

last hope

LIVE ACTION ROLE PLAY

Complete Game and Event Rules
Version 1.7 – 2024

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Last Hope – Live Action Role Play

www.lasthopelarp.com

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LAST HOPE LARP – TABLE OF CONTENTS

THE GOAL OF LAST HOPE LARP.....	3	<i>Head, Hand & Groin Shots</i>	<i>28</i>
PT 1: EVENT RULES & SAFETY.....	3	<i>Weapons & Damage Progression.....</i>	<i>29</i>
<i>Player Community & How to Get Started.....</i>	<i>3</i>	<i>Striking Weapon & Cleaving</i>	<i>30</i>
<i>Read These Rules!</i>	<i>4</i>	<i>Throwing Weapons & Javelins</i>	<i>30</i>
<i>Player Safety and Self-Monitoring</i>	<i>4</i>	<i>Staff Weapons.....</i>	<i>31</i>
<i>Honor, Respect, and the Spirit of the Game</i>	<i>4</i>	<i>Two Weapon Fighting</i>	<i>31</i>
<i>Checking-In and Checking-Out.....</i>	<i>5</i>	<i>Bows/Crossbows, Arrows/Bolts, and Projectile</i>	<i></i>
<i>Age of Participants & Parental Consent Forms</i>	<i>6</i>	<i>Safety</i>	<i>31</i>
<i>Liability Waivers, Player Contracts, & Consent</i>	<i>6</i>	<i>Stabbing Weapons & Piercing.....</i>	<i>34</i>
<i>Role Playing Taboo Situations</i>	<i>7</i>	<i>Exotic Weapons</i>	<i>35</i>
<i>Tobacco Smoking, Alcohol, and Illegal</i>	<i></i>	<i>Parrying & Anvil Blocks.....</i>	<i>35</i>
<i>Substances.....</i>	<i>7</i>	<i>Trapping, Controlling & Grabbing Weapons.</i>	<i>35</i>
<i>Open Flame</i>	<i>8</i>	<i>Grappling, Brawling & Unarmed Combat</i>	<i>36</i>
<i>Real Weapons & Peace-Binding</i>	<i>8</i>	<i>How to Throw Weapons.....</i>	<i>37</i>
<i>Kill Rags & Out-of-Game Status.....</i>	<i>8</i>	<i>Shields, Types & Sizes, & Shield Contact</i>	<i>37</i>
<i>Physical Contact, Encroaching, & Touch.....</i>	<i>9</i>	<i>Armor Points, Safety, and Locations.....</i>	<i>39</i>
<i>Illegal Actions for Combat & Contact.....</i>	<i>10</i>	<i>Armor Points, Bonuses & Flaws, Types</i>	<i>41</i>
<i>Safe Path during Forced Movement.....</i>	<i>10</i>	<i>Hit Points</i>	<i>43</i>
<i>Playing at Night.....</i>	<i>11</i>	<i>Wounds - Open, Treated, Healed, Bleed Out..</i>	<i>43</i>
<i>Game Calls - Caution, Out of Game Stop, Time</i>	<i></i>	<i>Coup de Grace & Finishing Opponents.....</i>	<i>45</i>
<i>Out, Decorum, Let Me Clarify.....</i>	<i>11</i>	<i>Dying & Dead</i>	<i>46</i>
<i>Staff Members, & Volunteers</i>	<i>13</i>	<i>Recovery, Downtime Healing, & Infection</i>	<i>47</i>
PT 2: IMMERSION & PLAYING THE GAME ...	14	<i>Special Effects – Fatigue, Stagger, Stun,</i>	<i></i>
<i>Realistic Theme, Lower Fantasy Setting</i>	<i>14</i>	<i>Knockback, Knockout, Knockdown</i>	<i>47</i>
<i>High Immersion & Remaining In Character ..</i>	<i>15</i>	<i>Rising in Combat.....</i>	<i>48</i>
<i>Choices & Consequences, PvP Conflicts</i>	<i>15</i>	PT 4: RACES, CLASSES, SKILLS & EXP	49
<i>“What Can I Do?” vs. “Can I Do?”</i>	<i>15</i>	<i>Characters, Backgrounds & Retiring</i>	<i>49</i>
<i>In-Game Communications</i>	<i>16</i>	<i>Character Races.....</i>	<i>50</i>
<i>Decorum & Modern Items.....</i>	<i>16</i>	<i>Earning Experience</i>	<i>53</i>
<i>Racial Prosthetics & Costuming</i>	<i>17</i>	<i>Character Classes</i>	<i>53</i>
<i>Playing NPCs - Non Combat, Combat, and</i>	<i></i>	<i>Player Run Organizations</i>	<i>54</i>
<i>Monsters.....</i>	<i>18</i>	<i>Skills, Training & Cumulative Exp Cost.....</i>	<i>54</i>
<i>Events, Scenarios, Jobs & Tasks</i>	<i>19</i>	<i>Skill List.....</i>	<i>55</i>
<i>In-Game Economy.....</i>	<i>19</i>	PT 5: MAGIC & SPELLCASTING.....	73
<i>Looting, Stealing & Disguises</i>	<i>20</i>	<i>Magic System, Improvised Magic, & Ritual</i>	<i></i>
<i>Controlling & Binding Players.....</i>	<i>20</i>	<i>Magic.....</i>	<i>73</i>
<i>Game Cards - Poisons & Diseases, Traps,</i>	<i></i>	<i>Spell Pouch & Spell Props.....</i>	<i>73</i>
<i>Effects, Items, Lore, & Inventory.....</i>	<i>21</i>	<i>Mana Pool & Spending Mana</i>	<i>74</i>
<i>Downtime Mechanics.....</i>	<i>22</i>	<i>Casting Spells, Fizzling, & Wounded Arms.....</i>	<i>75</i>
<i>Submitting Content.....</i>	<i>22</i>	<i>Throwing a Spell Bag</i>	<i>76</i>
<i>Combat Rules & Etiquette - It Is Not About</i>	<i></i>	<i>Reusing Spell Props</i>	<i>77</i>
<i>Winning.....</i>	<i>23</i>	<i>Spell Summary.....</i>	<i>77</i>
PT 3: COMBAT SYSTEM & CONTACT RULES	25	<i>Arcane Magic Spells.....</i>	<i>78</i>
<i>Medium Contact & Non-Combatant Rules</i>	<i>25</i>	<i>Divine Magic Spells.....</i>	<i>84</i>
<i>Hit Calling In Combat</i>	<i>26</i>	CREDITS & DISCLAIMERS	92
<i>Target Locations.....</i>	<i>28</i>		

THE GOAL OF LAST HOPE LARP

The Last Hope Live Action Role Play (LARP) is the effort of gamers, role players, and fellow larpers working together to create an immersive storytelling 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.

PT 1: 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, safe, and inclusive **player community** for new and veteran players alike.

The biggest obstacle in the beginning is **how to get started**.

- **Read the Rules** - It cannot be stressed enough just how important this is. It helps you understand what is going on in this particular LARP system, it lets you know the safety rules which are critical to know, and helps integrate you into the events.
- **Understand our type of LARP** - Some players don't want a high immersion, low fantasy, realistic atmosphere LARP; one with minimum standards for garb, strict racial costuming, a combat system that allows a bit more intense medium contact, one that allows a certain amount of physical touch, one that has a strong sense of choices and consequences, 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 just any 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 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.
- **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 LARP rules and they are fantastic for new 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.

Read These Rules!

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 so that the game can move along without having to break immersion. The rules of Last Hope LARP will get periodical updates.

Player Safety and Self-Monitoring

Players must sign all required waivers and are responsible for their own safety. Wearing proper clothing for the given weather conditions, bringing enough food and water to sustain yourself, and pacing your activity for your own health are all the responsibility of the individual player.

Needing to be removed from the game for real-world health concerns will always be treated seriously for the player's safety, but not properly monitoring yourself and getting hurt/overheating in a fight can lead to consequences for your character at the discretion of Staff. 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.

Each player is responsible for curating their experience to keep their physical and mental health safe. Triggering subjects can come up in-game (role played violence, loud combat, emotionally unsettling scenes, fake gore, just to name a few) and it is the responsibility of players to remove themselves or accommodate themselves for their mental health. The staff of the game will do their due diligence to ensure the general safety of the players at our events.

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, 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.

Please 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, 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. Anyone caught willfully cheating will be punished which can range from going through the player contract again, getting official warnings, suspension from events, probationary periods, or ejection from an event. By enforcing these rules, we are protecting the player community as a whole.

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 loopholes 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. No rulebook will be able to cover every possibility. 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 when you arrive and check-out before you leave.

When you **check-in**, you will sign or check paperwork, be issued in-game items and silver, and check your character's skills. This is also where equipment, garb, prosthetics, weapons and armor are checked. All armor, weapons, and garb must be checked prior to playing the game. If you arrive late to check-in, you may be limited in your options as check-in supplies are packed away after registration closes.

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 Staff 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. After the game this will be recorded along with your experience. Your items, experience, and even your character's condition will carry over into other games and events. 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, 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. *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 10 to 15 may only participate in the event with the permission of Staff and/or must be accompanied by a guardian or adult. *They can participate in combat if trained AND with Staff approval.*
- Players aged 9 and younger may only participate in the event with the permission of Staff and/or must be accompanied by a guardian or adult. *They cannot participate in combat.*

All underage players must get a signed **Parental Consent Form** on record. If you intend to bring children that will be accompanied by an adult, let Staff know ahead of time. If children are creating a problem for the game, it is the accompanying adult'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 adult themed, 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, adult themed conversations with innuendos are taking place, 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.

Liability Waivers, Player Contracts, & 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. The Liability Waiver can be found on the Last Hope LARP website. There may be additional waivers that are needed per location.
- A **Player Contract** must be reviewed with Staff and signed by the player. 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. Player Contract groups will be held periodically.
- A **Parental Consent Form** must be read and signed by the parent or legal guardian of a player aged 17 or younger (along with a Liability Waiver). This form details 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 LARP events. Players are also NOT allowed to bring cameras or video recorders to events without the permission of Staff.

- 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.

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. While flirting, friendship, and favoring NPCs is acceptable, pursuing romance storylines are avoided for downtime actions between PCs and NPCs.

Any sort of adult contact/acts should be implied and consented to by both parties involved. 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 Staff 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 aged 21 and older in designated areas. *Participants under 21 are NOT allowed to smoke.* Smoking is never to take place outside of this area; if there is no designated area setup for an event, then smoking is not to take place. Only decorum approved pipes, cigarettes, cigars, and 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 by players aged 21 or older. Players are not allowed to consume alcohol in the in-game area unless it is done so in a designated area. 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 require 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. *Participants under 21 are NOT allowed to drink; any minor caught drinking will be immediately removed from the event and anyone caught giving alcohol to a minor will be immediately removed from the event/LARP. This is a NO TOLERANCE policy.*

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. This includes “adjacent legal” substances such as cannabis-derived Delta-# compounds. 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 Staff and/or property owners. 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 Staff.

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 unless approved first. All tools (axes, shovels, picks, rakes, etc) must be marked with gold tape near the working end of the tool as a visual cue to players that these are not combat legal weapons.

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 general rule, 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 Staff 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 (mortally wounded or dying) 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. 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 Staff for help 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 restricted in this game and must follow 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 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 grapple safely that an NPC Monster initiated with you.
- You have the other player's permission to touch/grapple outside/inside of combat.
- You are acting within the scope of touching as detailed in the Implied Touch Consent.

Encroaching is moving into an opposing player's personal space closer than 24 inches during combat (a general rule 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 deliberating 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/holding a shield and only with the strength of that arm.
- Both you and your opponent are using shields and it is at 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, 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, use the "Out of Game Stop" to let the involved players know.*

NPC monsters 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. *Use common sense or ask Staff 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 (besides Archery)
- Encroaching an opponent with no shield.
- Encroaching any opponent in dangerous terrain or on ramps/sloped walkways.
- Moving faster than a walk while encroaching into an opponent with a shield
- Charging across a field and slamming into another player (shields or not) without stopping or slowing
- Using more than the strength of one 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, doing any joint/head locks, tripping, or doing takedowns/throws during any grapple.
- Grappling a player without consent out of combat.
- Acting outside of the scope 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. At any time you are supposed to move because of an effect, you are allowed to make slight 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!* 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.

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. The following are night time requirements/cautions.

- 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.
- 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. *Open Flame based light devices are not allowed unless approved.*
- 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 Staff. 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.
- 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 and are encouraged to position themselves out of the fight in their “death throes”. *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 Me Clarify

Game Calls are simple words or phrases that have specific meanings. All players need to know these calls as they are important parts of the game.

- **"Caution" Call** - As combatants fight, players are encouraged to call “CAUTION” and point with a hand or held item/weapon if they notice a danger. This could involve very uneven ground, stakes or structures that are not safe, or slippery 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 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, 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 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 Staff member will call “GAME ON” which resumes the game for the frozen players.
- **"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 to maintain immersion we have adopted the Let Me Clarify call. *Only 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 Staff member may say "This idol is tainted by corruption. Let me clarify, if you touch the idol, corruption will eat away at and Wound your limb".

Staff Members, & Volunteers

Staff Members 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. *All calls made by Staff are final and players who disrespect or argue with Staff may be removed from the event.* If you have game questions or issues, please respectfully bring it up in private or via email. *Do not break immersion in-game to address issues.* Please try to respect the game that is going on when you need to address an issue.

Another very important job of Staff Members will be monitoring immersion. Players who are breaking immersion/decorum, 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 decorum standards will be enforced.* The Staff are trying to maintain the quality and immersion of the game.

Staff members are divided up into 3 Roles:

- **Heralds** oversee one of the teams needed to run the game.
- **Harbingers** oversee special projects and float where needed.
- **Staff** members are assigned to those teams to help run the game.

Volunteers are dedicated players who are willing to go above and beyond that of the player community. They may choose to help the Staff 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 wear a miniature gold belt flag with a small V on it to denote this recognition of service.

PT 2: IMMERSION & PLAYING THE GAME

Realistic Theme, Lower Fantasy Setting

Both of our story lines feature a **realistic 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 LARP is about the harsh reality of surviving, of banding together with others and 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 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 perseverance over adversity, forging lasting bonds, and 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 and will feature unique “prequel” events different than the monthly events. This commonly follows multi-year plot arcs around different army groups of the Grand Alliance and the fight against the Undead and Penitent on Faedrun.
- **Mardrun** - The main Last Hope LARP 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, new beginnings in a strange and dangerous land, and an uncertainty of what tomorrow brings. The emphasis for Last Hope LARP 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 **lower fantasy** LARP. This means that even though magic and casting spells has become a regular part of life, spells are more utilitarian. Wondrous and more powerful/spectacular magic is costly, 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 energy is not allowed. For shields, a wooden or metal shield works great but one made of a dragon’s wing is too fantasy oriented.⁷ Please respect this and style your weapons over more “normal” items and materials. When in doubt, email a picture of your weapons and shields to Staff 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!* 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 outside of earshot of other players and out of the game area. 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, then you should finish your business as quickly, quietly, and discreetly as possible.

Players are required to **remain in-character** during events 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, keep the game rolling and remain in character. Even if there is confusion, keep the game moving and then discreetly have Staff assist you. Nothing grinds our 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 an Organization that did something illegal? Attacked or murdered 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 could 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. 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 Staff 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 Staff about these sort of plans whenever possible.

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

Last Hope LARP 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 scope 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 Staff to give.

Much more satisfying is when players ask “Can I do X?” This gives the Staff 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 Staff that you as a player are thinking creatively and using what you have in order to get what you want. It also gives Staff 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 Organizations without penalty or cost. You may do this on the forums, in person, via email, social media, etc. 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.

Decorum & Modern Items

Last Hope LARP is trying to portray a realistic, lower fantasy world. This means we have certain requirements for clothing and props used during the game which we call decorum. Insignias or symbols that are used in otherLARPs, movies, books, TV shows, real world religions or games are not allowed. This also includes readily recognizable symbols for organizations. Modern items such as phones or plastic water bottles are not allowed to be used or visible during the game. The list of things that are allowed and not allowed is extensive and cannot be appropriately listed here. The general idea is to look like a medieval prop or clothing item. If you have any questions on specific items please reach out to staff through our email or discord.

Modern items regarding health and safety are permitted; glasses, crutches, casts, medical braces, wheelchairs, mobility devices, etc are allowed, but players are required to decorate or wrap them so they look more appropriate for the setting.

The most important thing is that there is effort to look the part. This is a high immersion LARP and the minimal use of modern items will be enforced. Staff has the right to refuse the use of items in the LARP if they do not fall under the requirements or spirit of the game.

- **Garb/Costuming/Clothing** - All clothing worn at events should look medieval in appearance.

- Shirts/Tunics should have no modern designs, collars, cuffs, or pockets. Buttons with fewer than four holes are allowed on clothing.
- Pants must have no visible pockets, zippers, or modern patterns. Bluejeans and cargo pants are not allowed.
- Footwear should look as appropriate to the game as possible. Leather boots or shoes are highly recommended. Modern soles on shoes and boots and side zips are allowed. Modern shoes are allowed if effort is put into covering them with pants, cloth, or wraps so they no longer resemble modern footwear.
- Last Hope LARP has several, more detailed guides on our website for helping to put together an outfit that is appropriate for the game.
- **Drink & Feastware** - Players are required to have medieval looking drinking and feasting ware such as wooden cups, clay coffee mugs, or tankards. 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.
- **Camping & Cookware** - Some events have a separate out-of-game camping area, any modern equipment is fine to use there. If camping in-game, all players must either have an approved appropriate tent or take effort in covering modern tents with canvas tarps or cloth to conceal the modern look. Pop up canopies are allowed but effort must be made to enhance the look by covering the metal legs or covering the top. Old style canvas and military tents can be acceptable if they look the part. All modern wording and logos must be covered or painted over. If you intend to cook at your in-game camp, you must use non-modern cooking tools but modern appliances can be used if they are kept completely hidden from view.

Racial Prosthetics & Costuming

Players 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 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. *Contact Staff for approval.*

- **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 discreetly 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 as 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 using make-up or additional prosthetics. You cannot simply add a clip around a human ear and have it pass.
- **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 checkerboard or radioactive symbol are not allowed.
- **Horns** - Horns may be worn but they must either be attached to the head through the use of adhesives or by wires/bands but they must be completely hidden from view or very subtle. They can also be attached to garments, like headbands, as long as they are secure.

- **Skin** - Players wishing to play a character with abnormal/fantasy 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 makeup kits with them to perform touch ups during events if necessary. *Painted black skin is not allowed in our game.*
- **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.

Playing NPCs - Non Combat, Combat, and Monsters

NPCs (or non-player characters) are players that are putting in their time to help the event. 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 and add to the enjoyment of the players. *We thoroughly believe that "NPCs are PCs too" and we encourage detailed NPC write-ups to help 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:

- **Spectators** – Spectators are called “Townsfolk” and are allowed as a special NPC. A spectator is someone who comes to the game to enjoy the overall ambiance but cannot directly interact with the game and generally does not play characters. This is a privilege and anyone coming to play townsfolk will be expected to maintain decorum 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 Staff before you play a spectator/townsfolk.
- **Non-Combat Oriented NPCs** – You may fulfill a role in the "main 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 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 combat rules, although they are perfect roles for people who wish to role play and interact with the game world and not focus on fighting.
- **Combat Oriented NPCs** – 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 focus on combat, they can be more physically demanding and may involve combat. This role is great for players who prefer combat over social role play or want to try out the game.
- **Monster NPCs** – This is both a combat and roleplay intensive role. The monsters we have require full costuming, makeup and prosthetics. This role is physically demanding and involves a lot of body acting. There are briefings/training on how to play their mechanics effectively and are coordinated by Staff. *Playing a monster well and maintaining immersion and staying in character is critical to the overall feel and*

danger/intrigue of the monsters. Specific monsters may be trained to safely grapple 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 they revolve 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/camp area 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 to forget about them and lose 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 can 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 Staff 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 & Disguises

All players may approach a Mortally Wounded, Dying, Dead, or Controlled player and **loot their possessions**. Players 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 consensual; 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/or drink! *Any abuse of this could result in being ejected from the event.*

Disguises for characters are allowed but are incredibly tricky. Prosthetics are needed for non-Human races which makes players conditioned to see "all prosthetics as real" in-game. To draw a clear distinction between racial prosthetics and a character disguise, all disguises must use decorum materials, cannot use anything that could be considered an approved racial or otherwise body modifying prosthetic, and must be approved by Staff before use.

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.

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 or safety reasons. A Mortally Wounded, properly controlled,

or willing and conscious player can be bound. *Being bound does cause a Knocked Out (unconscious) player to wake up!* 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, 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 might 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, or might be supplemental effects unique to things going on at an event.
- **Item cards** are the approved descriptions and in-game effect of items in the game. 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 physical representation 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/Clasp. Inventory cards are lootable, but the physical prop for it is not.
- **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. When reagents are returned after an event, they can be turned into cards to represent their character having the item. Like 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. *You cannot just walk around with a ring of cards on it!* Inventory cards are lootable.

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 "damage debt", which is an overall pool rather than tied to individual pieces. If you bring multiple sets of armor to use, your character is responsible for the damage to all those sets of armor.

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 Staff team via our email account (lasthopelarp@gmail.com).

Keep in mind that Staff are volunteers who run this game in their free time and may not be able to respond immediately to your requests. 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 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 have time to edit your story for spelling and grammar. Having this completed before submitting the story helps make 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 Staff team is to maintain that story. This is the main reason Staff 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 Staff**- If at any point you have questions, feel free to ask Staff. They are there to help you. The email account is the best way to ask these questions, as many Staff members will see the message and will be able to respond. The Staff 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 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 LARP 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.

An 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.
- Hitting an obviously non-combat-focused player a bit lighter than a fighter.
- Trying 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.
- Gently making “decorum” calls to remind players that we are role playing and still need to remain in character during combat.

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 players return equipment to their respective owners and makes it easier to keep playing the game.

Players are responsible for searching for and finding their own/loaned equipment used at events.

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 telegraphed attack, etc. If your opponent plays it up and falls 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.

PT 3: COMBAT SYSTEM & CONTACT RULES

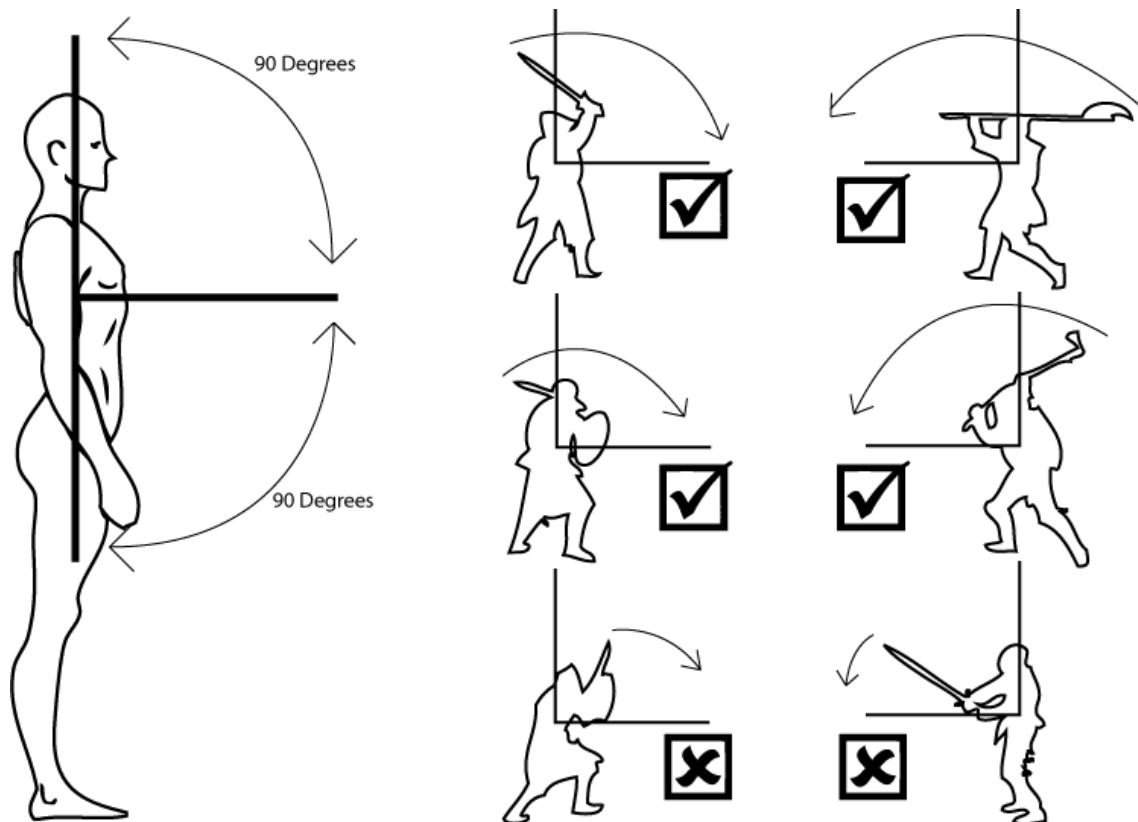
Combat in LARP can be a fun and intense experience but it has to be safe. Last Hope favors a more intense combat style than some LARPs (we are NOT light-touch) but is still more reserved than more aggressive full contact systems/sports. All players should be respectful and courteous; when in doubt, pull 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 or fast doesn't make someone a good fighter.* All players are required to go through the basic Combat Tutorial with an approved combat training before being allowed to fight. *Anyone deemed fighting unsafe can be pulled from combat or ejected from an event.*

All armor, weapons, and shields will be inspected before they can be used at events and 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 event that is unsafe.*

Medium Contact & Non-Combatant Rules

Our LARP uses a **medium contact** system that replicates a good fight with solid hits. 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 normally sting on light clothing or bare skin. 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** - There should be 1 second in between attacks from each hand which is the tempo. This is measured from when the weapon breaks 90 (discussed below). If striking too fast, the player may make corrective calls and/or only take a single hit. Speed also applies to velocity of attacks; snapping out very fast to hit your opponent is also too fast.
- **90 Break** - Your weapon's striking area (if swinging) or your elbow (if stabbing) must be pulled back and break a 90 degree plane before each attack and every attack. The 90-degree arc is drawn from your hips (or your resting spine) and to your opponent. *Leaning forward means your weapon must be drawn even further back to break the plane of your hips; an angled spine is NOT the plane of the 90 degree angle!*



These weapons are replicas of pieces of metal/wood that take effort 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 far easier and gives space for more roleplay. 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 can 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 “lighter contact” hits. Non-combat players should see this as a courtesy; any abuse of this will not be tolerated.

Hit Calling In Combat

By using verbal calls it is much easier to control combat, keep combatants in check, make sure everyone is tracking damage properly, and to communicate to opponents. 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. 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 that has inflicted damage to a shield.
- **PROTECT / MAGE ARMOR** - Defensive spells that absorb attacks.
- **LIGHT** - A blow that is too soft to inflict damage *as per our rules*. Use good judgment: do not call light because you could not feel it through armor. The hit does no damage.
- **GRAZE / GARB** – Weapon struck only garb or skims the body. *Garb cannot be called if the attack would “pass through” the garb and hit the body.* The hit does no damage.
- **BLOCK** – An attack that is mostly blocked by a shield/ weapon parry but still hits the body. The hit does no damage.
- **NINETY** – The attack was not drawn back enough to be valid. The hit does no damage.
- **TOO FAST** – The attack was either too fast/quick after another. The hit does no damage.
- **TOO CLOSE** – Your opponent improperly encroached/moved too close. *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. 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. If an attack would “pass through” a hand and land on a valid target area, then it is valid hit. However, hands cannot be targeted except for arrows. This call allows a defender to nullify an attack to their hands only if they feel like their opponent is targeting them. *Sound judgement is needed and be aware of your hands!*
- **RISING** - This call is for players 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. *Raging players do not need to announce Resist, as their verbal cues and role play are adequate enough.*
- **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 try to 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 in combat.*

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. *Repeated “accidental” hits will result in disciplinary action.*

- **Head/Neck** – *This is an ILLEGAL target area for any physical attack.* All melee/thrown/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.
- **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, the defender moves their hand to intercept an attack, the defender places their hand in front of a valid target area, or the hand is positioned so that an attack passing through would hit a valid target area, the strike is still a valid hit and counts as an arm hit. 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.

Head, Hand & Groin Shots

The head, neck, throat, or groin cannot be an intentional target of any attack. The hand can only be intentionally targeted by arrows. 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.

Attackers are required to briefly pause if a player goes down due to a painful groin or head shot. Players cannot use this to stop from being attacked. If it was 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 important (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. 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. Check the Last Hope LARP 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, Two handed, Staff, Slingshot, & Thrown Weapons
Deals 1 point of damage.
- **Stabbing** – One Handed & Two Handed
Deals 1 point of damage.
- **Cleaving** – Two Handed & Magical 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.
- **Piercing** – Small One Handed & Magical Weapons
Bypasses armor points and deals damage directly to Hit Points. If out of Hit Points, then it inflicts wounds. The Bypass Protection bonus for armor causes Piercing attacks to damage armor as normal. See the armor section for more info.
- **Arrows** - 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. The Bypass Protection bonus for armor downgrades arrows 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. This is 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 reduced to zero, unless that armor is bypassed.

- **Fourth: Light Wound** - When you run out of Hit Points and are damaged 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 dealt damage 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 start another 5 minutes Bleed Out timer.
- **Dead** – If your Dying Bleed Out timer runs out... you are dead. Or at least you should be. You either die, use True Grit, or use your Last Hope mechanic.

Striking Weapon & Cleaving

Most weapons are considered **Striking Weapons**. 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.

Striking weapons fall into size/type categories, detailed below:

- **Short** - Up to 21" in size
- **Medium** - 22" to 32" in size
- **Long** - 33" to 43" in size
- **Great** - 44" or larger

Great weapons require two hands, but a player may use a great weapon with one hand if they have a wound that restricts usage of one of their arms or if they are letting go with their second arm mid-swing after the swing has gained momentum. 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. *Extra care should be observed with any weapons that are longer and do not have strike-legal surfaces along the entire length of the weapon; courtesy padding or handles/shafts should next be used to attack with!*

Cleave is a special type of attack that allows a player to inflict damage to a Shield or apply Knockback to opponents. *See the Cleave skill in the Skills section for more info.*

Throwing Weapons & 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.

Javelins are reusable short throwing spears. Javelins must approved cores 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, like 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. However, 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 LARP Weapon Construction Guide on specifics on how to make legal throwing weapons.*

Staff Weapons

Weapons that have a symmetrical striking surface along the entire weapon or similar striking heads on both ends of the weapon (like matching hammers, blades, or clubs) are considered Staff weapons. Staff Weapons must be at least 48” in size, anything smaller than that is simply a Striking weapon. 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.* Staff weapons require two hands, but a player may use a staff weapon with one hand if they have a wound that restricts usage of one of their arms or if they are letting go with their second arm mid-swing after the swing has gained momentum. 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 extra attention to the 90-degree rule before each attack.*

Two Weapon Fighting

Players may dual wield striking weapons. 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 weapons or against their body for risk of damaging the weapons.

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, words, or designs. 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 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 the 28” draw-stop of an arrow, then a half draw is drawing the arrow 14”.

Crossbows must be approved by Staff. 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 equivalent and cannot be shot at anyone within 20 feet since they have no way of being half-drawn.*

Bows/Crossbows 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” and used again.

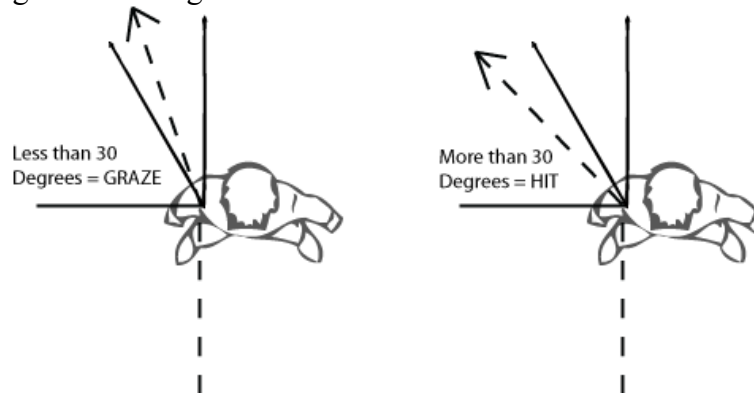
- Only a player with the Ranged Weapons skill can restring a bow.
- The player may role play removing and reattaching a new bow string without removing the current string.
- “Restringing” a bow this way requires a player to be stationary for 30 seconds. Any disruption or movement restarts this timer.
- This may be done multiple times as long as the above requirements are met.
- Another player may restring another player's bow only when they are given the owner's bow and the bow restring prop.

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 unless the target has Bypass Protection (explained below).

- **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 has an Open Light Wound (or Treated Mortal Wound) on their torso, then it upgrades the 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.
- **Bypass Protection** - The exception to this is Bypass Protection. This is a special ability granted to some tough monsters, but players can earn this by wearing Heavy Armor. If a player is wearing Complete Heavy Armor on their Head and Torso, all 4 limb locations are covered in Basic Heavy Armor, and if a gambeson is worn, 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, including lifting a helm's visor, 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. *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 count as a valid hit. 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.

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/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 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.
- All open cell foam arrows must be covered with cloth. Denser foam arrows do not require cloth covers. Bright colors and colored patterns are allowed. Obnoxious 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 arrowhead so you can identify it or have a two-tone 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.*

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 hit 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 Staff.*

During night conditions, archers MUST tape YELLOW glow bracelets or mini glow-sticks onto the non-striking surface of their arrows 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.*

Stabbing weapons, primarily javelins and spears, can be made of full-contact-legal stabbing foam/cloth tips and used in the game. Single handed stabbing weapons must be 24” to 72” in size but two hands can be used on them. Any stabbing weapon longer than 72” requires two hands to use unless you have a single arm or torso wound. *Contact Staff before buying or making any stabbing weapon to ensure your weapon will pass safety requirements; check the Last Hope LARP Weapon Construction Guide.*

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.

Cored weapons, like swords and daggers, cannot be used to stab in combat. However, players may voluntarily enter duels with weapons that can stab, such as swords and rapiers, if they consent to it. *This is a combat mechanic used only for controlled duels.*

Pierce is a special type of attack that allows a player to inflict a Light Wound on an unarmored location/Garment armored location while out of combat or to perform an attack during combat to bypass armor. *See the Pierce skill in the Skills section for more info.*

Exotic Weapons

There are a few weapons that can be used in the game that are controlled or not allowed at all. As a rule, if it doesn't fall into the basic category of approved LARP weapons, then contact Staff 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). A character must have the training to use both parts of a combination weapon.
- **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. Punching styled weapons that are safe can be used as a slashing weapon.
- **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 "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.
- **Slingshots** - Slingshots can be used in the game if the materials used are cotton, leather, etc or it passes decorum. Slingshots must be low powered (life half-draw for archery). These weapons damage like thrown weapons. The shot must be foam covered in fleece with a minimum diameter of 2.5". Slingshot rocks can be colored much like arrow heads, they may be brighter colors but no obnoxious drawings or patterns.

Parrying & Anvil Blocks

A **Parry** is a block where a player uses a weapon to stop an incoming attack. 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 must also keep in mind that GOOD and SOLID parries are required. If you quickly "somewhat" block an attack, it may not stop the attack. *Parry strong and solid and really prove to your opponent that their attack is defeated.*

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. However, players may grab the striking surface or haft of their weapon and parry an attack and it does not count as "anviling" as long as only the hands are holding the weapon.

Trapping, Controlling & Grabbing Weapons

Players may **control an opponent's weapon or shield** by pressing on it with their own; 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, etc. Hooking shields and pressing on weapons is also allowed if 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 “Trapped” and then focus on untangling 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 to hook the outside edge and pull their shield away from their body, but you may not try to catch a axe/hammer head with your weapon as that could very easily damage either weapon or disarm your opponent by force. If the weapon isn't tangled up in limbs or in danger of being damaged, it can be pulled 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 and is not allowed.*

Players cannot **grab an opponent's weapon or shield** during 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 conscientious of the situation so as not to damage the equipment.

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 or hold of another player (other than controlling them out of combat, noted above) or tackle them to the ground. However, NPC monsters will be able to initiate grappling with players in combat. This will be done in a controlled manner with safety and role playing in mind. They will be able to move into player’s spaces, grapple, wrestle, 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, strikes, throws, takedowns, or intent to physically harm) and is meant more as a role-played wrestling match. 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, strikes, throws, takedowns, or physical harm that can be done to another player.*

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 completely 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 Staff.

How to Throw Weapons

Throwing weapons must be strike-legal and approved before use. They are thrown with medium strength and opponents can call "Too Hard" if necessary, just like melee weapon attacks. 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. Throwing weapons may be intentionally deflected with other weapons. A throwing weapon is considered to have hit the target if any part of the thrown weapon 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.*

The only exception to this are javelins, which deal damage with the point of the weapon only. If a thrown javelin turns to the side and hits a target with the shaft, it does not count as a valid hit. Javelin throwers are allowed to call out "Point" or "Shaft" to their targets in order to communicate how the javelin landed in the middle of combat.

Shields, Types & Sizes, & Shield Contact

Shields may be made up of entirely of foam or have cores of wood, plastic, etc to make them more rigid but must be adequately padded for safety. Approved "skins/covers" are plasti-dip/latex, distressed canvas/duck cloth, or lashed leather. *Smooth cloth or duct tape covered shields are not allowed.* For example, a simple cloth cover is not allowed. However, cloth could be acceptable if you distress the fabric, add cuts and tears, or paint it to make it look like a battered shield. Highly exotic or magical looking shields should be avoided. *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 which do no damage to the shield. The exception to this is a Cleave Attack or Shatter Bolt magic spell. When a player holding the shield is struck by these attacks they must acknowledge with a "Shield" call so the attacker knows it was counted. Hits without solid impact (except spells) 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 a shield is discarded AFTER a spell bag is thrown and the spell hits the shield, the magical energies are still close enough to "conduct" and flow through the shield, through the air, and into you and affect you with the spell.
- In the case of a Shatter Bolt, if a shield is discarded AFTER a spell bag is thrown and the spell hits you, the magical energies are still close enough to "conduct" and flow through your body, through the air, and into your shield and affect it with the spell.

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 the 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 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 or over one shoulder (strapped no lower than their bicep) although the player is only able to have a single "active" shield at a time. If the player is holding a shield, the back/shoulder 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/shoulder shield is considered "active", although the Shield Expert skill will not apply to shields worn on the back or shoulder.

If you are dealt an Open Light Wound to the torso or have a Treated Mortal Wound to the torso, you are allowed to keep your shield and hold the wound with an uninjured arm. You do not have to drop a punch-style or strap-style shield to do so.

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.* Staff will make the call at Check In.

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

Shield Contact

Shield contact is allowed during combat. This follows two main rulesets; when your opponent has no shield and when they do.

- With your feet planted, the maximum amount of force you can put into your shield is that generated by only your shield arm extending out and toward your opponent.
- You can place and press your shield into an opponent with only your shield arm.
- You can bind, control, hook, or pin an opposing player's weapons or limbs.
- You cannot place your other hand on your shield to push harder.
- You cannot strike, slam, slap, or bash a player with your shield.
- You cannot put your body weight into it or move into your opponent.

However, if both players are using a shield, then you may use your own shield to "encroach" and move into an opponent's space.

- You can only move at most a regular walking speed into an opponent. You CANNOT run and shield bash someone!
- You can strike, slam, slap, or bash an opposing player's shield.
- You cannot place your other hand on your shield to push harder.

- You cannot perform shield kicks or push people off balance to knock them over.
- *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.*

Armor Points, Materials/Safety, 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 points. If you are wearing a metal helm and get struck in the leg, you can still call "Armor". Although not as realistic, it creates an easy way to track damage in 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 damage has been dealt to armor, it must be repaired by either a skill like mend, a trade like blacksmith, or through downtime actions. Damage is tracked “per point” as a debt you must take care of or pay for. *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 “vitals bonus” points to armor that is damaged are applied to the torso armor. “Reinforced” armor will have a piece that is chosen to be reinforced; the bonus armor point is on that armor piece.

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 as armor. *Armor must be constructed out of authentic materials or approved substitutes.* This means that leather armor must be made from 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 approved materials as well; lace & string, buckles, ties, etc. Paracord and elastic cord is acceptable for armor. No Velcro, tape, staples, modern buckles, etc. *Staff have the final say on what is deemed acceptable materials for armor.*

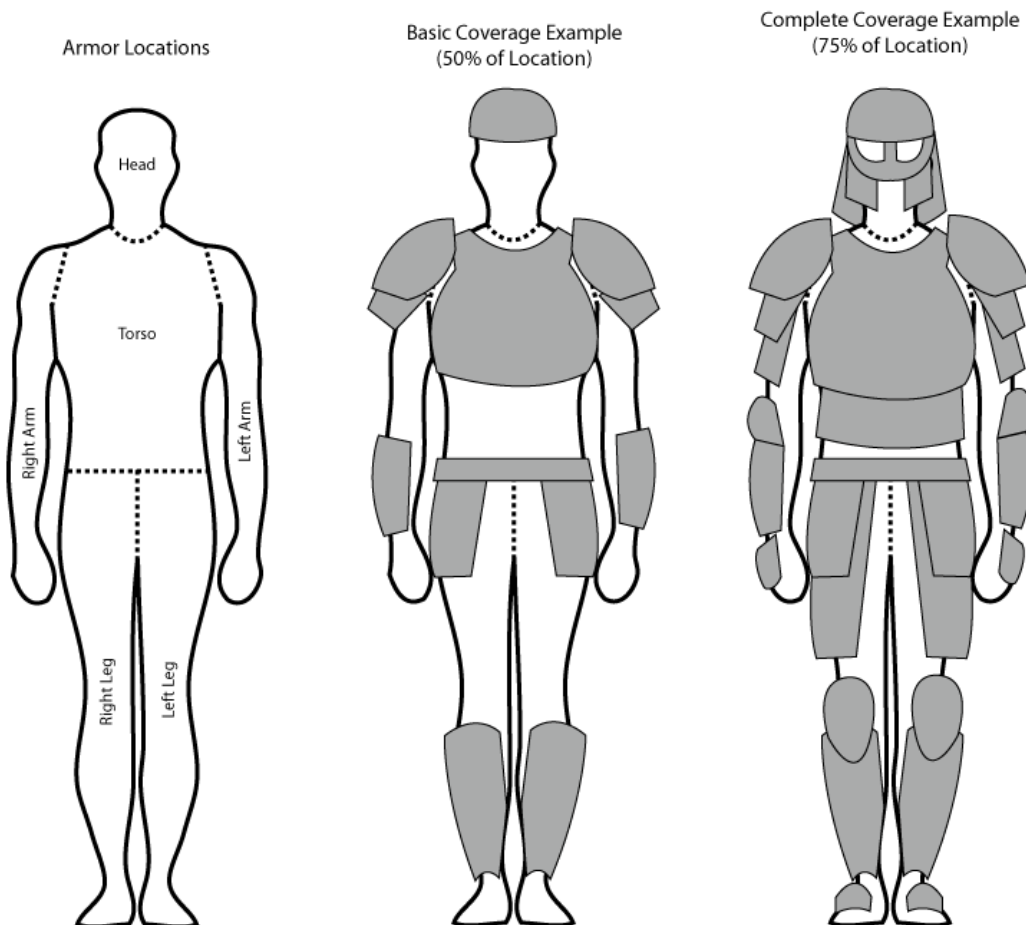
- All metal armor must have dull or rounded points. Edges must be safe; all metal edges must be rolled, curled, or thick enough not to be sharp. Leather or Garment armors do not need to be rounded but hardened leather armor or different materials such as wood, bone, etc may follow this requirement.
- Areas on the armor will be checked for finger catching and may fail if someone’s finger(s) could be caught and twisted due to the construction of the armor.
- Metal burrs must be removed from armor and should not cut or scratch if a hand is run across or down it.
- Any spikes on armor must be made from foam, latex, leather, or other softer materials but must still look the part. This is for the safety of players and the longevity of weapons in combat.

Armor Location Coverage

There are 6 locations to cover: 2 Vitals and 4 Limbs.

Armor Locations:

- **The Head (Vital)** - The crown and back of the head, face, and neck.
- **The Torso (Vital)** - Area from hip bone/hip socket to base of the neck; Stops at upper arms
- **Arms (Limbs)** - From armpit/shoulder socket and down to the hand
- **Legs (Limbs)** - From hip bone/hip socket and down to the foot



Armor coverage must be significant (50% or more) to qualify for armor points. Anything below 50% coverage is simply not counted. If coverage of a location (vitals or limbs) is 50% or more, it qualifies for Basic Coverage. If coverage of a location (vitals or limbs) is 75% or more, it then also qualifies for Complete Coverage.

If multiple types of armor cover the same location, then whichever armor qualifies for the 50% Basic Coverage is counted first. Then, additional armor that helps qualify the 75% coverage is counted. However, the Complete Coverage armor type can only match up to, but not surpass, the armor type that qualifies for the Basic Coverage. If Light Armor qualifies for Basic Coverage, then additional Heavy Armor pieces that satisfy the 75% coverage are only counted as Light Armor. Half armor or combo armor will be evaluated.

Armor Points, Bonuses & Flaws, Types

Calculating Armor Points & Bonuses

To calculate your armor points, you first determine what type your armor qualifies for and then determine if there is enough of it for Basic Coverage. You then determine if that location has additional armor that qualifies for Complete Coverage. This is done for each of the six armor locations. And finally, you determine if there are any additional Armor Bonuses, detailed below.

Armor Type	Basic 50%+ Coverage	Complete 75%+ Coverage
Garment	<i>*See Bonuses Below</i>	<i>N/A</i>
Light	+0.5 Armor	+0.5 Armor
Medium	+1 Armor	+0.5 Armor
Heavy	+1 Armor	+1 Armor

Armor Bonuses

Detailed below are additional bonuses that can provide alternate effects. *Armor bonuses must be approved by Staff.*

- ***Garment (Armor Points)** – If Torso is Complete Coverage and two Limbs are Basic Coverage in garment armor material, add +1 to total armor points. *This cannot be Layered with other armors and cannot be overlapped with Light, Medium, or Heavy armor to qualify.* Garment armor cannot qualify for the Vitals bonus. Garment armor that is sufficiently padded may also qualify as a Gambeson, detailed below.
- **Gambeson Padding (Armor Points)** – If a Gambeson of sufficient thickness/padding is worn underneath armor, add +1 to total armor points. Gambeson armor may also qualify as Garment armor, based on constructed materials, detailed above.
- **Vitals Bonus (Armor Points)** – Covering your Vitals (Heads and Torso) in at least Basic Coverage armor will give you additional armor points. Garment = none, Light = 1 point, Medium = 2 points, and Heavy = 3 points. Any combination of armor categories on the two Vital locations only awards the lowest armor bonus of those two locations.
- **Helm (Unique)** - Helms of Light, Medium, or Heavy armor type of at least Basic Coverage allow protection against Waylay attacks. Waylay only STUNS instead of KNOCKS OUT if a helm is worn. *However, the upgrade Sap attack will overcome this bonus and still inflict a KNOCKOUT effect.*
- **Bypass Protection (Unique)** - If all 4 Limb Locations are covered in Basic Coverage Heavy Armor (or better), and the 2 Vital Locations are covered in Complete Heavy Armor, and a Gambeson is being worn, then all arrows/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. Pierce attacks that would normally deal damage directly to wounds instead do regular damage.* Removing any piece of armor removes this Bypass Protection bonus. This bonus still applies when at zero armor points as long as the physical armor is still worn. *Must be approved by Staff.*
- **Layered Armor (Unique)** – Stacking Light & Medium or Medium & Medium armor categories together makes the armor category become Heavy. *Garment armor cannot be layered to make higher armor categories.*
- **Quality/Materials (Unique)** – Armor of higher quality or construction methods may be upgraded to the next highest armor type. *Must be approved by Staff.*

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 Types

- **Garment Weight Armor**

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

- Light Leather / Animal Hide
 - 3oz+ garment weight leather.
- Reinforced Canvas
 - Roughly 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 may help you absorb incidental shots and to survive a bit longer in combat but is still not designed to take heavy abuse.

- Heavy Leather
 - Stiffer leather (latigo or veg tan leather) that is 9oz+.
 - Lamellar (heavy leather or light leather plates).
- Improved / Reinforced Light Leather / Brigandine leather
 - Light 3oz+ leather with metal studs/rings attached no further than 1" apart.
 - Light 3oz+ leather with 9oz+ leather plates no further than 1" apart.
 - Light 3oz+ leather with additional layers of leather up to at least 1/8" thick.
- Hardened or Layered Canvas / Linen armors
 - Layered Canvas or linens that is 3/16", reinforced/hardened/laminated.
- Bone or Wood
 - 1/3" or thicker in materials.

- **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 but will still wear out after time.

- Chainmail
 - European 4-in-1 pattern, at least 18 gauge (SWG)
- Hardened/Waxed or Reinforced Heavy Leather
 - Latigo or veg tan leather 9 oz+ thick and wax hardened.
 - Heavy 9oz+ leather that has been layered for 5/8" or thicker.
 - Heavy 9oz+ leather with metal studs/rings no further than 1" apart
- Splinted Armor
 - Min 18 gauge (SWG) metal bands attached to garment or leather
- Standard Scale Armor
 - Min 20 gauge (SWG) metal scales attached to mail base

- **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.

- Plate Armor
 - 18 gauge (SWG) thickness.
- Coat of Plates / Metal Lamellar
 - 18 gauge (SWG) thickness.
- Tighter Weave / Thicker Gauge Chainmail
 - European 6-in-1 pattern. Made of at least 18 gauge (SWG).
 - European 4-in-1 pattern. Made of at least 14 gauge (SWG).
 - Case by case. *Needs Staff approval.*
- Layered Armor
 - Overlapping Light Armor and Medium Armor of various design/materials.

Hit Points

Hit Points represent your overall vitality, bodily health, and natural ability to tolerate pain and still be able to function. How many Hit Points you have depends on your race and skills and can be boosted temporarily by different effects. Hit Point damage represents solid impacts, bruises, shallow cuts, scrapes, light burns, exhaustion, illness, infection, or minor bleeding. Some effects, like corruption, may set a maximum new Hit Point total or negate any recovery of Hit Points until removed.

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 impair your ability to function and require medical attention. *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.

This wounding system 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 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 severe burns.* These are serious injuries

that are going to cripple your character's ability to function but do not immediately endanger a character's life. Unhealed Light Wounds are 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 quickly bleed out and lead to death. Unhealed Mortal Wounds are very dangerous due to the risk of infection or worsening.
- **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 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. You can only have one Open Mortal Wound on you at any given time; all damage past that is ignored.

- **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 damaged further, it becomes 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 damaged further, it becomes 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 to attack with a weapon or interact with something, the wound progresses to a Mortal Wound after a second or two. *May still wear or hold a shield and use that hand to hold the wound as long as you hold the location of the wound!* If damaged further, it becomes an Open Mortal Wound.
- **Open Mortal Wound to Any Location** – Mortal wounds incapacitate the player. Fall to the ground, no fighting or blocking with weapons/shields, no spell casting, no standing, no resisting being controlled/moved/finished. *You cannot be damaged any further in combat.* Even if you still have armor and/or hit points remaining, you do not take any further damage or wounds from additional attacks. You only need to role play pain from further attacks. The only way to “damage” you further is with a proper "finishing" move. 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 at walking speed. 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 and halt this timer and stop you from going to Dying but they cannot also help carry you.

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 location can be wounded again as normal, but any treated wounds are considered stable and 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 location can be wounded again but is immediately worsened to an Open Mortal Wound.*
- The number of wounds that can be treated on a target location depends on the spell, skill, or ability that interacts with the wounded 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.

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 will need extensive time to heal wounds and/or to pay for services during their downtime after events to receive proper care and healing.

Players who are injured in combat with Open Mortal Wounds or are Dying will **Bleed Out**. A Bleed Out is a timer that represents a character is bleeding to death. 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 one person to move someone and another to 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. *This time may vary.*
- **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. *This time may vary.*

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. *However, 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. The mortally wounded target cannot resist or fight back during this time. *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, unless a skill or special ability allows otherwise. A Dying or Dead player may quietly tell another player if they are Dying or Dead (only if asked & examined).

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 any spell, skill, or Tradeskill brings you back from Dying, you are Severely Fatigued for 30 minutes from the moment that you remove the Dying effect.*

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 and you “should be dead”, 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 as discreetly/quietly as possible, making their Kill Rag visible while traveling so players know they are out-of-game. Check-in with Staff who will help 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 use your Last Hope** - If a player is in a situation where their character would die, they may use their “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 somehow. After “dying”, the player gets up and return discreetly to town/camp/check in with Staff. Somehow, something happened, and the character was saved or spared and Staff will coordinate this with you. *This is optional. If you would like your character to remain Dead, inform Staff and they will work with you.* A player may also use their Last Hope to ignore an unfavorable result on a True Grit usage or negate maims.

If your character dies, 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 survive, your character is Severely Fatigued 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 wounded or damaged in combat must time and effort **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 getting medical treatment, buying hearty meals, renting rooms for good rest, etc. This price fluctuates based on the location you are currently at and can be decreased by certain skills/factors.

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.

Special Effects – Fatigue, Stagger, Stun, Knockback, Knockout, Knockdown

Some abilities, skills, and spells can do special things to other players.

- If you are **Severely Fatigued**, you cannot run and may only walk, stumble, or crawl with labored difficulty and extreme effort. You must role play exhaustion. If you participate in melee combat, it may only be with one single-handed weapon (no shields) and you must Stagger after each every attack and every Parry. You cannot perform any spell casting or channeling of mana, perform any Tradeskills, or perform any skills as you are too weak and exhausted to be able to focus to do it properly. If players “forget” about this status and fight fully, cast magic, use any skills, or move faster than a slow walk, the exertion is too much for their body to handle and they immediately suffer an Open Light Wounded torso. *If the torso already has an Open Light Wound, then it upgrades to an Open Mortal Wound.*
- If you are **Staggered**, you must drop to one knee and place one hand on the ground as if you were about to fall 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 can freely act with your other arm (for example, attacking with a sword or blocking with a shield).* Being Staggered will fizzle a primed spell and interrupt any mana casting.
- 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, you are still aware that danger is nearby, but only at a SLOW walking pace. This lasts for 10 seconds, or until you are dealt any damage or are physically harmed in combat (intense pain would break the stun) or if a Cleave attack is successful on your shield. You cannot be "shaken" by your allies to snap out of it. You cannot strike yourself to deal damage to break the stun but an ally may strike you for damage to snap you out of it. You cannot be Controlled. You can be Waylayed/Sapped, and Pierced. Being Staggered will fizzle a primed spell and interrupt any mana casting.

- 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. *You are expected to try to move the required distance of the knockback, but if you cannot then you should emphasize this with role play or body acting to make up for it.* 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 and interrupt any mana casting.
- 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, someone tries to bind you, or if someone attempts to loot you. You regain consciousness slowly and dazed; you do not just bounce back and on your feet. Being Knocked Out will fizzle a primed spell and interrupt any mana casting. You can be Controlled, Waylayed/Sapped, and Pierced. *See the Rising in Combat section detailed below.*
- 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 and interrupt any mana casting. *See the Rising in Combat section detailed below.*

Rising in Combat

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 by ONE attack while they are attempting to rise. They simply call "Rising" after the first valid attack regardless of its source. If the player takes more than a few seconds to rise or attacks with a weapon while down, opposing players may strike them as normal. This allows people to focus more on role play and safety.

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, suffering a Staggered effect and are quickly kneeling, or kneeling due to wounded legs and are unable to stand cannot call “Rising”. *This rule is solely for people attempting to rise from being knocked down.*

PT 4: 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 that fictional person. This can range from the brave warrior, the scholarly spell caster, a shy and timid rogue, or whatever it is you want to create or an event needs. This is part of the real fun and experience of playing in a LARP; to play an entirely different person other than us.

- There are two types of characters; NPCs (non-player characters) and PCs (player characters).
 - **NPCs** are non-player-characters that are usually event-specific and story-driven that help us round out the current story being told. What kind of NPCs, their background info, and their motivations vary based on the current event.
 - **PCs** are personal characters that a player may create where they take full ownership of them. Their background info, their goals, how they interact with things... this is all up to player choice.
- *We require that all players play an NPC at their first Last Hope LARP event.* This helps you develop a better understanding of the LARP, which allows you to figure out what kind of PC you might want to play.
- After you play an NPC for your first event, you are allowed to create 1 PC for the standard setting of Last Hope LARP.
- As you progress and become more involved in Last Hope, you can open additional character slots.
 - 6 events total = second character slot.
 - 20 events total = third character slot.
 - 30 events total = fourth character slot.

You will have a small character sheet card that will explain your character's skills which you can reference. You are required to always keep this on you for ease of reference.

Players are required to write up a **background** of their PCs and submit it to Staff for approval. Players may not create PCs that are high ranking officials, nobles, princes/princesses, etc and the background must be approved and inside the storyline of the Last Hope LARP world and lore. Last Hope LARP 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 world. Ordinary people working together to survive in a harsh world is the core concept of our game. Characters will be awarded bonus experience for well-written and fleshed-out backgrounds, and Staff can use these stories to add depth and realism to the game world..

If you want to **retire a character**, contact Staff. You may permanently retire a PC at any time, but retirement is permanent. If you write a "Retirement Bio" story you may earn back 20% of exp spent on skills to make a new PC with Staff approval.

Character Races

There are 3 playable races for PCs and 2 additional non-playable races for NPCs. *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.*

Humans

Humans are versatile and able to adapt to numerous lifestyles and skills.

Mechanical 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.

Mechanical Penalties:

- Humans are restricted in taking the Bridged Caster skill. *Players must get Staff and story approval before being allowed to take this skill.*

Racial Requirement:

- None. Humans may be of any lore-approved 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.
- 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 mana 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.

Mechanical Bonuses:

- Syndar start with 3 additional points of mana.
- 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 a successful meditation.

Mechanical Penalties:

- Syndar always consider the skills Rage, Improved Rage, and Greater Rage to be cross-class.
- Syndar cannot take the Bridged Caster skill.

Racial Requirements:

- Syndar players must choose a prominent bloodline for their character:
 - **Celestine**
 - Required to have Gold or Silver painted visible skin. This cannot be “edged or feathered” and must be solid colored. *Blending with a good-looking bodysuit may be approved.*
 - May have bright colored or fantasy contact lenses but no animalistic (wolf/cat/reptile eye lenses, etc) styles.
 - Cannot have fangs, horns, or animalistic qualities.
 - Culturally seen as leaders, royalty, and/or gifted in Syndar society.

- **Serous**
 - Serous Syndar have “regular human skin tones”.
 - May have bright colored or fantasy contact lenses but no animalistic (wolf/cat/reptile eye lenses, etc) styles.
 - Cannot have fangs, horns, or animalistic qualities.
 - Culturally seen as average Syndar citizens/people.
- **Io'Larian**
 - Io'Larian skin color may include fantasy colors such as red, blue, green, copper, or bronze. *Black body paint is not allowed.* This may be solid in color or blended/feathered with a player's natural skin-tone. *Blending with a good-looking bodysuit may be approved.*
 - May have bright colored or fantasy contact lenses. May also have animalistic contacts such as wolf, cat, reptile eye, etc.
 - May wear horns, fangs, and small claw prosthetics. However, may not wear additional fur, feathers, wings, or tails as part of their “body”.
 - Culturally seen as “beneath” the other bloodlines in Syndar society, commonly referred to as “Feral Syndar” in a demeaning way.
- All Syndar are required to wear pointed ear caps of any length or variety to play a Syndar. These may be blended into other colors. Players 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.
- More regal and fantasy based garb/clothing style is heavily encouraged. Io'Larian commonly have woods folk, nomadic, or druidic style garb.
- Face paint is not uncommon among Syndar, usually in thinner and refined designs. *Care should be taken not to appropriate real world religious/culturally significant designs.*

Ulven

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

Mechanical 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 must choose one of two Paths which thematically explain their cultural belief in their gods. There is no restriction to gender-identity or character class for either Path.
 - **Path of the Great Wolf**
 - Rage, Improved Rage, and Greater Rage skills are treated as class skills regardless of chosen class.
 - Add +5 Seconds to Rage timers.
 - **Path of Gaia**
 - May take the Bridged Caster skill without story approval as a class skill.
 - Bridged Caster skill costs 5 exp instead of 10 exp.
 - Additional Magic skills still count as cross-class as per your chosen class.

Mechanical Penalties:

- Ulven will also have penalties based on which of the two paths they choose.
 - **Path of the Great Wolf**
 - All Magic skills (Base, Improved, and Greater or both Arcane and Divine) are considered cross-class.
 - Cannot take Bridged Caster skill at all.
 - **Path of Gaia**
 - Rage, Improved Rage, and Greater Rage skills are considered cross-class. Arcane rage remains a Mage class skill.

Racial Requirement:

- Players are required to wear fangs, canine/animalistic contact lenses, or both. *Only one is required.*
 - 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. *Bottom-only fangs (tusks) are not allowed.* 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 Staff for approval.*
- Male-identifying Ulven who take the Path of Gaia will most likely encounter in-game cultural resistance with this choice.
- The overall dress and armor should Celtic and Viking inspired in styles and colors. Plaid/tartan clothing is not allowed unless approved by Staff.
- Face paint is common among the Ulven, usually in thicker and "finger painted" designs. *Care should be taken not to appropriate real world religious/culturally significant designs.*

Mordok (Non-playable Race)

Mordok looks can range from wild and monstrous to relatively humanistic in appearance. Many Mordok scavenge or piecemeal their equipment, but it is not uncommon to see highly stylized weapons and armor. The aesthetics of their specialized equipment tend to focus on instilling fear or insulting the sensibilities of their opponents. All Mordok have charcoal-based skin and commonly have fantasy undertones of color such as red, blue, green, and white. The Mordok are warriors through and through; both cunning and efficiently brutal. They are capable of tearing through enemies with berserker strength and are known to eat those they kill or capture. Encounters with them are usually brief, intense, and very bloody. All attempts at negotiation with the different Mordok groups 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 and consume the living. The exception are their greater versions; twisted 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 damaged entirely before they go down for good.

Earning Experience

Experience, also known simply as "exp", can be spent to improve your characters with additional skills. All characters start with 11 exp.

Ways to earn exp:

- **Monthly Membership Subscriptions** – Purchasing membership options can award you experience points based on the level of your membership.
- **Play as a Monster** - Players volunteering for dedicated monster roles (must be pre-approved) are awarded bonus exp due to the more challenging role.
- **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.
- **Volunteer Work** – Helping out with writing/expanding content, helping complete projects for the larp and/or the community, or helping with land workdays.
- **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 a pool that can be applied to any character in any setting.

Character Classes

When you create your character, you must choose a character class. Once chosen, a class cannot be changed. A class represents a “specialty” related to your character’s overall skillset and is a generalized summary of your character's focus for those skills. However, almost all skills are normally available regardless of the chosen class. 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 but the cost to learn each of them increases.

- **Warrior** – Well-rounded combat-oriented character able to take more damage in combat. Access to armor, shields, ranged, melee, and long weapons.
- **Rogue** – Jack-of-all-trades support character with some unique circumstantial 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 Organizations

There are several 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.

Organizations, also known as Orgs, on the other hand, are player-created groups. These are players who have banded together, pooled resources, have common goals, and wear identifying insignia and/or Heraldry to show their Org membership. The Org mechanics in Last Hope LARP 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 an Org, but most Orgs have unique perks and lore history for being a member of.*

All players are required to contact Staff with their intent to join an Org, where a member of the Staff will guide you along with information on how to find the existing Orgs and confirm your membership. *For full rules on Organization mechanics, 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, email in changes/additions to your skills. This can also be done 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 Staff approval and/or training to acquire.

Some skills require **training** to learn. This represents practice and study in-game and as a way for Staff 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 player workshops are a great opportunity to learn 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 learn new skills at a slower rate than a new player. Eventually the character will reach a 15-point cap on the cumulative exp curve cost, which means this number will no longer rise 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 single-handed Striking weapons, and Garment (padded/light leather/hide) Armor.

APPRAISE

Rogue – 0 exp + Curve

Allows a player to know the value of an item (when selling or bargaining) or knowing a close estimate by asking Staff to confirm the price. A character with Appraise or Tradeskill Merchant may know the standard price of an item, and a character with both skills may know the high and low prices as well. The ability to determine the value of an item may be affected by lore skills, or the lack thereof. For example, a character with appraise may wish to know the value of a counterfeit enchanted item; when the character asks Staff they will receive the value of the real item, but without the appropriate lore skill they cannot tell the difference. This skill may also alter prices of goods sold by NPCs.

Alternate Effect: 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 + Curve

You must go through training to be able to use this skill.

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. Cross classing into Arcane magic requires you to complete an arcane themed cypher puzzle.

- **IMPROVED ARCANE MAGIC**

Mage – 10 exp + Curve

Prerequisite: Arcane Magic

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

- **GREATER ARCANE MAGIC**

Mage – 10 exp + Curve

Prerequisite: Improved Arcane Magic

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

ARCANE RAGE

Mage – 10 exp + Curve

Prerequisite: Greater Arcane Magic

You must go through training to be able to use this skill.

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 10 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*. Your feet must be planted during each Push spell; you cannot walk during the use of this effect! The rage ends after the 10-second 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 rage.

ARMOR PROFICIENCY

Warrior, Rogue, Cleric – 0 exp + Curve

May wear armor that is Light Armor or Medium Armor. This skill is NOT required for Garment Armor. May wear a 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 + Curve

Prerequisite: Armor Proficiency

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

BREAK AWAY

Rogue – 0 exp + Curve

You must go through training to be able to use this skill.

Allows the player to break free from being Controlled by other players. Breaking free from being controlled 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 at the same time as being controlled, then they cannot use Break Away. The player discreetly states "Break Away" to his captives and then immediately role plays slipping out of their grasp and running.

Alternate Effect: This skill can also be used to slip out of bindings, such as rope. The player must kneel and pretend to untie or cut their bindings for 1 minute. Any interruption of this means they must 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 then 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 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!*

BRIDGED CASTER

Cleric & Mage – 10 exp + Curve

Prerequisite: Arcane Magic or Divine Magic

You have been able to tap into both Arcane and Divine magic. For Ulven, this is common. For Humans, it is rare but possible. For Syndar, this is (almost always) impossible. After taking this skill, you may begin taking skills from both magic types. Every level of the opposite magic type is considered cross-class. *There may be restrictions on characters/races being able to take this skill.*

CLEAVING

Warrior – 0 exp + Curve

You must go through training to be able to use this skill.

You may use a Striking Weapon of Medium, Long, or Great size to perform a two-handed Cleave attack. *Staff Weapons and Thrusting Weapons cannot perform Cleave attacks.*

- The weapon must be of Medium, Long, or Great size and swung with two hands during the entire attack. *Letting go with one hand mid-swing means the Cleave is invalid.*
- Weapon is fully wound up behind you, THEN the call of "Cleave" is loudly announced or started, and THEN the weapon is swung forward. *This timing is required and swinging too early will result in a failed cleave.*
- Medium contact, NOT a harder swing, but with 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 valid Cleave attack 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 valid Cleave attack that is parried with a weapon will cause the target to be Knocked Back 5 feet 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 as normal.
 - If the target is backed up against an object that blocks movement and cannot perform a full Knockback resulting from a parry, the target should still roleplay being knocked around or stagger-like effects. If the target does not roleplay any effects, then the Cleave is considered to have hit the target's arm instead.
- A valid Cleave attack that hits a target's body and is not absorbed by magic auras will cause the target to be Knocked Back 5 feet along with the 1 point of damage the attack normally deals.
 - If the target is backed up against an object that blocks movement and cannot perform a full Knock Back resulting from damage, the target should still roleplay being knocked around or stagger-like effects.
- *A player performing a Cleave attack that let's go with one hand mid-swing means the Cleave attack is invalid and is a normal weapon attack.*

Additional Effect: This skill also allows you to perform a two-handed Cleave attack even if you have a Disabled torso or a single Disabled arm (from an Open Light Wound or a Treated Mortal Wound). You may briefly use the occupied or disabled arm to wind up and initiate the Cleave attack, but you must Stagger after performing the Cleave as 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.

DISEASE RESISTANCE

All – 0 exp + Curve

You can resist diseases. All times are doubled or halved based on what they relate to.

- If the disease card has an affect that “gets worse” after a certain amount of time, then you can delay the effect and you double that time. For example, if you are afflicted by an infection that “gets worse in 30 minutes” then it actually gets worse in 60 minutes.
- If the disease has an effect that “wears off” after a certain amount of time, then you are able to shorten the duration and you cut the time in half. For example, 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 at Check-In.

DIVINE MAGIC

Cleric – 10 exp + Curve

You must go through training to be able to use this skill.

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. Cross classing into Divine magic requires you to complete a divine themed creed puzzle.

- **IMPROVED DIVINE MAGIC**

Cleric – 10 exp + Curve

Prerequisite: Divine Magic

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

- **GREATER DIVINE MAGIC**

Cleric – 10 exp + Curve

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 + Curve

You must go through training to be able to use this skill.

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.

- **IMPROVED DUAL WIELDING**

Rogue – 0 exp + Curve

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 + Curve

You must go through training to be able to use this skill.

You may tie a CLEAN bandage or CLEAN white cloth strip (minimum of 3-foot length) 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. *The recipient of First Aid must be immobile.* 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.*

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, does NOT stabilize anyone that is dying, and it does NOT heal and remove wounds.*

- **IMPROVED FIRST AID**

Rogue & Cleric – 10 exp + Curve

Prerequisite: First Aid

You 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) + Curve (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 things related to that specialty. 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. *You only need 1 Lore Book regardless of how many Lore skills you have.* Staff 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 DISCREETLY 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 and a Lore Book can read it.. There is no guarantee that your lore skill and expanse of knowledge will be present at an (or any) event.

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 having 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 + Curve

You increase the amount of mana that you can store in your body, drastically increasing your spellcasting potential. Increases your Mana Pool by 3. 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.

- **IMPROVED MANA RESERVES**

Cleric & Mage – 5 exp + Curve

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 + Curve

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 + Curve

This skill allows you to channel your mana into another player or spellcaster. 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 ratings. *Both the spellcaster casting the Cleanse spell (the recipient of the Mana Transfer) and the helpers (who are giving the mana) must have Mana Transfer.* For example, if a character has a 10 Cleanse Rating poison on them, a Divine Spellcaster with Mana Transfer 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 which will be described in the specific Rituals or special magic spells.

MEDITATION

Cleric & Mage – 0 exp + Curve

By focusing your mind, you can 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 3 points of mana. You must display purple beads in both hands during this time. *You are encouraged to have a sand timer or decorum watch to be able to accurately keep track of time.* During this time, there must be a roleplayed ritual, stance, ohm, or routine that you do 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 + Curve

Prerequisite: Meditation

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

- **GREATER MEDITATION**

Cleric & Mage – 10 exp + Curve

Prerequisite: Improved Meditation

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

MEND

Warrior & Rogue – 10 exp + Curve

You must go through training to be able to use this skill.

You are able to patch up damaged armor. You are required to have small tools and supplies to use during this time, such as a mini hammer, leather string, and/or decorum looking pliers. *The recipient of Mend must be immobile. Armor being worn can be Mended; it does not need to be removed.*

You may tie one gray strip of cloth with a white X on it onto a piece of armor or a shield and role play fixing it for ONE MINUTE to regain ONE ARMOR/SHIELD POINT. This can only be done a number of times equal to the maximum value of the armor worn. 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. All damage sustained to a character's armor must be accounted for and eventually repaired, meaning that all Mended damage must also be repaired. Players must track how much armor damage and how much mended damage they have to give them total damage needing to be repaired.

For example, if a player had 8 armor and took 8 damage, they could be mended back up to 8 armor. They can take no further Mend strips for their worn armor. If that character took 8 more damage, they would need to have a Blacksmith repair 16 points of armor (8 mended damage and 8 armor damage) to have the armor fully repaired.

PIERCE

Rogue – 5 exp + Curve

You must go through training to be able to use this skill.

You know how to place a well-aimed strike on an unaware opponent to wound them. 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 caught off guard or Stunned, not currently engaged in active combat, or moving faster than a slow walk. 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 an Open Light Wound if an unarmored or Garment armored location is struck. If unsuccessful, it does nothing; the attack is considered to have missed/deflected off the target. This form of Pierce cannot be used in a grapple.

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 downgraded by Bypass Protection due to the attacker needing to target an unarmored location but it is absorbed 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 Striking Weapon. If the attack is successful, it will bypass armor points regardless if it hits armor or not. If unsuccessful, it does nothing like any failed melee attack. This version of Pierce can be used in a grapple. *This version of Pierce attack is downgraded by Bypass Protection and it is also absorbed by defensive auras such as Protection and Mage Armor.*

POISON RESISTANCE

All – 0 exp + Curve

You can resist poisons and toxins. All times are doubled or halved based on what they relate to.

- If the poison card has an affect that “gets worse” after a certain amount of time, then you can delay the effect and you double that time. 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 the poison has an effect that “wears off” after a certain amount of time, then you are able to shorten the duration and you cut the time in half. For example, if a paralysis poison “wears off in 30 minutes” then it wears off in 15 minutes.

PULL ARROW

Warrior, Rogue & Cleric – 10 exp + Curve

You must go through training to be able to use this skill.

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 in that location, and it takes 10 seconds of painful role play. You may actively protect yourself with a shield during this time. If you are struck for damage 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 Points, 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.*

PROFESSION

All – 5 exp + Curve

Prerequisite: Applicable Trade skill

When you take a trade, it represents your character's training and experience 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 several 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 + Curve

You must go through training to be able to use this skill.

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 no longer impair/disable you (even those inflicted before the rage). 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 + Curve

Prerequisite: Rage

Extend the time of your Rage by another 5 seconds.

- **GREATER RAGE**

Warrior – 5 exp + Curve

Prerequisite: Improved Rage

Extend the time of your Rage by another 5 seconds.

RANGED WEAPONS

Warrior, Rogue – 0 exp + Curve

You must go through training to be able to use this skill.

May use bow and arrows, crossbow and bolts, and slingshots. This skill also allows you to restring bows with the appropriate bowstring prop.

RENOWNED

All – 20 exp + Curve

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 Staff and get preapproved to take a Renown skill. 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 the chosen character’s class. This skill may only be taken once per character, and provides one additional ability from the following list:

- **IMPROVED RENOWNED**

All – 35 exp + Curve

Prerequisite: Renowned, 400 spent exp

This skill may only be taken once per character and provides one additional ability.

Renowned (Any Class)

- **Clout** - Through force of will and your say holding sway, you can improve the impact of a single Resource skill usage each month. This is the application of your reputation to assist with your goal, *if your goal is something your reputation could help you achieve*. Please keep in mind this is a narrative tool that will boost your resource, or hinder it, depending on your style of resource used.
- **Professional** – Once per event check-in, you may reroll your Steady Income Perk, or reroll/reflip a Profession alternate effect and take the better of the two results.

Renowned Warrior

- **Faster Pull** – Reduce Pull Arrow time to 3 seconds.
- **Stalwart** – Add +1 to the shield rating of any used shield.
- **Endurance** – Add +1 Hit Points (Human & Syndar only).
- **Fury** - Add +5 seconds to your rage timer (Ulven only).

Renowned Rogue

- **Skilled Medic** – You may Treat a wounded location a third time with First Aid.
- **Deft Hands** – Reduce any time regarding Break Away by half (related to being bound) and reduce Restraining time from 30 seconds to 10 seconds.
- **Faster Pull** – Reduce Pull Arrow time to 3 seconds.

Renowned Cleric

- **Divine Medic** – You may Treat a wounded location a third time.
- **Blessed** –Improved Protection (self only) mana cost is reduced by 1.
- **Stalwart** – Add +1 to the shield rating of any used shield.

Renowned Mage

- **Force Mastery** – Reactionary Push now costs only 1 mana.
- **Enhanced Meditation** – Add +1 to the mana returned during Meditation.
- **Aura Mastery** – Improved Mage Armor mana cost is reduced by 1.

RESOURCES

All – 10 exp (each) + Curve (each)

You must go through training to be able to use this skill.

Each time you take this skill, you must choose a specialty. You may choose to take the same specialty more than once.

- **What it is:** This skill represents off-screen resources that a player has acquired, and the use of the skill allows the player to focus on a specific task each month. While use of a resource can be used to affect upcoming events, it is mostly used to pursue story angles that cannot be replicated in game. Players with Resource skills may interact with the game world between events through Downtime Actions, which are acquired through membership perks.
- **How to use it:**
 - **Assist Actions:** When you take a Resource skill for the first time, you unlock the ability to freely assist other players or organizations with an Assist Action, which can use up to 1 Resource skill. If you choose to help another player, they must submit one of their Downtime Actions and describe what they are trying to accomplish with their Resource. They must also provide your email and the email of any other players who chose to assist, so that the Resource response is sent to all involved players.
 - **Downtime Actions:** When a player uses a Downtime Action, they unlock the ability for a character to use up to 3 of their Resource skills in a composed story sent to staff. They must submit a brief but thorough description of their intentions through the dedicated form and include a list of relevant Lore skills that they believe would help them in their pursuit. A player may choose to assist another player with their Downtime Action, which has the potential to enhance the result of the response even further than an Assist Action.
 - **Boosting Org Actions:** Players who choose to help their Orgs with their Downtime and/or Assist Actions must collaborate with their Org leader, who will submit their Org actions on the dedicated forum. *This effort is not submitted on the Downtime Action form, it is instead put into the monthly actions of the chosen Org.*

Downtime Action usages are limited to one per character per month, so a character may only ever interact with a single chosen story at a time. *However, a player may choose to use more than one Downtime Action to utilize resources for more than one character at a time.*

Resources are submitted via form and are required to be submitted by the event registration deadline or the 10th of the month, whichever is sooner, to impact that month. This includes Resource uses that you wish to have impact on an upcoming event. The information revealed through Resources will be emailed back to you on the 5th of the following month or before the event if it is an event affecting Resource.

Some Resource usages may consume in-game items or cost silver based on what the character is doing, which will be specified in the resource response.

Resource Specialties

(The following are popular examples, but players are not limited to this list and may be able to request unique Resources.)

- **Merchants** – The ability to search for items in between events and potentially line up buyers for goods you have acquired.
- **Cohorts** – The ability to utilize bodyguard NPCs or line up contracts with them in between events or represent additional followers for a cause. Cohort usage to effect events does not guarantee an assigned cohort. *Event necessary NPCs will take priority, after which additional players who sign up to NPC will be asked if they want to take on a cohort role. Staff will not force cohort roles onto players.*
- **Gather Info** – The ability to "do some digging" and learn info about what is going on in the world. This is more related to common knowledge.
- **Political** – The ability to gather information on people of importance and customs of groups, or to get insider info on current events.
- **Martial** – The ability to gather supplies and training needed to assist a military unit or call upon warriors to aid you.
- **Economical** – The ability to barter for better pricing, find items, or line up contracts.
- **Arcane / Divine** - Research into topics related to your magic type, such as magical processes and applications of each specific form of magic.
- **Ritual** – Research or obtain knowledge about rituals or unique applications of magic.
- **Decipher Magic** – Research, obtain knowledge, or establish 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** – Establish connections and knowledge of underground markets, potentially digging up information on less savory people or initiatives that may be illegal.
- **Spies** – Know people or connections that can look a bit deeper into things, but at risk of being caught. This is different from Gather Info, which is public/common knowledge.
- **Courier / Hawk** – Utilize a Courier or Falconer, you have the ability to send messages to different NPC groups, colonies, clans, or organizations.
- **Hindsight** – You have a good memory, and you know how to piece together details, you may submit a specific question or instance related to something your character experienced to fully understand more intricate details, the impact it had, or hidden meanings that you may have missed at the time it happened.

Some Resources not listed can be requested or unlocked after a character carries out story angles important to their development. *Please contact Staff for questions.*

RESPITE

Warrior & Rogue – 0 exp + Curve

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.

- **IMPROVED RESPITE**

Warrior – 0 exp + Curve

Prerequisite: Respite

Same as above, but you may rest again for 5 more minutes to increase your Hit Points from 1 to 2. *Improved Respite cannot be used to raise your Hits higher than 2.*

SAP

Rogue – 0 exp + Curve

Prerequisite: Waylay

You know how to land a blow to knock someone out even through helmets. You also know 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 + Curve

You must go through training to be able to use this skill.

May use Strap Bucklers, Buckler/Small shields (2 Cleaves), and Medium sized shields (3 Cleaves) in both punch and strap styles.

- **IMPROVED SHIELD PROFICIENCY**

Warrior – 0 exp + Curve

Prerequisite: Shield Proficiency

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

SHIELD EXPERT

Warrior – 5 exp + Curve

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 cannot be used for any shields strapped to your back or additional shields carried in reserve.*

SPELL RETURN

Mage – 0 exp + Curve

This skill allows a caster to gain back the mana of a primed spell if it is not thrown, used, or 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. Improved/Greater Striking Bolt can have the remaining spells returned if any are thrown. However, you cannot 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 others cannot be returned.

STAFF WEAPONS

All – 0 exp + Curve

You must go through training to be able to use this skill.

May use Staff weapons. Staff weapons can strike on both ends of the weapon but cannot Cleave.

THROWING WEAPONS

Warrior, Rogue, Mage – 0 exp + Curve

You must go through training to be able to use this skill.

May use javelins and coreless thrown weapons.

THRUSTING WEAPONS

Warrior, Rogue – 0 exp + Curve

You must go through training to be able to use this skill.

May use one- or two-handed stabbing weapons (javelin, spear, etc) in combat. May also use a rapier for stabbing in dueling combat.

TOUGHNESS

Warrior, Rogue, Cleric – 5 exp + Curve

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.

- **IMPROVED TOUGHNESS**

Warrior – 5 exp + Curve

Prerequisite: Toughness

Increase your Hit Points by 1. This skill takes up a Body Conditioning slot.

- **GREATER TOUGHNESS**

Warrior – 10 exp + Curve

Prerequisite: Improved Toughness

Increase your Hit Points by 1. This skill takes up a Body Conditioning slot.

TRADE SKILL

All – Variable exp + Curve (each)

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 Staff 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 created; 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.
- **Enchanter** -
- **Healer** - Remove wounds and recover Hit Points.
- **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”).
- **Soldier** -
- **Weaver** - Use magic in unconventional ways, create anti-spell auras.

TRANSCENDENT MEDITATION

Cleric – 0 exp + Curve

Prerequisite: Improved Divine Magic, Meditation

This skill allows you to utilize 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 let you deities lift your burdens and physical trauma from your body. To use this skill, you must choose to do 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.*

TRAPS & DEVICES

Rogue & Mage – 5 exp + Curve

You must go through training to be able to use this skill.

Gives the player the ability to set, interact with, and/or disarm/disable traps and devices.

- **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 Staff for ideas about traps, devices, and mechanics involving them.

TRUE GRIT

All – 5 exp + Curve

You must go through training to be able to use this skill.

If a player with this skill 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 or stagger but do not kill them or stop them. *This is for the role play effect of dragging yourself to get help through sheer willpower.* The player then checks in with a Healer or a Staff member and tells them that they are using True Grit. You will be allowed to roll a dice to determine your fate.

On a ten sided dice...

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

4-6: 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.

7-9: Alive, no permanent maiming, but terribly wounded and temporarily maimed. These will usually be disabling or hindering maims that are slow to heal over time. The result is determined randomly.

10: Alive and no permanent damage, but wounded.

- **IMPROVED TRUE GRIT**

Warrior – 10 exp + Curve

Prerequisite: True Grit

You add +1 to your True Grit 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 WEAPONS

Warrior – 0 exp + Curve

You must go through training to be able to use this skill.

May use two handed weapons (swords, axes, maces) of Great size.

WAYLAY

Rogue – 0 exp + Curve

You must go through training to be able to use this skill.

If you get the drop on someone or sneak up to them, you are able to land a blow that will knock them out. A Waylay attack will be absorbed by a defensive aura (Protection or Mage Armor) and downgraded by Helms worn.

To Waylay an opponent, you must do the following:

1. Approach the target from behind.
2. The target must be caught off guard or Stunned, not currently engaged in active combat, or moving faster than a slow walk.. 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 cored 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 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.*

PT 5: MAGIC & SPELLCASTING

Magic System, Improvised Magic, & Ritual Magic

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 described below are primarily commonplace. There will be situations in the game where an **improvised magic spell** may be available to you based on your level of magic. This creates special magic spells that vary based on the situation or task at hand. Anytime that a spell caster is using "improv spells", they must wrap a metallic bead necklace around their fingers. Divine spell casters must use silver and Arcane spell casters must use blue. These beads represent the magic being channeled.

Ritual magic is a special kind of magic that can involve lengthy and detailed instructions, several casters, and/or multiple reagents 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. Rituals are recorded on a ritual card, which contains the precise instructions and requirements for a ritual to be successful. Rituals may be "looted" or shared by copying them out of 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. 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 of mana through the motion to move it from one wrist to the other. Large/thick ties or loose bangles are not allowed. These bands should be natural rubber, black, or muted colors (no bright colors). This is to help spellcasters track their available and spent mana.

- **Spell Bags** - These are hacky sacks/bean bags wrapped in soft fleece colored fabric. They “head” of the spell must be 2”-4” in diameter. Excess material is then cut into long strips/tails of roughly 10-12 inches and then cut into jagged lines and points. 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.* To help return spell bags to their owners, casters should write their names legibly onto spell bags. All spell bags must be approved.
- **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 (like Mage Armor and Protection). 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 visible.
- **Rags** - 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 for the Arcane Magic spell Recall.
- **Glow Bracelets** - These MUST be attached/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 Staff 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 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* 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, the player will either reach for their spell components (spell bag, beads, etc) or finish what is needed for their spell.

Mana cannot be moved back to the player's left wrist unless they have the 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. It is assumed during multiple-day events that players manage 8 hours of uninterrupted sleep each night. This is much slower than meditation because you are not actively attempting to draw mana into your body, you are simply resting.

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 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. *This is considering the verbal casting requirement of the spell activation and it is also to help your targets react accordingly.*

A caster being hit with projectiles 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, any Bolt spell, and the Flare spell will force a spell to fizzle (during casting AND when primed and held) as you are forced to move your feet (unless absorbed by auras). *Your feet must be stationary during casting (or you must be otherwise immobile) 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.

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 if 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. *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 an orb of power in your hand that has the potential to inflict significant damage; you don't want it next to you!* Once this is done, the spell is primed and the caster may slowly walk.

If a caster primes a spell and decides that they no longer wish to use it, they 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.

Shields must be set down to cast magic and cannot be picked up or reequipped while a spell is primed. However, a caster may cast and prime a spell with a strap buckler equipped. Strap bucklers may not be used to actively block incoming attacks while a spell is primed, nor may a caster attack with a weapon, as maintaining the magic spell requires too much concentration to effectively block or attack. 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 offhand.

Forced movement, such as being Staggered, Knocked Back, Knocked Down, or properly Encroached 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 effect the caster if the spell bag itself is shot with an arrow or crossbow bolt.

Throwing a Spell Bag

Spell bags, due to their magical nature and 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, equipment, and even the head *although intentional head shots are still not allowed*. The spell effect is transferred through any equipment into 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) but they must take care not to throw spell bags too hard! A spell bag must strike with the head of the bag on a target to be a valid hit. However, if the spell bag catches enough fabric to stop, deflect, divert its course, then this is also a valid hit. If only the tails of a spell bag barely touch a target, it considered a graze and does not count.

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. The spell bags 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 register properly. If, as a caster, you target a spell against an opponent and they do not notice, do not break immersion to call their attention to it, simply use the 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 Staff DISCREETLY to explain the situation. If approved, you may regain the mana for the spell. *DO NOT replenish the mana without Staff 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) if they drop the shield BEFORE the spell bag is thrown. 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.

- 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 and affecting them.
- In the case of a Shatter Bolt, if the shield is discarded AFTER the spell bag is thrown and the spell hits the target's body/other equipment, the target would still be staggered, and the shield would still be damaged.

Reusing Spell Props

Spell bags / beads / etc can be reused if the player has enough mana to cast spells. However, a player cannot just pick up a spell prop and throw it/use it again. They must place it back into 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 if they have donned a kill rag but should wait to do so until after the combat has ended and players have moved on. Discretion is required. If there are several 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 players' 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 by accident, please turn them in at Check-Out.*

Spell Summary

All players must read the spells so they understand what is in the game. This following list is a quick summary and reference (not a full list) of the different spells, and how they affect. Players must become familiar with this list so they know how to react when interacting with magic.

- **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 8 damage only 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 if able, 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/wounds (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 prop, 2 palms thrust towards target, max of 10 foot range. If hit then 15 foot Knockback and then Knockdown, no damage. If no Knockdown, targets suffers a torso Light Wound or upgrades to Mortal. No light needed at night.

- **Flare** - No prop if stationary, extended palm towards target, one charge. Silver beads in one hand if primed, max of 10 foot range, if hit 5 foot Knock Back, no damage, two charges. May prime in one hand and actively use a shield in other. White light at night if primed.
- **Divine Wrath** - Silver beads around fingers. Palms towards target, max of 5 foot range. Destroys lesser undead. Damages greater undead. White light at night if primed.
- **Blue Bead Necklace** - 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, 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 wrapped around handle of a weapon to “bless weapon”.
- **Purple Bead Necklace** – Wound through the fingers of meditating casters regaining mana.
- **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.

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. Any player wishing to cross class into arcane magic will need to decode arcane ciphers. *Players will coordinate with Staff on how to do any puzzles and ciphers when a player intends 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 represent the manipulation of force. At level one, arcane magic can 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 tails
- **Night Glow Color:** Blue glow bracelet
- **Effect:** You propel energy and force hard enough to inflict physical harm. When cast, caster may prime ONE striking bolt. When struck, target is STAGGERED. Deals 1 damage to a target regardless of where it strikes. Does not damage shields, it goes through to the target which damages the arm holding it. Accidentally heads shots count as Torso.

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 tails
- **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, caster may prime ONE stun bolt. 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. *Targets that are stunned may be targeted by Waylay/Sap and Pierce attacks.*

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. A 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. 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. 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. 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. The caster’s feet must be planted during the use of this spell, and they cannot pivot their feet. 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. Opponents that are trying to suffer the entire 15 foot knockback effect distance but cannot are fine as long as they roleplay and are trying. For example, being thrown into other people and falling, or up against a wall and then falling down would be acceptable.
- **Alternate Effect:** The target of a Push spell may choose not to be Knocked Down after they suffer the 15 Knockback effect, but they instead suffer an Open Light Wound to the Torso (or it upgrades an existing Open Light Wound to a Mortal Wound). This represents the target not “rolling with the punch” of the force of the Push spell and instead it slams into their body, breaking ribs and doing significant damage.

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, caster may prime TWO striking bolts. The extra bolt is primed into the caster's off hand. See Striking Bolt for spell effects.

SHATTER BOLT

- **Cost:** 3 mana
- **Time to Cast:** Instant
- **Duration:** Instant
- **Component:** Red colored spell bag with red tails
- **Night Glow Color:** Red glow bracelets
- **Effect:** You summon a ball of energy capable of doing explosive damage, enough to splinter wood, crack stone, and rend metal. When cast, caster may prime ONE shatter bolt. 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.

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 tails
- **Effect:** You summon a ball of energy that can lock down an opponent, holding them in cold stasis. When cast, caster may prime ONE ice bolt. 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 and will announce "IMMUNE" if needed. 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. This effect can be removed by a Dispel Bolt.

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 Mage Armor spell. The Improved version of this 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 auras 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 tails
- **Night Glow Color:** Blue glow bracelets
- **Effect:** When cast, caster may prime THREE striking bolts. The extra bolt is primed into the caster's off hand. See Striking Bolt for spell effects.

ACID BOLT

- **Cost:** 4 mana
- **Time to Cast:** Instant
- **Duration:** Instant
- **Component:** Green colored spell bag with green tails
- **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, caster may prime ONE acid bolt. When struck, target is STAGGERED. This spell deals 8 points of damage directly to a target's 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 tails
- **Night Glow Color:** Minimum of 3 Purple glow bracelets per bag (multiple, more visible)
- **Effect:** You summon a ball of void energy, concentrated force that when focused on a target can inflict devastating damage. When cast, caster may prime ONE death bolt. 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 handled differently. *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 an Open Light Wound and can then further upgrade that to an Open Mortal Wound. Any damage left after delivering an Open 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. Loudly state “RECALL” and display a 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 Staff.* 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 Staff tell 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 directly in front of another. Transmuting your physical form into raw mana and traveling the mana stream is dangerous. *Each recall spell used 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, or other disabling effects.* When the caster arrives, they are Severely Fatigued for 15 minutes.
- **Alternate Effect:** For 8 mana instead of 4 mana, the caster may transport another person (willing or not) with them when they recall. They 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 (the caster MUST supply them with it). *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 Severe Fatigue is doubled and is now 30 minutes.

IMPROVED PUSH

- **Cost:** 2 mana (see below)
- **Time to Cast:** Instant
- **Duration:** Instant
- **Component:** None
- **Night Glow Color:** N/A
- **Effect:** 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 cost for the spell. *Note that although the spell requires channeling mana after the spell is cast, the caster must still have both feet planted to be able to cast. 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 can be cast if there is not enough mana remaining, but the caster will suffer the “backlash” effect noted above.*

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. Any player wishing to cross-class into divine magic will need to write and audibly recite simple prayers/divine creeds. *Players will coordinate with Staff on how to do these 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 (for 2 charges) or None (for 1 charge)
- **Night Glow Color:** White Glow Bracelets (if primed)
- **Effect:** You channel ambient light into a flash, momentarily disorienting your foes. You may prime and walk with two charges of Flare in one hand by wrapping a silver bead necklace in your fingers. You may be walking/moving when expending one of the charges. 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. You may actively use a shield of any size 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. This spell can be primed at night if white glow bracelets are used.
- **Alternate Effect:** This spell may be cast without the need to prime silver beaded necklaces if the caster is stationary; walking without properly priming the spell causes it to fizzle. However, only one charge of Flare can be expended this way; priming is required to be able to use two charges.

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-giving energy. *Due to the trauma of being in the clutch of death and yanked back into the realm of the living, this spell will apply a 30-minute Severe Fatigue effect to the target.* Casters must 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 beaded necklace (hand) and Gold beaded necklace (target)
- **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 the faith in your Creed into a protection aura that can turn away a harmful attack. Represented by a gold beaded necklace placed around the target's neck. May be cast on self or onto other players, regardless if they believe in the same Creed as the caster. Allows the target 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 as soon as they reasonably can 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 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 Bolt cannot dispel Divine Barriers or Sanctuary effects.* Dispel Bolts can also deal moderate damage to undead enemies, making it an offensive spell for clerics against the undead. The effect it has is dependent on the strength of the undead target.

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 into an open wound, you can hold the tissue together. You may treat an Open Light Wounded location up to two times with this spell, the same as the Improved First Aid skill. *See First Aid/Improved First Aid Skill for mechanics on how to treat wounds.* You must wrap a silver beaded necklace through the fingers of one hand and then hover it over the wound during the casting time. Unlike the First Aid skill, a caster may NOT treat themselves with this spell if they are Mortally wounded. *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. *See First Aid/Improved First Aid Skill for mechanics on how to treat 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 and given to the Undead NPC.

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 of that skill to add their mana to the spell to reach a higher Cleanse Rating if the caster of this spell also has Mana Transfer.*
- **Alternate Effect:** Cleanse may be used on a Treated Wound 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. 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, 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.*

DIVINE BARRIER

- **Cost:** 2 mana
- **Time to Cast:** Instant
- **Duration:** 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 powerfully. 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. Both feet must be firmly planted to the ground and you cannot move/walk. *Your hands must be angled greater than 45 degrees; dropping your hands lower than this will fizzle the spell.* The spell immediately ends if the caster's hands drop down, their arms droop, or they move. Being attacked does not end the spell unless it wounds an arm/torso. Incidental touches do not interfere with the spell but if the caster is forced to move (knockback, etc) the spell ends. Another player cannot assist them in any way with holding their arms up. The player's own strength and endurance are the only things that can be used to hold their arms up. 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. *This spell cannot be dispelled by a Dispel Bolt.*

SACRIFICE

- **Cost:** 1 mana (Light) / 2 Mana (Mortal)
- **Time to Cast:** 1 minute of role play (Light) / 5 minutes of role play (Mortal)
- **Duration:** Instant
- **Component:** Silver beaded necklaces + Applicable Bandages
- **Night Glow Color:** N/A
- **Effect:** This spell opens 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 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 1 mana, one Treated Light Wound can be transferred to the caster (the target removes the wound entirely, the caster gains the wound). *Open Wounds cannot be transferred this way!* This takes 1 minute for a Treated Light Wound. The wound is still Treated once it is transferred; they do not reopen or worsen during this process.
- **Alternate Effect:** For 2 Mana and 5 Minutes of casting time, a Treated Mortal Wound can be transmuted to the caster. *Once complete, the spell target (not the caster) is Severely Fatigued for 5 minutes as their body adjusts to effects of the spell.*

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, 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; the caster may slowly walk while holding or casting the spell. At night, you must use White Glow Bracelets 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 knockback, knockdown, or suitable role play movement. Lesser undead are destroyed but more powerful undead may only be damaged by this spell.

DIVINE INTERVENTION

- **Cost:** 5 mana
- **Time to Cast:** 1 minute of role play
- **Duration:** Instant
- **Component:** Silver beaded necklaces + Clean Bandages
- **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 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 close their eyes or look down 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, attack, or projectile and is completely immune to harm (announce IMMUNE if needed). Any Poison or Disease timers are not halted, as those are already influencing the caster. *This spell cannot be dispelled by a Dispel Bolt.*
- **Alternate Effect:** The spell caster may cast double the mana (4 instead of 2) 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.

CREDITS & DISCLAIMERS

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

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