

Refuge LARP Rules Errata

January 2025

Introduction

This Errata document has been created to enable clarification and updates between Rulebook versions. Both the *Rules Changes* and *Rules Adjudications* are to be treated as though they exist in the current Provisional Rulebook. The *Rules Changes* are new rules which have been approved by the Board of Directors, while the *Rules Adjudications* section is a consolidated list of updates to the existing text which have been issued by RRC and not yet been added to the Rulebook.



Rules Changes

Blocking with Two-Handed Weapons

All Two-Handed Weapons may be used to block when wielded with one hand, in the same manner as wielding a Staff. The hand-placement requirements for Staff wielding still apply only to Staves, however, all other details now affect all Two-Handed Weapons.

Parry and Intercept can both be used while wielding a Two-Handed Weapon in one hand. All Weapons must be wielded following all safety rules for the game.

Dispelling Strike & Purifying/Draining Strike

Dispelling Strike and Purifying/Draining Strike may be meditated back by studying a Weapon.

High Magic & Artificing Targeting

High Magic and Artificing target the Spirit and persist through Resurrection.

Performance

Performance is eligible for Recharge Prowess.

Weapon Lengths

Minimum length for all Staff Weapon physreps is now 58 inches (147.3 cm).

When measuring a Bow's length, it is measured along the outside of the Bow's curve, excluding any minor decorative flourishes.

Rules Adjudications

Earthen Bastion

Cost 5; Prerequisite: Any of Shield or Style Master

(Passive) When a character selects this benefit, they must designate a single Relic in their possession. Until the end of the LP, when wielding a Shield and so long as they possess the designated relic, they alone may treat the Shield as that Relic for most respects. Marshal must write the Relic's rep # or item ID on the Battle Board.

While the Shield allows their Channeling to be modified by any Ritual Spells on the designated Relic which affect Channeling, it is not inherently immune to Shatter. Note that, like any Source, the character must touch their Channeling packet to the Shield before throwing.

Necessitate

The Packets generated by Necessitate are now called “# Effect” rather than “# Effect Normal.”

Paste of Stickiness & Oil of Slipperiness

When using these Coatings in their offensive form, the call is “# Poison Effect” rather than just “Poison Effect.”

Reconstruction

(Passive) May repair any amount of Gear affected by Shatter by Meditating at a Crafting Station and paying half the total coin cost of the Gear.

Stellar Trick

Cost 6; Prerequisite: Any of Small Weapon, One Handed Edged, One Handed Blunt, One Handed Master or Weapon Master

(Passive) When a character selects this benefit, they must designate a single Wand in their possession. Until the end of the LP, when wielding a Small Weapon in which they are proficient, and so long as they possess the designated source, they alone may treat the Small Weapon as that Wand for most respects. Marshal must write the Wand rep # or item ID on the Battle Board.

While the Small Weapon allows their Channeling to be modified by any Ritual Spells on the designated Wand which affect Channeling, it is not inherently immune to Shatter. Note that, like any Source, the character must touch their Channeling packet to the Small Weapon before throwing.

Tradecraft

(Times Ever) Characters must spend additional Production Points from the same Production Skill as used to acquire this Artificing ability. You make an Item Tag with a Merchant Code that has a value equal to (5 copper times PP spent). Characters do not need to expend coin to produce this Item Tag. The name of this tag must describe a mundane object or collection of objects that are in-genre and strongly related to the Artificing used (for example a “pulley” for Engineering.)