

Refuge Point Item Request Policy

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 removed by Destroy Magic." "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 removed by Destroy Magic."
 - "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	21	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	11
Channel Health - 2 charge/LP	23	Focused Resistance - 2 charge/LP	19
Channel Health - 3 charge/LP	30	Focused Resistance - 3 charge/LP	26
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	6	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
Jack Of All Trades	25
Life Leech - 1 charge/LP	19
Life Leech - 2 charge/LP	38
Life Leech - 3 charge/LP	56
Magic Evocation	38
Magic Imbuement - 1 charge/LP	11
Magic Imbuement - 2 charge/LP	19
Magic Imbuement - 3 charge/LP	26
Magical Claws	35
Memory Strike - up to 3rd	15
Memory Strike - up to 6th	23
Memory Strike - up to 9th	30
Merchant Insight - Item Only	31
Monster Slayer	21
Mystic Smith - 1 charge/LP	16
Perfect Riposte	23
Poison Cache - 1 charge/LP	20
Poison Trigger	23
Potency - 1 element	16
Potency - 2 element	29
Potency - 3 element	41
Potency - 4 element	54
Potion Coating - 1 charge/LP	20
Preserve Duration - 1-4 Ritual Spells	21
Preserve Duration - 5-8 Ritual Spells	28
Preserve Duration - 9-12 Ritual Spells	34
Preserve Duration - 13-16 Ritual Spells	40
Preserve Duration - 17-19 Ritual Spells	50
Quicken Aid - 1 charge/LP	5
Quicken Aid - 2 charge/LP	11
Quicken Aid - 3 charge/LP	18
Quicken Meditation - 1 charge/LP	14
Quicken Meditation - 2 charge/LP	20
Quicken Meditation - 3 charge/LP	26
Raging Strike - 1 charge/LP	15
Raging Strike - 2 charge/LP	23
Raging Strike - 3 charge/LP	30
Recharge Prowess - 1 charge/LP	33

Ritual Spell Name	RP
Reinforce Armor - 1 charge/LP	15
Reinforce Armor - 2 charge/LP	21
Reinforce Armor - 3 charge/LP	28
Render Indestructible	28
Resist Destroy Magic - 1 charge	35
Retribution - 1 charge/LP	30
Sacrifice - 1 charge	28
Skill store – 1 charge	30
Sorcerous Triage - 1 charge, must be Body	15
Sorcerous Triage - 2 charge, Body or Item	30
Sorcerous Triage - 2 charge, must be Body	23
Sorcerous Triage - 3 charge, Body or Item	49
Sorcerous Triage - 3 charge, Spirit or Body or Item	68
Species Reaver	21
Spell Parry - 1 charge/LP	28
Spell Store - 1	5
Spell Store - 2	14
Spell Store - 3	19
Spell Store - 4	10
Spell Store - 5	19
Spell Store - 6	24
Spell Store - 7	15
Spell Store - 8	20
Spell Store - 9	25
Spell Swap - 1 charge/LP	6
Spell Swap - 2 charge/LP	13
Spell Swap - 3 charge/LP	19
Spirit Link	23
Spirit Lock	26
Stalwart Shield	21
Storm Quiver - 1 charge/LP	33
Strengthened Blow - 1 charge/LP	15
Strengthened Blow - 2 charge/LP	21
Strengthened Blow - 3 charge/LP	28
Sturdy Armor	20
Trap Avoidance - 1 charge/LP	11
Trap Avoidance - 2 charge/LP	23
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	11
Merchant Insight - Location Only	18