

Refuge Point Item Request Policy

Refuge Points

REFUGE, as an international organization, has a reward level above the Chapter level 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 Committee, volunteering for National events, and donations that go above and beyond a certain point.

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

Spreadsheet

- [Here](#) - includes a calculator for RP cost

Request Process

Players

- Player emails their logistics team requesting an item be made.

Logistics

- Logistics team:
 - verifies the item is valid
 - gets the character number the item will be associated with
 - verifies the player has enough refuge points to create the item
 - if the player is requesting a location ritual, verifies with plot that this 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 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 restrictions.
 - A single item may only have 20 rituals on it
 - Rituals 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.
- Location Rituals may be selected, but must be approved by plot for the specific location BEFORE being requested.
- Item issued will be as a Universal item from the National Refuge Point campaign.
- Rituals which require a catalyst may not be purchased.

Price List

Item/Body/Spirit Rituals:

- Arcane Armor - up 05 points of Armor: 15
- Arcane Armor - up 10 points of Armor: 21
- Arcane Armor - up 15 points of Armor: 28
- Arcane Armor - up 20 points of Armor: 40
- Arcane Armor - up 25 points of Armor: 80
- Arcane Armor - up 30 points of Armor: 110
- Armored Shell: 25
- Assassin's Edge - 1 charge/LP: 15
- Assassin's Edge - 2 charge/LP: 23
- Assassin's Edge - 3 charge/LP: 30
- Audible Projection: 14
- Battlemage's Strike - up to 3rd: 15
- Battlemage's Strike - up to 6th: 23
- Battlemage's Strike - up to 9th: 30
- Bound Shard: 18
- Channel Armor - 1 charge/LP: 15
- Channel Armor - 2 charge/LP: 23
- Channel Armor - 3 charge/LP: 30
- Channel Health - 1 charge/LP: 15
- Channel Health - 2 charge/LP: 23
- Channel Health - 3 charge/LP: 30
- Cloak of Darkness: 23
- Counterspell - 1 charge/LP: 15
- Counterspell - 2 charge/LP: 23
- Counterspell - 3 charge/LP: 30
- Elemental Imbuement - 1 charge/LP: 6
- Elemental Imbuement - 2 charge/LP: 13
- Elemental Imbuement - 3 charge/LP: 19
- Elemental Manipulation - 1 charge: 15
- Elemental Manipulation - 2 charge: 23
- Elemental Manipulation - 3 charge: 30
- Empower Warrior: 58
- Enchant - 1 charge spell level 1-3: 5
- Enchant - 1 charge spell level 4-6: 10
- Enchant - 1 charge spell level 7-9: 15
- Enchant - 2 charge spell level 1-3: 10
- Enchant - 2 charge spell level 4-6: 15
- Enchant - 2 charge spell level 7-9: 20
- Enchant - 3 charge spell level 1-3: 15
- Enchant - 3 charge spell level 4-6: 20
- Enchant - 3 charge spell level 7-9: 25
- Endure Elements - 1 condition: 14
 - Endure Elements - each additional condition: 5
- Enhance Armor - 1 charge/LP: 19
- Enhance Source - 1 element: 15
- Enhance Source - 2 element: 24
- Enhance Source - 3 element: 35
- Enhance Source - 4 element: 43
- Enhanced Quiver - +20 arrows: 15
- Enhanced Quiver - +40 arrows: 29
- Enhanced Quiver - +60 arrows: 43
- Enhanced Quiver - endless arrows: 84
- Eternal Resolution - 1 charge, 05 Elemental Healing: 15
- Eternal Resolution - 1 charge, 10 Elemental Healing: 23
- Eternal Resolution - 1 charge, 15 Elemental Healing: 30
- Eternal Resolution - 1 charge, 20 Elemental Healing: 38
- Eternal Resolution - 1 charge, 25 Elemental Healing: 45
- Explosive Demise: 23
- Focused Resistance - 1 charge/LP: 11
- Focused Resistance - 2 charge/LP: 19
- Focused Resistance - 3 charge/LP: 26
- Greater Source - 1 charge/LP: 11
- Greater Source - 2 charge/LP: 19
- Greater Source - 3 charge/LP: 26
- Heal Construct - 1 charge: 14
- Heal Construct - 2 charge: 19
- Heal Construct - 3 charge: 24
- Healing/Chaos Imbuement - 1 charge/LP: 11
- Healing/Chaos Imbuement - 2 charge/LP: 19
- Healing/Chaos Imbuement - 3 charge/LP: 26
- Heroic Interception - 1 charge/LP: 18

- Instant Trap - 3 traps: 15
- Instant Trap - 6 traps: 23
- Instant Trap - 9 traps: 30
- Item Recall - 1 charge/LP: 29
- 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 rituals: 21
- Preserve Duration - 13-16 rituals: 40
- Preserve Duration - 17-19 rituals: 50
- Preserve Duration - 5-8 rituals: 28
- Preserve Duration - 9-12 rituals: 34
- 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
- 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
- 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 Reaper: 21
- Spell Parry - 1 charge/LP: 28
- Spell Store - 1: 5
- Spell Store - 2: 14
- Spell Store - 3: 15
- Spell Store - 4: 16
- Spell Store - 5: 23
- Spell Store - 6: 29
- Spell Store - 7: 30
- Spell Store - 8: 31
- Spell Store - 9: 36
- 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
- Store Ability - 1 charge: 11
- 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
- Workplace of Convenience - 1 benefit: 18
 - Workplace of Convenience - each additional benefit: 18

Location-Only Rituals

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

- 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