

Refuge Point Item Request Policy

December 2024

Refuge Points

Refugee LARP, as an international organization, has a reward which is worth more than Chapter Points. These are called Refuge Points. Refuge Points are given out to players for helping the LARP on a national scale. This includes being part of a Refuge LARP Committee, volunteering for National events, and donations that go above and beyond.

Refuge LARP also allows purchase of Magic Items with Refuge Points. This list is available on the Refuge LARP website (www.refugelarp.org); the cost will vary depending on the item and how many LPs the item is created for.

Request Process

Players

- Player emails their logistics team requesting an item be made, listing all Ritual Spells, Aspects (Earth or Celestial), Ritual Spell-specific choices, RP costs of each Ritual Spell, and Total RP cost.

Logistics

- Logistics team:
 - Verifies the item is valid.
 - Confirms all necessary information is present.
 - Gets the character number with which the item will be associated.
 - Verifies the player has enough refuge points to create the item.
 - If the player is requesting a location Ritual Spell, verifies with plot that this is acceptable.
 - Emails the national contact with the request: rprequest@refugelarp.org
 - Includes the player number, as well as the item to be made.
 - After the National contact mails them the tag pdf, prints it & signs it.

National

- National contact:
 - Receives the email from the Logistics team.
 - Creates an item as requested, from the National chapter, from the “Refuge Point” Campaign.
 - Item must have the flaw: “Only usable by Character ID. This Flaw cannot be affected or removed.” “Character ID” is not required to belong to your own character.
 - Decreases the player’s Refuge Point total by the appropriate amount for the item.
 - Emails the pdf back to the Logistics Team that requested it to be printed & signed.

Restrictions on Items

- All items must follow normal Ritual Spell restrictions.
 - A single item may only have 20 Ritual Spells on it.
 - Ritual Spells must target valid targets.
- All items will be created with this flaw:
 - “Only usable by Character ID. This Flaw cannot be affected or removed.”
 - “Character ID” is not required to belong to your own character.
- Requestor is responsible for providing the physical representation with Magic Item number on it.

- Location Ritual Spells may be selected, but must be approved by Local Plot for the specific location BEFORE being requested.
- Item issued will be as a Universal item from the National Refuge Point campaign.
- Ritual Spells which require a Catalyst may not be purchased.

Price List

Item/Body/Spirit Ritual Spells

Ritual Spell Name	RP	Ritual Spell Name	RP
Arcane Armor - up 5 points of Armor	15	Enchant - 2 charge spell level 4-6	19
Arcane Armor - up 10 points of Armor	22	Enchant - 2 charge spell level 7-9	24
Arcane Armor - up 15 points of Armor	28	Enchant - 3 charge spell level 1-3	15
Arcane Armor - up 20 points of Armor	40	Enchant - 3 charge spell level 4-6	20
Arcane Armor - up 25 points of Armor	58	Enchant - 3 charge spell level 7-9	25
Arcane Armor - up 30 points of Armor	80	Endure Elements - 1 condition	14
Armored Shell	25	Endure Elements, each additional condition	5
Assassin's Edge - 1 Charge/LP	15	Enhance Armor - 1 charge/LP	19
Assassin's Edge - 2 Charge/LP	23	Enhance Source - 1 element	15
Assassin's Edge - 3 Charge/LP	30	Enhance Source - 2 element	24
Audible Projection	14	Enhance Source - 3 element	35
Battlemage's Strike - up to 3rd	15	Enhance Source - 4 element	43
Battlemage's Strike - up to 6th	23	Eternal Resolution - 1 charge, 5 Elemental Healing	15
Battlemage's Strike - up to 9th	30	Eternal Resolution - 1 charge, 10 Elemental Healing	23
Bound Shard	18	Eternal Resolution - 1 charge, 15 Elemental Healing	30
Channel Armor - 1 charge/LP	15	Eternal Resolution - 1 charge, 20 Elemental Healing	38
Channel Armor - 2 charge/LP	23	Eternal Resolution - 1 charge, 25 Elemental Healing	45
Channel Armor - 3 charge/LP	30	Explosive Demise	23
Channel Health - 1 charge/LP	15	Focused Resistance - 1 charge/LP	12
Channel Health - 2 charge/LP	23	Focused Resistance - 2 charge/LP	19
Channel Health - 3 charge/LP	30	Focused Resistance - 3 charge/LP	27
Cloak of Darkness	23	Greater Source - 1 charge/LP	20
Counterspell - 1 charge/LP	15	Greater Source - 2 charge/LP	23
Counterspell - 2 charge/LP	23	Greater Source - 3 charge/LP	30
Counterspell - 3 charge/LP	30	Heal Construct - 1 charge	14
Elemental Imbuement - 1 charge/LP	7	Heal Construct - 2 charge	19
Elemental Imbuement - 2 charge/LP	13	Heal Construct - 3 charge	24
Elemental Imbuement - 3 charge/LP	19	Healing/Chaos Imbuement - 1 charge/LP	11
Elemental Manipulation - 1 charge	15	Healing/Chaos Imbuement - 2 charge/LP	19
Elemental Manipulation - 2 charge	23	Healing/Chaos Imbuement - 3 charge/LP	26
Elemental Manipulation - 3 charge	30	Heroic Interception - 1 charge/LP	18
Empower Warrior	58	Infinite Quiver – 1 charge	23
Enchant - 1 charge spell level 1-3	5	Instant Trap - 3 traps	15
Enchant - 1 charge spell level 4-6	14	Instant Trap - 6 traps	23
Enchant - 1 charge spell level 7-9	19	Instant Trap - 9 traps	30
Enchant - 2 charge spell level 1-3	10	Item Recall - 1 charge/LP	29

Ritual Spell Name	RP	Ritual Spell Name	RP
Jack Of All Trades	25	Reinforce Armor - 1 charge/LP	15
Life Leech - 1 charge/LP	19	Reinforce Armor - 2 charge/LP	22
Life Leech - 2 charge/LP	38	Reinforce Armor - 3 charge/LP	28
Life Leech - 3 charge/LP	57	Render Indestructible	28
Magic Evocation	38	Resist Destroy Magic - 1 charge	35
Magic Imbuement - 1 charge/LP	12	Retribution - 1 charge/LP	30
Magic Imbuement - 2 charge/LP	19	Sacrifice - 1 charge	28
Magic Imbuement - 3 charge/LP	27	Skill store – 1 charge	30
Magical Claws	35	Sorcerous Triage - 1 charge, must be Body	15
Memory Strike - up to 3rd	15	Sorcerous Triage - 2 charge, Body or Item	30
Memory Strike - up to 6th	23	Sorcerous Triage - 2 charge, must be Body	23
Memory Strike - up to 9th	30	Sorcerous Triage - 3 charge, Body or Item	49
Merchant Insight - Item Only	32	Sorcerous Triage - 3 charge, Spirit or Body or Item	68
Monster Slayer	22	Species Reaver	21
Mystic Smith - 1 charge/LP	17	Spell Parry - 1 charge/LP	28
Perfect Riposte	23	Spell Store - 1	5
Poison Cache - 1 charge/LP	20	Spell Store - 2	14
Poison Trigger	23	Spell Store - 3	15
Potency - 1 element	17	Spell Store - 4	17
Potency - 2 element	29	Spell Store - 5	23
Potency - 3 element	42	Spell Store - 6	29
Potency - 4 element	54	Spell Store - 7	30
Potion Coating - 1 charge/LP	20	Spell Store - 8	32
Preserve Duration - 1-4 Ritual Spells	21	Spell Store - 9	37
Preserve Duration - 5-8 Ritual Spells	22	Spell Swap - 1 charge/LP	7
Preserve Duration - 9-12 Ritual Spells	34	Spell Swap - 2 charge/LP	13
Preserve Duration - 13-16 Ritual Spells	40	Spell Swap - 3 charge/LP	19
Preserve Duration - 17-19 Ritual Spells	50	Spirit Link	23
Quicken Aid - 1 charge/LP	6	Spirit Lock	27
Quicken Aid - 2 charge/LP	12	Stalwart Shield	21
Quicken Aid - 3 charge/LP	18	Storm Quiver - 1 charge/LP	33
Quicken Meditation - 1 charge/LP	14	Strengthened Blow - 1 charge/LP	15
Quicken Meditation - 2 charge/LP	20	Strengthened Blow - 2 charge/LP	22
Quicken Meditation - 3 charge/LP	27	Strengthened Blow - 3 charge/LP	28
Raging Strike - 1 charge/LP	15	Sturdy Armor	20
Raging Strike - 2 charge/LP	23	Trap Avoidance - 1 charge/LP	12
Raging Strike - 3 charge/LP	30	Trap Avoidance - 2 charge/LP	23
Recharge Prowess - 1 charge/LP	33	Trap Avoidance - 3 charge/LP	34
		Vengeance @ rank 20	23

Location-Only Ritual Spells

Please note that all location Ritual Spells require plot approval **before** requesting them.

Ritual Spell Name	RP
Blissful Rest	5
Create Limited Circle of Power	28
Haven of the Living/Domain of the Defiled	24
Illumination/Darkening	12
Merchant Insight - Location Only	18