B, which would technically have caused Mage B's spell to fizzle.*

If a **mage has a wounded Arm**, they may still cast spells and channel magic, but the spell can only be primed and thrown with the arm that is not injured. They can also let go of a wounded torso and cast magic as long as they go back to holding the wound as soon as they are done channeling mana. They should role play pain as they are attempting to do this under a painful circumstance. *If both arms are wounded or if one arm and the torso is wounded, then the spell caster cannot cast any mana for spells at all.*

Priming a Spell

Some spells in the game can be "primed". A primed spell is held out to the side of the caster away from their body like someone would hold a torch; it must be readily visible to other players within reason; you cannot hide a spell close to your body. *This is a seething orb of power in your hand that has the potential to inflict significant damage on its target; you don't want it next to your vital organs.* Once this is done, the spell is primed and the caster cannot move faster than a slow walk.

If a caster primes a spell and decides that he no longer wishes to use it, he may voluntarily place the spell bag or prop back into their spell pouch and the spell fizzles. Doing so wastes the mana that was required to cast it unless a spell, skill or item allows them to get their mana back. If a primed spell is not cast (thrown, attached, used, etc) after one minute, then the spell fizzles out and fails.

A caster may cast and prime a spell with a strap buckler equipped, although larger shields may not be used in this fashion. Strap bucklers may not be used to actively block with a primed spell, nor may a caster attack with a weapon, as maintaining the magic present requires too much concentration to effectively block or strike. Shields may also not be picked up or reequipped while a spell is primed. Actively blocking with a shield or a weapon or attacking with a weapon causes the spell to fizzle. Casters may hold extra equipment either by pinning it to their torso or holding it in their off hand; casters do not have to drop weapons/equipment in order to prime spells but they cannot actively hold items in their hands.

Forced movement, such as being Staggered, Knocked Back, or Knocked Down, will also fizzle a primed spell, as it will break your concentration.

Inflicting a wound to an arm holding a primed spell will cause that spell to fizzle. Primed spells are considered volatile and will detonate (not fizzle!) and impact the caster if shot with an arrow or crossbow bolt.

Striking with a Spell Bag

Spell bags, due to their magical nature and different construction, follow different rules to be considered a valid strike. When thrown, a spell bag affects the target regardless of where they are hit; this includes shields, weapons, garb, and even the head (*although head shots are still highly frowned upon*). The spell effect is transferred through any equipment into the body of the target. Casters are not held to the "90 rule" for throwing spells or the "medium contact" rule (very light touches of a spell bag will still affect the target). *Castors repeatedly throwing spell bags too hard will result in disciplinary action.*

Clearly announcing the name of your spell as you throw it is key to being an effective caster. Spell bags are one of the easiest offensive abilities to miss or ignore in combat due to their tendency to not strike as hard as other weapons. When struck by a spell bag, the target will always be STAGGERED (unless absorbed by an aura), then will receive the spell effect.

In the heat of combat, attacks occasionally go unseen or unheard. Our spell orbs tend not to hit as hard as a sword would and often rely on vocal cues to communicate their effect to the target, making them sometimes difficult to be registered properly. If, as a caster, you cast a spell against an opponent and they do not notice, do not break immersion to call their attention to it, simply use the discreet verbal calls of the spells to let the target know. If this still does not work, or the target was properly hit with a spell and flees or leaves the area making it difficult to tell them your verbal cues, then you may seek out a Herald DISCREETLY to explain the situation. If approved by the Herald, you will be refunded the mana for the spell. *DO NOT replenish the mana without Herald approval or it will be perceived as cheating!*

If a target is using a shield, they may discard it to present a smaller target (or protect their shield in the event of a Shatter Bolt) as long as they drop the shield BEFORE the spell bag is thrown. If the shield is discarded after the spell bag is thrown and the spell hits the shield, the magical energies are still close enough to the target to flow through the shield, through the air into the target, affecting them with the spell. In the case of a Shatter Bolt, if the shield is discarded after the spell bag is thrown, the target would still be STAGGERED and the shield would still be damaged. Keep in mind that a shield is simply being used as an example in this situation. In the same circumstances, the same results would apply for any piece of discarded equipment.

Reusing Spell Props

Spell bags / beads / etc can be reused as long as the player has enough mana to cast spells. However, a player cannot just walk around, pick up a spell prop, and throw it/use it again. They must replace it in their spell pouch and go through the proper steps to cast a spell. Players are encouraged to keep track of their own spell props and return spell props of other players as frequently as possible. “Dead” casters are also allowed to discreetly roam the area and pick up their spell bags as long as they have donned a kill rag but should wait to do so until after the combat has ended and players have moved on... again, discretion is required. If there are a number of different spell bags in a single encounter or battle, similar to the arrow etiquette rules; please try to gather them and place them in an obvious location so that they are easy to find for spell casters returning the area. You can use other player’s spell props during an encounter/battle, but you cannot leave the area with them in your possession. *Please be courteous in helping to return spell bags and components to their owners; if you find yourself in possession of someone else’s spell props on accident, please turn them in at Check-Out.*

Spell Color Summary

Players must read the spells so they understand what is in the game. This following list is a quick summary of the different spells and how they affect you in the game. Players should become familiar with this list so they know how to react in combat.

- **Blue Bag (Striking Bolt)** - Staggers, Deals 1 damage to location (regardless if it hits your shield or body). Blue light at night

- **Red Bag (Shatter Bolt)** - Staggers, Deals 4 Cleave damage to a shield in use (regardless if it hits your shield or body) or does 1 damage to location. Red light at night
- **Green Bag (Acid Bolt)** - Staggers, Deals 10 damage straight to Armor (regardless if it hits your shield or body) or does 1 damage to location. Green light at night
- **Light Blue Bag (Ice Bolt)** - Staggers, hold stagger for 30 seconds, hold up bolt, no talk or movement, immune to all damage. No cast at night
- **Multicolor Bag (Stun Bolt)** - Staggers, then Stuns target for 10 seconds. Three colored lights at night
- **Black Bag (Death Bolt)** - Staggers, Deals 6 damage straight to Hit Points (consecutively, regardless if it hits your shield or body). Purple light at night
- **White Bag (Dispel Bolt)** – Staggers, destroys one worn aura on the target, ends a target currently in Ice Bolt, damage VS undead
- **Push** - No item, just 2 palms thrust towards target, max of 10 foot range, if hit then 15 foot Knockback and then Knockdown, no damage. No light needed at night
- **Flare** - No item if reactionary, just extended palm(s) towards target(s). Silver bead(s) in one/both hands if primed, max of 10 foot range, if hit 5 foot Knock Back, no damage. May prime in one hand and actively use a shield in other. White light at night if primed
- **Divine Wrath** - Silver beads wrapped around fingers. Palms thrust towards target, max of 5 foot range. Destroys lesser undead. Damages greater undead. White light at night if primed
- **Blue Bead Necklace** - Cast by Mages, shows arcane magic is in use by being wound through the fingers of the caster, soaks up 1 attack (magical or non-magical) when worn around the neck as Mage Armor (limit of 2).
- **Silver Bead Necklace** - Shows divine magic is in use by being wound through the fingers of the caster.
- **Gold Bead Necklace** - Divine protection auras, cast by clerics, soak up 1 non magical attack when worn around the neck (limit of 2), stop a Bleed out timer on a Mortally Wounded/Dying player, or can be wrapped around handle of a weapon to “bless weapon”.
- **Other Beaded Necklaces** - There may be special rituals, unique trade skills, or circumstances where a new magic aura is in effect. This will be represented by different colored beaded necklaces and will be circumstantial, explained to the wearer of how the spell aura works. The wearer will also be expected to make quick verbal cues when interacting with others. For example, a Weaver may cast a special aura around a target that will destroy an incoming Shatter Bolt. Only 2 “auras” at a time.

Arcane Magic Spells

Arcane magic represents a specific type of common magic in Last Hope that is more technical or mathematical, focusing more on kinetic force, manipulation of matter, or offensive capabilities. All arcane spells focus on the weaving of mana into predetermined “spells” that produce desired effects. All mages must learn the basics of weaving mana into desired patterns and using knowledge to decode magical ciphers which allow them to create magical formulas that produce the desired effect. In order to train in arcane magic, a mage must demonstrate these basic skills by learning how to “weave” spells through the use of string figures and to decode simple ciphers. Any player wishing to cross class into arcane magic will need to do the same but the difficulty

will dramatically increase. *Players will coordinate with a Herald on how to do these weaving puzzles and ciphers at character creation or when a player intends to attempt to cross-class into arcane magic.*

Arcane magic revolves around the more technical aspect of creating spell bolts, focusing on the utilitarian aspect of making spells able to be used as weapons. Most of the spells and the theme of arcane magic represents the manipulation of force. At level one, arcane magic has the ability to redirect incoming force and to weave raw mana into more basic forms that can harm, knock people down, or overload their senses. At level two, this manipulation of force increases and enables you to interact with objects in new inventive ways, such as destroying them or encasing them in magical frost. At level three, the basic manipulation of force is mastered by turning away harm and inflicting damage at its peak while diving into even more unique ways of using magic, such as armor reduction of enemies, transportation through the mana stream, and immense blasts of energy.

When arcane magic is taken, the spell caster must choose what type of arcane theme their character uses; examples include runic interactions, elemental manipulation, tribal rituals, mathematical equations, force control and redirection, sensory perception/alteration, etc. The following list of spells are for the arcane magic type, primarily offensive spells.

Arcane Magic Spells

Striking Bolt

- **Cost:** 1 mana
- **Time to Cast:** Instant
- **Duration:** Instant
- **Component:** Royal Blue colored spell bag with royal blue tail
- **Night Glow Color:** Blue glow bracelet
- **Effect:** You propel energy and force hard enough to inflict physical harm. When cast, user may prime ONE striking bolt and walk. When struck, target is STAGGERED. Deals 1 damage to a target regardless of where it strikes, including a shield. Does not damage shields, it goes through to the target which damages the arm holding it.

Stun Bolt

- **Cost:** 1 mana
- **Time to Cast:** Instant
- **Duration:** Instant
- **Night Glow Color:** Blue/Red/Yellow Glow Bracelets
- **Component:** Rainbow/tie dye colored spell bag with rainbow/multicolored tail
- **Effect:** You summon a ball of intense sensory perception, which, when striking a target, will overload their senses of sight, sound, and touch. When cast, user may prime ONE stun bolt and walk. When struck, target is STAGGERED. Target is STUNNED for 10 seconds. This spell can be cast at night, but it requires a minimum of 3 colors to be added to the spell to make it obvious that it is a stun bolt.

Mage Armor

- **Cost:** 2 mana
- **Time to Cast:** 30 seconds of aura weaving role play
- **Duration:** Until the end of the day or until expended (see below)
- **Component:** Blue beaded necklace
- **Night Glow Color:** N/A
- **Effect:** You weave mana into a protective web around you, which will react to and absorb incoming physical and magical harm. Can only be cast on self. Blue beaded necklace is placed around caster's neck. Allows the player to soak up ONE single attack (one hand, two hand, stabbing, thrown, arrow, or spell) by yelling "MAGE ARMOR". This DOES protect you against the spell "Push" and Bolt based spells (Striking, Stun, Ice, Shatter, Acid) but does NOT trigger when hit by the spell "Flare". This spell only absorbs 1 of the 6 damage points inflicted by a Death Bolt, only slowing down the effects but not negating them. If stacked with other defensive spells, mage armor is more sensitive to incoming attacks and will be used up first. Does NOT protect equipment from physical attacks (shields against cleaving attacks, hits to a bow, etc), though it does protect shields and armor from Shatter Bolt and Acid Bolt, respectively, because these spells influence you as a whole in order to destroy your equipment. Mage Armor does protect against both forms of Pierce and Waylay because they are physical attacks on the body. However, Sap attacks will bypass your aura and still hit you. Players should remove this necklace or tuck it under a tunic/shirt immediately after the ability is used to reduce any confusion with other players. Only 2 auras of defense (Protection, Mage Armor, Weaver auras, etc) can be applied to a player at any given time.

Push

- **Cost:** 1 mana
- **Time to Cast:** Instant
- **Duration:** Instant
- **Component:** None
- **Night Glow Color:** N/A
- **Effect:** You channel and release mana into a blast of force, powerful enough to knock opponents off their feet but not concentrated enough to do any actual damage. After channeling mana, the caster calls out "PUSH" and extends both palms towards their opponent, who must suffer a 15 feet KNOCKBACK as if being pushed by a strong energy and then must be KNOCKED DOWN. Once they have fallen down, they may immediately get back up. The maximum range of this spell is 10 feet. This spell cannot be primed, the caster must be stationary and use the spell right away. Raging opponents are only Staggered by this spell. Opponents struck for damage while traveling backwards from a Push spell are subject to the "Rising" rules for limiting damage taken.

Improved Arcane Magic Spells

Improved Striking Bolt

- **Cost:** 2 mana
- **Time to Cast:** Instant
- **Duration:** Instant

- **Component:** Royal Blue colored spell bags with royal blue tail
- **Night Glow Color:** Blue glow bracelets
- **Effect:** When cast, user may prime TWO striking bolts and walk. The extra bolt is primed into the caster's off hand. When struck, target is STAGGERED. Deals 1 damage to a target regardless of where it strikes, including a shield. Does not damage shields, it goes through to the target which damages the arm holding it.

Shatter Bolt

- **Cost:** 3 mana
- **Time to Cast:** Instant
- **Duration:** Instant
- **Component:** Red colored spell bag with red tail.
- **Night Glow Color:** Red glow bracelet
- **Effect:** You summon a ball of energy capable of doing explosive damage to a wide area, enough to splinter wood, crack stone, and rend metal. When cast, user may prime ONE shatter bolt and walk. When struck, target is STAGGERED. This spell deals 4 points of cleave damage to a held or worn shield regardless of where it strikes a target (shield or body). If target is not wearing a shield, it deals 1 damage to them instead. If target is wielding one shield and has another strapped to their back, it damages the active/held shield first. Shatter Bolt may also be used against shields that have been discarded, dropped, or are otherwise unequipped. If you are concerned about the effect being ignored, you may leave the Shatter Bolt prop on top of the now broken shield as an indication to the owner that the shield is unusable.

Ice Bolt

- **Cost:** 2 mana
- **Time to Cast:** Instant
- **Duration:** Instant
- **Night Glow Color:** N/A - Cannot be used at night
- **Component:** Light blue colored spell bag with white/ light blue/blue tail
- **Effect:** You summon a ball of energy that is capable of locking down an opponent, holding them in cold stasis. When cast, user may prime ONE ice bolt and walk. When struck, target is STAGGERED and remains staggered. Target picks up the ice bolt and holds it over their head to show they are under the ice bolt effect. If the bolt has bounced too far, they can just simply hold their hand above their head. Target cannot move, look around, or speak and is immune to all damage, spells, projectiles, and harm for 30 seconds. The target cannot be struck or influenced until they are FULLY STANDING again. *Cannot be used at night.* Ice Bolt only staggers a Raging opponent; they are not locked down from this spell.

Improved Mage Armor

- **Cost:** 2 mana / 4 mana total (see below)
- **Time to Cast:** 30 seconds of aura weaving role play / 60 seconds total (see below)
- **Duration:** Until the end of the day or until expended (see below)
- **Component:** A second blue beaded necklace

- **Night Glow Color:** N/A
- **Effect:** This spell works identical to the basic Mage Armor spell. The Improved version of this simply allows the caster to cast the Mage Armor spell again and apply a second aura of Mage Armor on themselves, giving them 2 Mage Armor spells instead of 1. This means that the total mana cost is 4; 2 for the first Mage Armor and 2 for the second Mage Armor. Each Mage Armor spell (Normal and then Improved) must be cast separately. The caster can only cast this on themselves and NOT other people. A second blue bead necklace (2 total) MUST be used to represent this. Only 2 auras of defense (Protection, Mage Armor, etc) can be applied to a player at any given time. Wearing 2 levels of Mage Armor would then absorb 2 of the 6 damage dealt by a Death Bolt, further slowing down its devastating impact.

Greater Arcane Magic Spells

Greater Striking Bolt

- **Cost:** 3 mana
- **Time to Cast:** Instant
- **Duration:** Instant
- **Component:** Royal Blue colored spell bags with royal blue tail
- **Night Glow Color:** Blue glow bracelets
- **Effect:** When cast, user may prime THREE striking bolts and walk. Extra bolts are primed into the caster's off hand. When struck, target is STAGGERED. Deals 1 damage to a target regardless of where it strikes, including a shield. Does not damage shields, it goes through to the target which damages the arm holding it.

Acid Bolt

- **Cost:** 4 mana
- **Time to Cast:** Instant
- **Duration:** Instant
- **Component:** Green colored spell bag with green tail
- **Night Glow Color:** Green glow bracelets
- **Effect:** You summon a ball of gelatinous and acidic energy, capable of splashing onto a target and eating its way through their armor. When cast, user may prime ONE acid bolt and walk. When struck, target is STAGGERED. This spell deals 10 points of damage directly to a targets armor regardless of where it hits (body, weapon or shield). If target is not wearing any armor or if it is currently at 0, it then deals 1 damage to them.

Death Bolt

- **Cost:** 8 mana
- **Time to Cast:** Instant
- **Duration:** Instant
- **Component:** Black colored spell bag with black tail
- **Night Glow Color:** Minimum of 3 Purple glow bracelets per bag (multiple, more visible)
- **Effect:** You summon a ball of blackish energy, concentrated force that when focused on a target is able to inflict devastating wounds. When cast, user may prime ONE death bolt

and walk. When struck, target is STAGGERED. Deals 6 points of damage directly to Hit Points to the target location it strikes (if hitting a weapon or shield, it hits the arm wielding the item and if hitting the head, it hits the torso). Most bolt attacks are absorbed by Mage Armor, but Death Bolt is more devastating. *Each layer of Mage Armor only reduces this damage by 1; the remaining damage carries through directly to Hit Points.* When the target has run out of hit points, additional damage inflicts a light wound and can then further upgrade that to a mortal wound. Any damage left after delivering a mortal wound is ignored; you cannot be taken further than mortally wounded by this spell. *If cast at night, extra purple glow bracelets must be used to help differentiate this spell from the blue striking bolt spell.*

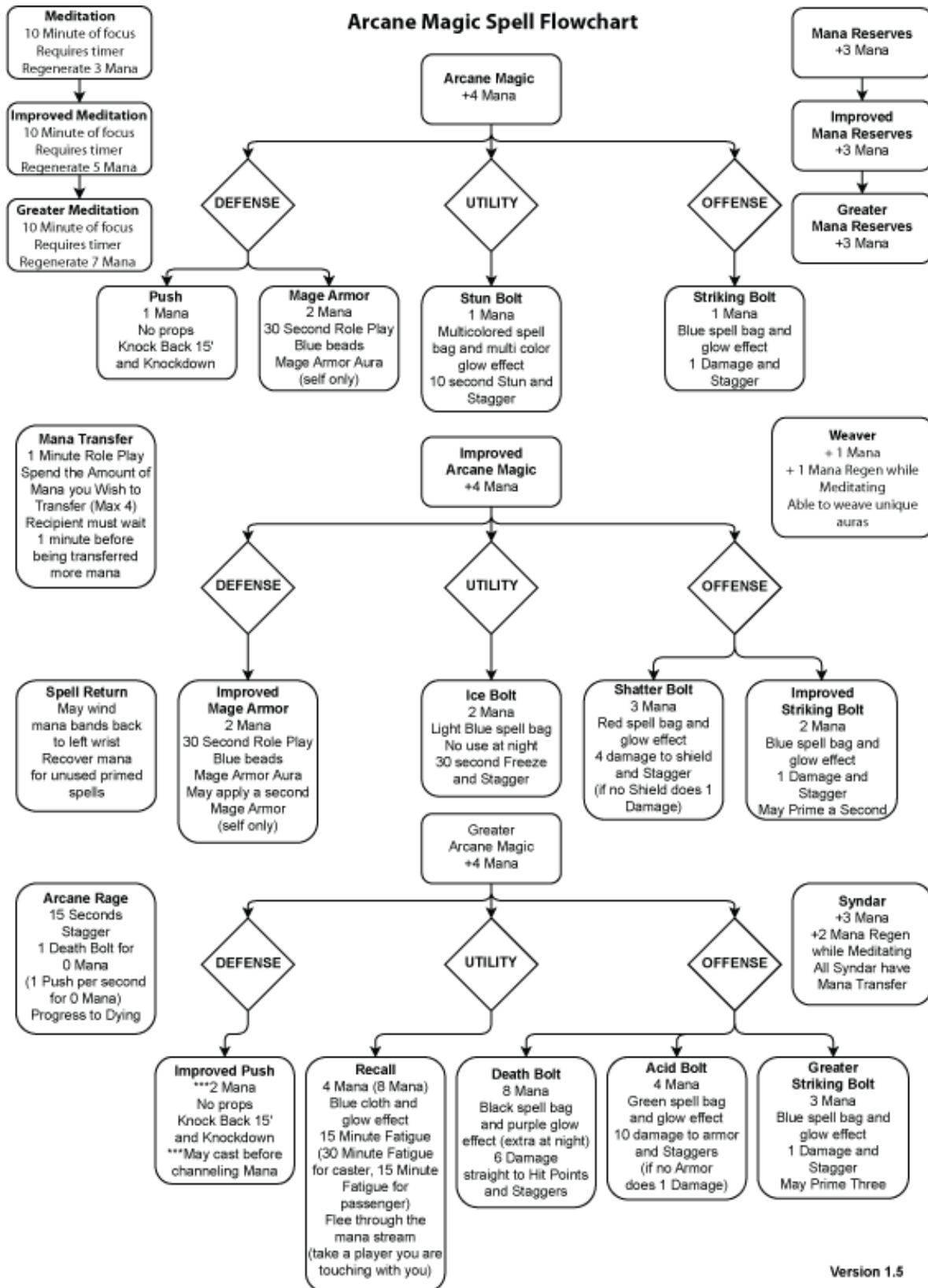
Recall

- **Cost:** 4 mana / 8 mana (see below)
- **Time to Cast:** Instant
- **Duration:** Instant
- **Component:** Square shaped piece of blue cloth (similar to kill rag)
- **Night Glow Color:** Blue glow bracelet
- **Effect:** Almost as dangerous as it is useful, this spell allows you to transmute your physical body into raw mana, traveling at immense speeds (and sometimes distances) through the mana stream and reappearing elsewhere. Cannot be primed and walked with. Loudly state “RECALL” and display blue rag, which removes the caster from play as they vanish in a flash of blue light. *They must immediately and discreetly remove themselves from sight of others and check-in with a Herald.* The player is required to look down at the ground so that they cannot gather information during this movement and they are not allowed to converse with anyone or interact with anything until they have reappeared. The caster reappears where the Herald tells them they reemerge. Remember, there is no guarantee where you will end up when you Recall and you may disappear from one danger to find yourself reappearing (and exhausted) directly in front of another danger. Recall is a dangerous spell; transmuting your physical form into raw mana and traveling the mana stream is dangerous. *Each recall spell use will be rolled on a chart to see if there are lasting or damaging effects from this somewhat traumatic experience. This could include extended exhaustion, drained mana, bouts of insanity, and (although rare) can even be permanent or disabling effects.* When the caster arrives, they are severely fatigued (no melee fighting, role play exhaustion, stumbling but may slowly walk or crawl with extreme effort, no spell casting or channeling mana) for 15 minutes but there are no other ill effects.
- **Alternate Effect:** For 8 mana instead of 4 mana, the caster may transport another person (willing or not) with them when they recall. They simply must place a hand on the shoulder of the other person before they yell the word to complete the spell. The second person is required to also display a blue rag (which the caster MUST be prepared to supply them with). *Failure to provide a blue rag for the passenger means the Recall spell has failed to transport the passenger.* Upon arrival, the passenger is severely fatigued for 15 minutes but the caster's fatigue is doubled to that of 30 minutes. If you Recall with a raging opponent, both of you die when you reemerge; you die because the raging opponent will kill you while you are exhausted and your opponent will die because they will bleed out and die after their rage ends.

Improved Push

- **Cost:** 2 mana (see below)
- **Time to Cast:** Instant
- **Duration:** Instant
- **Component:** None
- **Night Glow Color:** N/A
- **Effect:** This spell works identical to the original Push spell, detailed above. The Improved version of Push represents mastery over the basic spell by allowing a caster to cast Push as a reactionary spell and THEN spend the mana for the spell. Instead of casting mana and then performing Push, the caster can instantly cast Push but then must immediately channel two points of mana. A spell caster who fails to channel this mana before moving, performing any other actions, or if three seconds goes by will suffer a mana siphon/backlash effect, which deals an Open Light Wound to the caster's torso. This spell cannot be cast if there is not enough mana remaining. A caster can combine this spell with a regular Push spell. For instance, a caster could channel 1 mana, cast Push, then immediately follow it up with an Improved Push and then channel 2 more mana.

The following flowchart is available in hi-res PDF format on the website and wiki.



Divine Magic Spells

Divine magic represents a specific type of common magic in Last Hope that is about faith and belief, focusing more on spiritual creeds and using mana to amplify prayers and make connections with divine gods and deities to be granted powers. All divine spells focus on the weaving of mana into “amplifiers” to boost the message of specific prayers or litanies in order to be recognized by a divine presence. In order to train in divine magic, a cleric must demonstrate these basic skills by learning how to “weave” spells through the use of string figures and to write and audibly recite simple prayers. Any player wishing to cross-class into divine magic will need to do the same but the difficulty will dramatically increase. *Players will coordinate with a Herald on how to do these weaving puzzles and litanies at character creation or when a player intends to attempt to cross-class into divine magic.*

Many religions stress devotion and self-sacrifice and this style of magic reflects it. At level one, divine magic has the ability to “stop or delay death” and be of assistance to others but does not allow for true healing, at level two divine magic has the ability to “take on the burdens of others” and “hold them together” which drastically increases their versatility in how their prayers can influence others, and level three divine magic has the ability to “heal wounds and restore others” and interact with high levels of divine energies.

When divine magic is taken, the spell caster must choose what creed they intend to follow and choose some of the basics of that faith; holy might, self-sacrifice, sacred life, nature and totems, enlightened spirituality, etc. *All clerics must believe in a divine entity or creed; agnostic or atheistic individuals are unable to channel divine magic.*

The following list of spells are for the Divine magic type, primarily defensive and healing spells.

Divine Magic Spells

Flare

- **Cost:** 1 mana
- **Time to Cast:** Instant
- **Duration:** Instant
- **Component:** Silver beaded necklace
- **Night Glow Color:** White Glow Bracelets
- **Effect:** You channel ambient light into a flash, momentarily disorienting your foes. You may prime and walk with one Flare in EACH hand by wrapping a silver bead necklace in your fingers. You may prime a charge of Flare in a hand that is holding an item/weapon, but you cannot use that item/weapon until after the Flare is discharged. This spell may be cast without the need to prime silver beaded necklaces as long as the caster is stationary and uses both charges immediately; walking without properly priming the spell causes it to fizzle. You must extend your palm out to a target within 10 feet and say "FLARE". The target is KNOCKED BACK 5 feet but is dealt no damage. This spell can be primed at night if white glow bracelets are used.
- **Alternate Effect:** You may choose to prime only a single flare and actively use a shield of any size (not just a buckler) while this spell is primed. Unlike other magic spells, using a shield actively while this spell is primed does not cause your spell to fizzle.

Revive

- **Cost:** 3 mana
- **Time to Cast:** 1 minute of role play
- **Duration:** Instant
- **Component:** Silver beaded necklace
- **Night Glow Color:** N/A
- **Effect:** You channel divine magic to breathe life back into the dying, bringing them back from the brink of death. You must wrap a silver bead necklace through the fingers of each hand but nothing is attached to the player. The caster hovers both hands over a Dying player for 1 minute. During this time, the Dying player's Bleed Out timer is halted and upon successful completion, the Dying player upgrades from Dying to an Open Mortal Wounded with a sudden jolt of life. Due to trauma and stress of being in the clutch of death and yanked back into the realm of the living, this spell will severely fatigue (no melee fighting, role play exhaustion, stumbling but may slowly walk or crawl with extreme effort, no spell casting or channeling mana) the target for 30 minutes. Casters must be prepared to explain this to their target so they know they are exhausted/fatigued. *Revive does not treat wounds, it does not heal wounds, and it does not recover hit points.*

Anchor Soul

- **Cost:** 1 mana
- **Time to Cast:** 30 seconds of role play
- **Duration:** 30 minutes
- **Component:** Silver and Gold beaded necklace
- **Night Glow Color:** White Glow Bracelet
- **Effect:** You channel divine magic into a tether, gently holding a soul to a body and drastically slowing down their blood loss. You must wrap a silver bead necklace through the fingers of one hand. The caster hovers their hand over a Mortally Wounded or Dying player for 30 seconds. After the spell is complete, the caster must place a gold bead necklace on the displayed Kill Rag of the target. The Bleed Out timer is halted as if being held by a player placing two hands on the Wound. This stops the Bleed Out timer until a Mortal Wound is worsened (for example, if the player is Finished), if 30 minutes passes, or if the target willingly gives up and continues their Bleed Out.

Protection

- **Cost:** 2 mana
- **Time to Cast:** 30 seconds of aura weaving role play
- **Duration:** Until the end of the day or until expended (see below)
- **Component:** Gold beaded necklace
- **Night Glow Color:** N/A
- **Effect:** You weave your faith in your Creed into a protection aura, turning away a harmful attack. Represented by a gold bead necklace placed around the target's neck. May be cast on self and onto other players, regardless if they believe in the same Creed as the caster. Allows the player to soak up ONE single physical attack (one hand, two hand, stabbing, thrown, or arrow) by yelling "PROTECT". Does NOT protect against spells.

Does NOT protect equipment (shields Vs cleaving attacks, hits to a bow, etc). It does protect against both forms of Pierce and Waylay, but Sap will bypass it. Players should remove this necklace or tuck in under a tunic/shirt immediately after the ability is used to reduce any confusion with other players. Cannot be cast on someone who already has Protection on them but can be stacked with Mage Armor. Only 2 auras of defense (Protection, Mage Armor, Weaver auras, etc) can be applied to a player at any given time. *The recipient and/or the caster of this spell cannot be actively in combat and must be immobile; you must not be interrupted during the casting of this spell for it to be successful.*

Dispel Bolt

- **Cost:** 2 mana
- **Time to Cast:** Instant
- **Duration:** Instant
- **Night Glow Color:** White Glow Bracelets
- **Component:** White colored spell bag with white tails
- **Effect:** Arcane magic has long been known to be able to use mana in ways to bypass defenses. However, Divine Magic can work in ways to use divine presence to wash away the effects of arcane energies. May prime up to 2 white spell bags. When struck, target is STAGGERED. Target must immediately “spend” one worn aura (of their choosing) as the dispel bolt removes it from them. If target is being influenced by the effect of an Ice Bolt, this spell immediately ends it. Dispel Bolts can also deal moderate damage to undead enemies, making it an offensive spell for clerics against the undead. The effect is has is dependent on the strength of the undead target.
- **Alternate Effect:** Dispel Bolts can also be used to damage corruption and other forms of magic. How this is utilized will be explained in-game as it will vary based on the situation.

Improved Divine Magic Spells

Divine Aid

- **Cost:** 2 mana / 4 mana (see below)
- **Time to Cast:** 1 minute of role play / 2 minutes of role play (see below)
- **Duration:** Instant
- **Component:** Silver beaded necklace and Clean/Bloody Bandages
- **Night Glow Color:** N/A
- **Effect:** By infusing divine energy and your faith into an open wound, you can hold the tissue together. You use your divine magic to treat one Open Light Wound, much like someone with the First Aid skill can. You must wrap a silver beaded necklace through the fingers of one hand and then hover it over the wound during the casting time. A caster may treat themselves if they are not Dying or otherwise incapacitated (severely fatigued, etc). *A Light Wound must have a CLEAN bandage wrapped around and secured to the Wound; bloody bandages cannot be used to treat Light Wounds!* Once a location has been treated, the player no longer has the Light Wound impairment and regains use of the limb. You may treat a wounded location up to two times with this spell, similar to the

effects of the Improved First Aid skill. *Divine Aid does NOT replenish Hit Points and does not remove/heal wounds.*

- **Alternate Effect:** For double the mana (4 instead of 2) and double the time to cast (2 minutes instead of 1) the caster can treat an Open Mortal Wound using a BLOODY bandage. *A Mortal Wound must have a BLOODY bandage wrapped around and secured to the Wound; clean bandages cannot be used to treat Mortal Wounds!* Once the Mortal Wound is treated, inform the player that the wound is Treated but is still there and that they must still role play the disabling effect of the treated Mortal Wound. You may treat a wounded location up to two times with this spell, similar to the effects of the Improved First Aid skill. *Divine Aid does NOT replenish Hit Points and does not remove/heal wounds.*

Bless Weapon

- **Cost:** 3 mana
- **Time to Cast:** 1 minute of role play
- **Duration:** Until the end of the day or until expended (see below)
- **Component:** Gold beaded necklace
- **Night Glow Color:** N/A
- **Effect:** You imbue a weapon with divine energies, allowing it to damage dark magic. Represented by a gold bead necklace placed around the weapon's handle. Caster must hold the beads over the weapon for 1 minute to bless. The effect lasts until the end of the day or until it is used to finish an Undead. If a blessed weapon is used to “finish” Undead, the player announces "DIVINE FINISH" and it destroys lesser undead immediately or severely damages greater undead. This can only be used on undead that are able to be properly finished; see the combat section for full details on how to properly finish an opponent. The beads must then be removed as the energy imbued to the weapon has dissipated.
- **Alternate Effect:** Blessed Weapons can also be used to damage corruption and other forms of magic. How this is utilized will be explained in-game as it will vary based on the situation.

Cleanse

- **Cost:** 1 mana (per cleanse rating)
- **Time to Cast:** 1 minute of role play (per 5 cleanse rating)
- **Duration:** Instant
- **Component:** Silver beaded necklace and Gold Ribbons (see below)
- **Night Glow Color:** N/A
- **Effect:** You channel divine energy into a cleansing aura or filter that removes toxins, diseases, and corruption. The caster must channel mana equal to that of the cleanse rating on a disease, poison, or corruption. The caster must wrap a silver bead necklace through the fingers of one hand. The caster hovers one hand over the target player or item and role plays channeling energy for 1 minute for every 5 points of Cleanse rating attempting to be removed/cured. Target player is cured of the condition unless otherwise specified on their respective Game Effect Card. The exact nature of the poison/disease will determine the effectiveness of this spell. Another person with Mana Transfer can use the “Inclusion” ability to add their mana to the spell to reach a higher Cleanse Rating.

- **Alternate Effect:** Cleanse may be used on a Treated Wound in order to begin the proper healing process. This significantly improves the chances of wounds healing much faster than on their own and with little chance of infection, but they will still take some time. A Treated Light Wound has a Cleanse Rating of 2 and a Treated Mortal Wound has a Cleanse Rating of 4. If the target of the spell has Disease Resistance, reduce the Cleanse Rating of each wound by 1 (Light = 1, Mortal = 3). Once the spell has been cast and the proper mana cost paid, a Gold Ribbon will be applied to the Treated Wound. During check-out after an event, any wounds that were properly cleansed (that have a gold ribbon tied to them) will heal naturally at no cost to the player and without chance of infection or worsening. If cast during a multiple day event, one single properly cleansed and gold ribbon tagged Treated Light Wound (player's choice if they have multiple cleansed wounds) will heal after each single day; Mortal Wounds cannot heal this way.
- **Alternate Effect:** Cleanse may also be used to fight off dark magic and corruption contained in items or in locations. How this is utilized will be explained in-game as it will vary based on the situation.

Divine Barrier

- **Cost:** 2 mana
- **Time to Cast:** Instant
- **Duration:** Last until the caster is unable to maintain the proper pose
- **Component:** Silver beaded necklaces
- **Night Glow Color:** White Glow Bracelets
- **Effect:** You summon a powerful field of divine energy, anchoring it to yourself and projecting the energy outward as powerfully as possible. You must wrap a silver bead necklace through the fingers of BOTH hands and spread out your arms parallel to the ground with your palms out perpendicular. *Your hands must be angled greater than 45 degrees; dropping your hands lower than this will fizzle the spell.* The caster must loudly yell "DIVINE BARRIER" when activating the spell. Lesser undead are repelled and unable to come closer than 15 feet from the caster. Powerful undead may be able to push through the barrier and may require additional barriers to be stopped. The spell immediately ends if the caster's hands drop down but may be maintained as long as the caster keeps their hands raised. Another player cannot touch the caster during this time or assist them in any way with holding their arms up. The player's own strength is the only thing that can be used to hold their arms up.
- **Alternate Effect:** A divine barrier can be used to ward off auras of dark energy and corruption. How this is utilized will be explained in-game as it will vary based on the situation.

Sacrifice

- **Cost:** 1 mana (Light) / 2 Mana (Mortal)
- **Time to Cast:** 1 minute of role play (Light) / 2 minutes of role play (Mortal)
- **Duration:** Instant
- **Component:** Silver beaded necklaces
- **Night Glow Color:** N/A
- **Effect:** This spell opens up a divine conduit, linking the target and the caster, transferring the physical trauma of the wound to the caster. The caster must weave a silver beaded

necklace through BOTH hands and hover one hand over the target's wound and they must touch the target's wound directly with their other hand. By opening this link and tapping into their divine faith, the physical harm on the target's body can be transmuted into the caster, allowing the caster to take on the physical burden of the wound for another. This process is painful for the target and very painful for the caster, as the transmuted physical trauma tears and rends their flesh, and should be role played accordingly. *Armor or equipment need not be removed to have this transmutation take place.* For one mana, a Treated Light Wound can be transferred to the caster (the target removes the wound entirely, the caster gains the wound) and for two mana, a Treated Mortal Wound can be transferred to the caster. *Open Wounds cannot be transferred this way!* This takes 1 minute for a Light Wound and 2 minutes for a Mortal Wound. The wounds are still Treated once they are transferred; they do not reopen or worsen during this process.

Greater Divine Magic Spells

Restoration

- **Cost:** 1 mana
- **Time to Cast:** 1 minute of role play
- **Duration:** Instant
- **Component:** Silver beaded necklace
- **Night Glow Color:** N/A
- **Effect:** You partially open the conduit of divine magic into another being, restoring some of the fatigue they have suffered, reducing their swelling and bruising, and comforting their scratches and cuts. You must wrap a silver bead necklace through the fingers of one hand but nothing is attached to the player, then the caster must hold the beads over the player for 1 minute. This spell will restore 1 hit point after the minute is complete. *Does NOT treat or heal any wounds.*

Divine Wrath

- **Cost:** 4 mana
- **Time to Cast:** Instant
- **Duration:** Instant
- **Component:** Silver beaded necklaces
- **Night Glow Color:** White Glow Bracelets
- **Effect:** You summon and unleash immense amounts of pure divine energy directly into an undead vessel, utterly destroying or damaging the dark magic animating it. You must wrap a silver bead necklace through the fingers of BOTH hands. This spell may be primed and the caster may slowly walk. At night, you must use White Glow Bracelets in order to prime the spell. The caster announces “DIVINE WRATH” and thrusts their hands, palms out, towards a target within 5 feet of the caster. Undead targets are blasted with divine energy as if hit by a PUSH spell (fly back 15 feet and Knockdown). Lesser undead are destroyed and collapse to the ground, however, more powerful undead may not be completely destroyed by this spell.
- **Alternate Effect:** Divine Wrath can be used to destroy powerful sources of dark energy and corruption. How this is utilized will be explained in-game as it will vary based on the situation.

Divine Intervention

- **Cost:** 5 mana
- **Time to Cast:** 1 minute of role play
- **Duration:** Instant
- **Component:** Silver beaded necklaces
- **Night Glow Color:** N/A
- **Effect:** You completely open the conduit of divine magic into another being, speeding up the healing process for grievous wounds. You must wrap a silver bead necklace through the fingers of both hands but nothing is attached to the player, then the caster must hold the beads directly on the wounded target location of the player for 1 minute. *Both hands must be placed directly onto the flesh or lighter clothing of the wounded target location; if armor or equipment is in the way then it must be removed enough to allow the caster to place both their hands completely on the wounded area.* This is required to channel and focus the sheer amount of divine energy needed and layers of armor or equipment will interfere with this. Once complete, a target's Treated Mortal Wound is downgraded to a Treated Light Wound (which will need a clean bandage).

Improved Protection

- **Cost:** 2 mana / 4 mana total (see below)
- **Time to Cast:** 30 seconds of aura weaving role play / 60 seconds total (see below)
- **Duration:** Until the end of the day or until expended (see below)
- **Component:** A second Gold beaded necklace
- **Night Glow Color:** N/A
- **Effect:** This spell works identical to the basic Protection spell. The Improved version of this simply allows the caster to cast the Protection spell again and apply a second aura of Protection on themselves, giving them 2 Protection spells instead of 1. This means that the total mana cost is 4; 2 for the first Protection and 2 for the second Protection. Each Protection spell (Normal and then Improved) must be cast separately. The caster can only cast this on themselves and NOT other people. Two gold bead necklaces must be used to represent this. Only 2 auras of defense (Protection, Mage Armor, Weaver auras, etc) can be applied to a player at any given time.

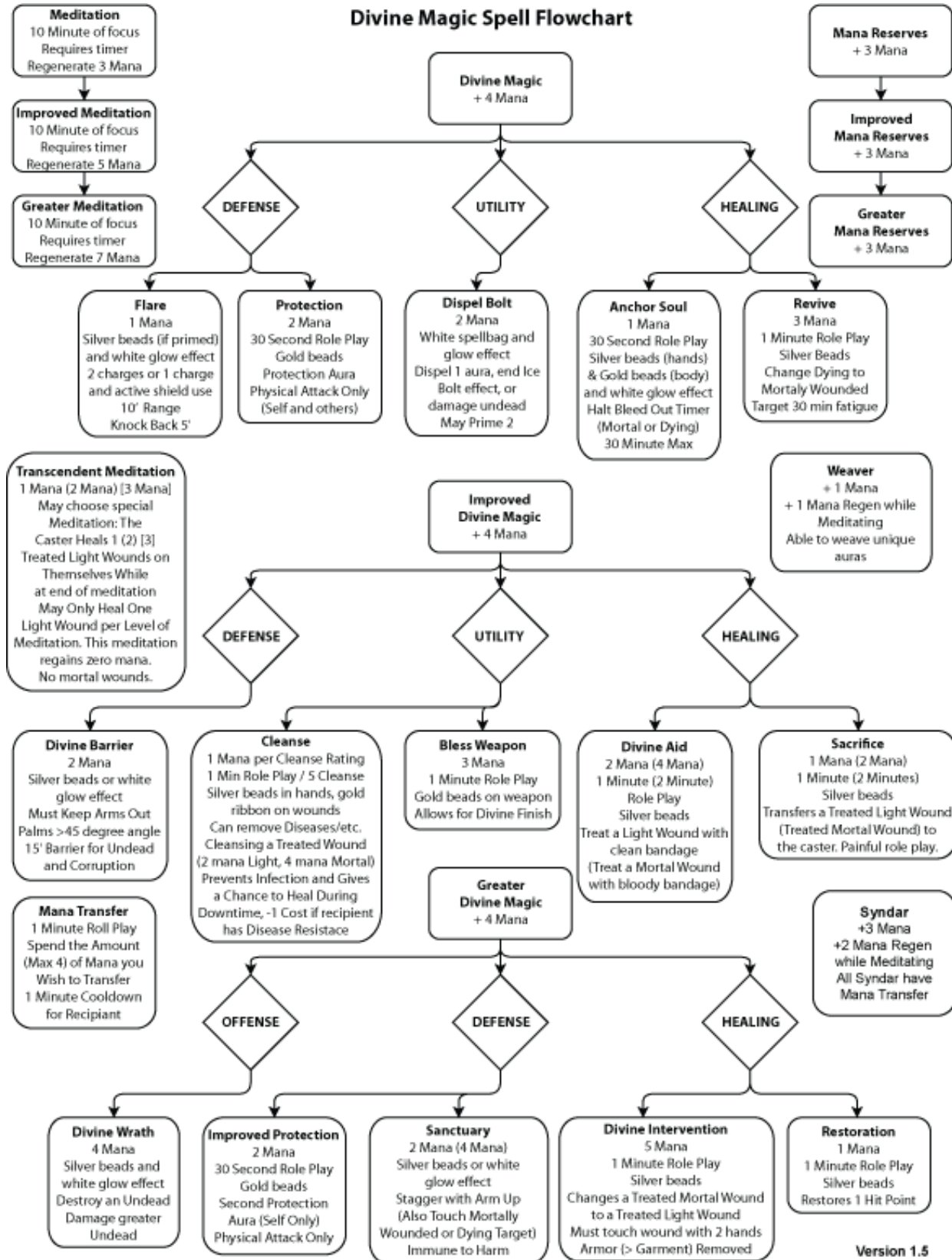
Sanctuary

- **Cost:** 2 mana / 4 mana (see below)
- **Time to Cast:** Instant
- **Duration:** As long as the player can hold up their raised arm
- **Component:** Silver beaded necklaces
- **Night Glow Color:** White Glow Bracelets
- **Effect:** This spell allows the caster to channel a divine barrier in a different way. Instead of pushing outward to create a bubble of divine energy, the caster channels inward and creates a protective aura that cannot be penetrated. The caster must weave a silver bead necklace through the fingers of both hands. The caster must STAGGER themselves and then extend a hand holding a silver bead necklace straight up into the air with their fingers spread out. The caster must look straight at the hand that they placed on the

ground and cannot look at anything else. *They are unable to speak at this time and must continuously recite words of protection and faith.* While the sanctuary is held in place, the caster cannot be the target of any spell, melee attack, thrown attack, or projectile and is completely immune to harm. Any Poison or Disease timers are not halted, as those are already influencing the caster.

- **Alternate Effect:** The spell caster may cast double the mana (4 instead of 2) in order to place their hand on a Mortally Wounded or Dying target (ally or enemy). That ally is also protected by the Sanctuary and any Bleed Out timer they have is paused. The ally/enemy cannot move, talk or interact with anything during the time they are in Sanctuary.

The following flowchart is available in hi-res PDF format on the website and wiki.



CREDITS & DISCLAIMERS

There are a number of people that have helped make Last Hope a reality. This list grows every year and would be hard to dedicate to specific people. This is a shout out to all of the players, play testers, photographers, venues, sponsors, volunteers, staff members, patient family members, really patient significant others, and friends who have made this possible. Is it through us all that we tell this story and breathe life into the dream that is Last Hope.

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