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Text is from Draft Ruleset v1.00.03

Introduction

Live Action Role Playing is a unique hobby. It combines the theater of the mind with the activity of a physical sport, improvisation with emotional roleplaying, and exciting escapades with heroic last stands. Compared to tabletop games, video games, or even virtual reality, nothing comes close to the excitement of actually engaging in physical combat against an opponent or being chased through a forest at night by a monster hunting your character.

My first LARPing event was back in 1996, and even as a teenager I was immediately transported to an incredible world where I could try things I'd never imagined before. This is the only hobby I've enjoyed continuously across more than two decades. Although the games I've played have changed over the years, that moment of excitement when I first inhabit another character's worldview has never faded. LARPing has allowed me to stretch my communication and emotional aptitude far beyond what I could ever try in "real life", and I credit this hobby with giving me the skills I use daily in my professional job. I can't recommend it enough to those who are ready to stretch themselves in a safe and supportive environment.

When someone tries LARPing, they push themselves in interesting ways that they might never have the opportunity to do otherwise. Perhaps they've always wanted to take on a leadership role and never worked up the courage or been given the opportunity to do so in their regular life. Maybe they've always imagined sneaking around in a dark field and proving their mettle in daring escapes, or they love the idea of conjuring powerful magics and saving the day. When LARPing, they can try all of these things and more – they can practice their bartering skills, seek to outwit those around them, or build a group that helps everyone work together to stave off the destruction of an entire society. They can enjoy these and thousands of other experiences which are more immediate and impactful than any other activity they've ever tried.

While Refuge inherits from and pays homage to several other LARPs and gaming systems across the US and internationally, it brings a flavor and community uniquely its own. The Refuge player base is welcoming and open to new players, whether they've LARPed for decades or are ready to try out their first event. If you've never tried this hobby before, I encourage you to give it a shot with Refuge – there's nothing that quite compares to what LARPing can give you.

This Rulebook serves to introduce you to Refuge and provides options to play a variety of customizable characters. It provides both the basic nuts and bolts of how to play as well as examples of how the game looks in practice, whether you want to play a character of your own or try your hand at helping guide the story of the game as a monster or roleplaying foil to the other players. Either way, Refuge LARP serves as a pathway to an enjoyable and enriching gaming experience with a welcoming community. I hope to see you at an event soon!

-Bryan Gregory

Where to Start?

The basic “Nuts and Bolts” to character creation:

1. All characters begin with 25 XP (Experience Points).*
2. Choose your Species (Chapter 2)
3. Choose your Class (Chapter 3)
4. Purchase your Skills (Chapter 6)
5. Pick a name suitable to a fantasy setting
6. Purchase starting items (see below)
7. Come up with a basic back-story
 - a. Who are you?
 - b. Why are you here?
 - c. What are you here to do?
8. Have fun!

*some players may start with more XP due to donations or spending time in Monster Camp as an NPC.

Larping Basics

Before going into the Refuge rules proper, there's a few important concepts to understand, especially for someone new to Live Action Role Playing (LARPing):

In-game / out-of-game: When you're attending a Refuge event, anything you do which is not part of the game world is considered “out-of-game“ (OOG). For example, using the restrooms, going to pick up your character card from the Logistics staff, and parking your car are all out-of-game. Anything you do which is part of the story is considered “in-game” (IG). For example, fighting a monster with your boffer weapons, talking as your character to another character about the latest tavern rumors, and trying to sneak past an enemy patrol are all in-game actions.

When a player is briefly out-of-game, they should put their hand or weapon to their head to indicate this. If the player will be outof-game longer than a few moments and the game is already underway, they should put on a white headband to note that they do not

exist in-game and should be ignored by others.

Player / Character: You as a player are separate from your in-game character, and it's important to keep a distinction between the two. Robert might play the mighty healer Jazpeh at an event, but other players should not always expect to encounter Jazpeh in-game just because Robert is on site – he might be playing monsters for that event. Similarly, in-game actions by a character should never be taken out-of-game by the player – for example, if your character was waylaid in the woods and robbed by another character, you as a player should not hold that against the player of that other character. It's part of the game – keep in-game problems in-game. There are some decisions which are made by a player - for example, whether to retire their character upon their last death, or whether to spend character resources while Berserked. Whatever is chosen by the player should be kept in-game by other characters, since these are out-of-game choices. They may result in in-game ramifications (such as if your character casts Necromancy, an illegal type of magic), but should not result in out-of-game consequences.

PC / NPC: Players attending a Refuge event generally choose one of two rules: Player Character (PC) or Non-Player Character (NPC). A PC is someone who plays a single character generally for the length of the event. This character makes their own choices and accumulates skills and experience over time (as well as deaths, should they fall in combat). An NPC, on the other hand, is a volunteer who helps staff the game by playing many roles throughout an event, as directed by the Plot team for the event. They may act as a tavernkeep dispensing drinks and rumors one minute, and soon thereafter switch costumes and NPC cards to play a bloodthirsty troll trying to kill the PCs in town. NPC actions are directed by Plot, although many NPCs are given limited leeway in how they want to play the characters they are given.

NPCs should not be treated differently by PCs in-game. A PC shouldn't act differently towards one person in town than another simply because they know, out-of-game, that the character is being played by an NPC instead of another PC. It's not uncommon for PCs to spend a few hours NPCing at an event, to help out when Plot needs a few extra bodies or to change up the pace of their event. This is called “double hooking” and is always appreciated by the Plot team.

Marshals: Refuge appoints Marshals to help referee the game. These Marshals might be PCs or NPCs, and have a variety of duties at Refuge, from helping clarify rules in the middle of combat to evaluating weapons and armor for safety. Marshals are required to be notified if you intend to break into someone else's cabin (IG) or cast a powerful Ritual.

Above all, a Marshal's job is to keep the game moving along. If a Marshal makes a call that you disagree with, don't argue it on the field – bring it up after the game, either to a designated Player Representative or the Marshal group for your chapter. Remember, the Marshals are committed to keeping the game flowing with as little interruption as possible; please respect this role and help them even if a specific rules decision is disadvantageous for your character

The 4 Most Important Rules

There are four rules in this book, revolving around safety and safe play, which are so important we want to make sure you understand them right up front. These rules are mandatory, and all players are required to follow them without exception or debate. Players should let a Marshal or staff member know about any violations to these rules.

The Pause Game Rule

This is the single most important rule in this entire book.

Many things can happen while players are on the field. If you see anything that appears to be unsafe, you can call a Pause Game. To do this, shout the words “Pause Game” as loudly as you can and everyone in the vicinity will drop to one knee. **If dropping to a knee is unsafe or the player cannot, they must instead stay very still and alert.** If you hear someone else shout this, immediately halt what you are doing, drop to one knee, and wait for further instructions. You'll probably also hear the call echo down the field so everyone hears it.

Body Contact

Outside of the specific rules outlined elsewhere (such as safely touching someone's shoulder to represent picking them up), you are not allowed to touch another person without their express consent. Melee combat takes place only with approved weapons. You may never use any hand-to-hand attacks, kick, grab, or grapple other players. Participants are not allowed to strike certain areas of the body with melee weapons for safety reasons (invalid areas include head, throat, groin, and hands from the wrist down).

All hits to these locations do not count against the character. This includes hits from both Packets and Weapons. More details can be found in the Combat section.

Intoxicants & Illegal Substances

You are forbidden from using any intoxicants (alcohol, cannabis, or other similar substances) or illegal drugs at any gathering or event. You are never allowed to participate while under the influence of alcohol or illegal drugs regardless of where you consumed them (even off-site). If you are impaired you are not safe to fight, even if you believe you might be. This is never okay. If deemed impaired by game Staff (such as Marshals), you may have to Page.

Sneaking & Theft

Sometimes you may want for your character to engage in some in-game law-breaking or thievery. While this is permitted, there are some tight controls on this activity. You must first get a Marshal (an official or staff member who will witness and monitor your actions) before you are allowed to sneak into any building (including a tent, or other sleeping area) where another players' personal property might be present. The Marshal is there to ensure personal property is not accidentally taken and that all game rules are observed. You are never allowed to steal personal property or break a real-world law. See the So You Want to Be a Thief? section for more details.

Starting Items

When you play your first event as a new character, you are given certain starting materials that your character should have ingame. After that, you'll need to find new supplies in-game. If, for example, your starting armor gets destroyed you'll have to get new armor tags in-game by buying, stealing, or making new armor.

Brand new characters with 25 XP start with a pool of 150 copper pieces to spend on items and gear. These can be spent on equipment based on its Production Point value. It can also be used to buy spells in your starting spell book at the basic spell ink cost of 2 coppers per level of the spell. Alchemy recipes can be bought for 1 copper piece per Production Point of the recipe(s) chosen. Sources can be purchased for their standard cost of 20 coppers each, while armor, weapons, and other substances like scrolls and potions can be purchased for their Production Point cost directly. Production Point costs can be found in the Production Skills section.

If a character plays their first game with a higher XP total (for example, if you've NPC'd a few times before playing a PC), their starting pool is bigger to represent the gear the character might have collected in-game during their adventuring time. The pool is equal to the character's XP times their level plus 100, up to level 30 (300 XP) where it caps out.

Characters with enough points can spend them on starting Magic Items directly for their Ritual Point cost. This can be found on the REFUGE LARP website (www.refugelarp.com), where you can find a full list of Rituals with their Ritual Point costs. These items will be created in your local Refuge chapter. Each REFUGE LARP PC will want to start with tags appropriate for their starting needs.

Every character will want to purchase Weapon and Armor tags equivalent to the gear they start with. Some examples are given below based on your chosen class; feel free to adjust these with your chosen pool spending as you like:

- **Fighters:** In addition to weapon and armor tags, a fighter may want to pick up a few small healing potions for emergency healing. Extra weapon tags never go amiss, either, as fighters are often in the front lines and targeted by enemy Disarms or Shatters.
- **Rogues:** A rogue with Herbal Lore might want to buy some alchemical coatings to put on their weapons. One with Create trap could purchase a trap or two to protect their belongings. Any rogue with Alchemy will want to purchase some starting

recipes in their recipe book. If they have enough levels of Alchemy or Create trap, they might want to purchase some globes to throw offensively.

- **Scholars:** Any scholar with Channeling will want to purchase one or more Sources through which to evoke their Channeling Pool. Scholars will probably want to fill out their spell book with a few starting spells as well, to make sure they can memorize the spells they need to face the day. Any scholar with Read Magic can make use of a few scrolls to augment their spell slots, while healers may want some starting potions to help heal allies who go down in battle.
- **Scouts:** Weapons, weapons, and more weapons. Scouts often have one or more ranged weapons, for which they will either want to buy ammunition (arrows or bolts) or more weapon tags (thrown weapons). Scouts might make use of some of the rogue's sneakier options like Alchemy or Trap Globes if they have the right skills.
- **Spellswords:** Spellswords will want to make sure they have a spell book like a scholar as well as weapons and armor like a fighter. If they have Channeling, they'll need a Source as well.
- **Adepts:** In addition to some of the rogue gear, adepts will need a spell book, as well as a Source if they have Channeling. Extra potions or scrolls can help stretch their limited spells in a pinch.
- **Artisans:** Any artisan will want to make sure to fill out spell and recipe books appropriate to their crafting skills. They may want to pick up additional starting items they can use, whether it's Earth potions, Celestial scrolls, or Alchemy elixirs and Trap Globes.

Physical Representations (Physreps)

If you acquire any potions, scrolls, poisons, or alchemical substances during your adventures, they will have a tag attached. If you create your own through the Production Points system, then you must supply a physical representation ("physrep") for the item, and the tag must be attached. This physical representation can be stolen, at which point the thief will take both the tag and the item.

A tag by itself is not a valid item. You cannot utilize a tag without a physrep to take an in-game action (like drinking a potion). This rule exists because in-game these objects should take up room and add weight. You can't carry around a hundred potions as easily as you could a hundred tags.

Keep in mind that the tags themselves are stealable even without a physrep; you do not become immune to thievery by ignoring the physrep requirements. If you have a batch of tags that you have not attached to physreps and someone searches you, you must turn them over. Similarly, these tags can be destroyed by applicable Traps and similar effects even though they are not attached to a physrep.

You must provide your own physrep for magical weapons and items you create in-game, although there may be times that one will be provided in-game. Once the physrep is in-game, you cannot alter the weapon in any way except to repair it when needed. If the physrep wears out, then its replacement must look as close as possible to the original. Contact your local Marshals for guidance if you are unsure.

If you have a personal physrep that gets enchanted (for example, a suit of armor) and the item is stolen in-game, you have the right to refuse to turn over your personal physrep. You must still, however, turn over the tags for that item. In exchange for keeping your own item, you forfeit your right to "recognize" your special armor later when the thief wears it in-game (using your tags with his or her own physical representation).

Species

Humans are not the only species in the world of REFUGE. There are many mythical and unusual species, such as Elves, Dwarves, Halflings, Kyn, and other more exotic species; and within each species, there are various cultures. This provides for the widest possible amount of character development.

Playing your species means knowing and understanding your species' culture and society in your campaign—just like not all Humans are alike, you shouldn't expect all Elves to act identically. Some species have their culture based on certain societies in our own world

and other species are purely fantastic like Kyn or Halflings. Others are based on popular mythology or folklore. Still other species such as the Avani have been created from scratch, providing a unique aspect to our game. Descriptions of each species follow. There are more detailed “Culture packets” available for each species to download from the REFUGE LARP web page, and your local campaign will have information on the local culture(s) of that species.

Make up and Prosthetic Requirements

All species other than Human have a makeup and/or prosthetic requirement associated with it. If you wish to play one of these species, you must wear the appropriate makeup or prosthetic to distinguish yourself. Any prosthetic (such as Elf ears) must always be worn, even under a hood or when hidden by hair. You cannot use makeup to represent Avana eyebrows, High Ogre and High Orc tusks etc. If you have a real beard and wish to play a Dwarf, the beard must be braided so that it is clear you are a Dwarf and not just a bearded Human (if your beard isn't long enough to braid, then you will have to wear a fake beard over your real one.) If you play a Species that requires makeup, all exposed skin must be covered with the appropriate makeup or colored cloth (Under armor and gloves are great for this.) You cannot be a Halfling who shaves their eyebrows or a High Orc without protruding teeth. You must not only act the species; you must also look the species. If you do not, you will not be allowed to continue playing the species and will be forcibly changed into a Human. You cannot wear makeup to disguise yourself to appear as a species you are not, nor can you act in such a way as to mislead others as to your species.

Role-playing Requirements

We expect you to play your character's species properly. High Orcs should be “focused on the now” and Dark Elves should shun the sunlight whenever possible. You must abide by the characteristics of your species. You cannot write your history to be the “outsider” of your species. There is no such thing as a “half” species. If your character history has your father as an Elf and your mother as a Human, that is fine, but in our game, you are one species or the other. You must then take all the advantages, disadvantages, and physical characteristics of that single species and none of the unique characteristics of the other. It should always be clear to everyone exactly what species you are portraying.

These role-playing rules are put in place to allow players to make assumptions about the different species. When you see someone wearing pointed ears, you know that they may have certain abilities such as Resist Command and that may change your strategy with dealing with them. This adds up to more fun for you as well. By playing your species properly, other members of that species (and the NPCs of that species) will be more willing to role-play with you, get you involved in their plots, and otherwise include you in the developing story of that species.

Species	Advantages	Disadvantages
<u>Avani</u>	<u>Break Command</u> <u>Resist Command</u> <u>Mental Abilities</u>	Unable to tolerate <u>Celestial magic</u> Cannot learn <u>Read Magic</u>
<u>Dark Elf</u>	<u>Resist Command</u> <u>Resist Spell</u> Half cost for <u>Archery</u>	
<u>Dryad</u>	<u>Resist Binding</u> Half cost for <u>Herbal Lore</u>	Aversion to Metal Limited Armor Types

Avani (Plural) / Avana (Singular)

Ah-vah-ni or Ay-vah-ni / Ah-vah-na or Ay-vah-na

Avani were originally created by gryphons from the birds that dwelled in their mountainous homes. The connection Avanian societies maintain to gryphons varies wildly, but their history does tend to result in Avani who are highly motivated and have strong

convictions. Individual Avani also can form strong bonds with gryphons, called pacts, that can have both positive and negative consequences.

Like their progenitors, Avani have the innate ability to interact with minds and mental landscapes. Their power in this area largely centres around memory, and their ability to view, protect, and alter it. This intimate relationship with memory gives them a unique perspective on its inherent weakness and value. Many Avanian cultures place emphasis on the role memory plays in the creation of the self, and the idea of immortality through the preservation of memory.

Avani can store memories in special items called Lodestones. Almost all Avani have at least one personal Lodestone that they store their own experiences in, so that in the event of their permanent death their memories will live on within it. Avanian communities typically form around a similar but more powerful item called a Homestone where these records are collected and preserved.

As they gain mastery of their mental powers, Avani can use that strength to resist the effects of command magics and break the effect of them on others.

Although they are humanoid in appearance, Avani are a separate species, which manifests in a few distinct physical traits. They do not react to alcohol in the same way most species do but feel a similar effect when consuming chocolate. They age at a similar rate to humans until they reach maturity, at which point the process slows significantly, leading to a notably longer lifespan.

The most significant non-visual difference between Avani and most species is their relationship with celestial magic. Due to the same factors that give them their mental abilities, Avani experience physical pain when exposed to celestial magic. They are incapable of producing it themselves and feel discomfort when holding or carrying magical items of celestial power. Entering an area infused with celestial magic results in an even stronger reaction and lingering in such places can have significant consequences. This also means that Avani typically avoid having even beneficial celestial magic cast on them, except in the direst of circumstances.

Species Specific Skills: Resist Command for 4 XP, Break Command 2XP, Mental Role-Play, Cannot purchase Read Magic.

Prosthetics and Makeup Requirements: Avani can be identified by the feathers that grow on their face, and occasionally in their hair. The patterns and placements of the feathers vary, but they are always clearly visible. The colors of the feathers are reflections of an Avana's dominant personality traits, although interpreting the meanings of feathers is more of an art than a science.

An Avana's feathers may have as few as one color, or as many as three. The exception to this general rule is gold and silver feathers, which may appear in addition to or in place of the regular feather colors of an Avana with uncommonly strong mental power.

Dark Elf

To surface-dwellers, Dark Elves often seem cold and standoffish. This is due to their high expectations of personal conduct, both for themselves and others. This is not to say that Dark Elves never laugh or cry, but they are expected to keep excessive emotions in check. Additionally, their sense of humor may be darker than others.

Dark Elves place a high value on personal integrity. While they can lie, it is almost always to a greater purpose. Due to their mistrust of the more "carefree" people of the surface, Dark Elves tend to gravitate toward and place greater trust in those with similar values. While Dark Elves do have a sense of self-preservation, they are generally taught not to show fear or hesitation in the face of adversity. Therefore, they are often inclined to meet difficult, and even life-threatening, challenges head on. Dark Elven culture places a high value on the valor of such deeds, but this belief does often cost Dark Elves their lives.

Law and personal accountability are of the utmost importance to dark elf society—the law is the law, and those who violate it should anticipate harsh punishments. Similarly, those who uphold the law are held to the most stringent of standards. Therefore, they are worthy of the utmost respect, so long as they maintain their integrity.

Dark Elves age normally up to adulthood, and then very slowly, or not at all. It is difficult to say if Dark Elves are ageless, since it is rare for them to live to truly old age, given their willingness to do what is necessary in the face of danger.

Dark Elves have pointed ears and silver or white hair. Their skin can range in color from gray to darker blue to purple; black is not a permitted skin color.

Species Specific Skills: Resist Command for 4 XP, Resist Spell for 5 XP, Archery costs half XP

Prosthetics and Makeup Requirements: Dark Elves must have pointed elf ears. All exposed skin may be any shade of blue or purple, or gray so long as it's not light enough to look like white or dark enough to look like black at first glance. **Black makeup will absolutely not be permitted.** Skin-tight cloth, like compression clothing, tights and gloves, can also be used to simulate skin. Since makeup can transfer to other surfaces and players, and their garb, wearing fingerless gloves or other hand coverings without makeup on the fingers is also acceptable. Hair and eyebrows must be white or silver. Wigs or temporary hair color wax or spray will work.

Human

Across the entirety of the Realms, no species is so numerous or ubiquitous as humanity. No single creed or goal unifies their disparate civilizations, not even the concept of civilization itself, or what such a thing should look like. Longer-lived species frequently find interacting with humans to be a dizzying affair - after all, with an average life span considerably shorter than a century, their individual lives seem to come and go like leaves on trees. Still, those lives frequently burn bright and hot with ambition and excellence, and with there being just *so many of them*, to ignore them outright is a grave mistake.

Their tendency towards inclusivity is an undeniable facet of their existence: humans possess the singular ability to incorporate other people, animals, or even inanimate objects into a group considered 'their own' - even including non-humans, much to the honor, annoyance, or amusement of members of other species. Humans, while capable of enduring solitude, are social beings that do best when partnered with trusted friends and loved ones. In a universe filled with fantastic beasts and monsters, humans rely upon each other as much as their own skills to survive.

Their brief, flaring lives have led them to become masters of adaptability and resilience, and humans can be found to live - and even thrive - in the most inhospitable of climes: from scorching deserts to freezing glaciers, sweltering jungles, even deep underground in lightless caverns, or in bug-infested swamps. Humanity has mastered them all. Some communities are nomadic, and some cities have been settled for thousands of years unbroken, becoming true bastions of civilization and enlightenment.

This adaptability has developed in humanity an incredible capacity for imagination and ingenuity. Where other species are capable of almost instinctive feats of magical or warrior prowess, humans have had to rely upon their wits and problem-solving abilities to survive the frequently perilous Realms. It is a matter of pride (for humans) and consternation (for other, older species) that human beings are often capable of developing skills in just about any field comparable to the greatest masters of any other people. Rhetoric, warfare, commerce, even the higher arts of magic have all been mastered by humanity at one point or another - with successive generations raising the bar of mastery repeatedly.

Still, perhaps the most beautiful trait of humanity is how utterly awash its teeming numbers are with contradiction - for every person who considers a certain behavior as a rule, just as many may call it the exception. Humanity runs the gamut of every conceivable variation of mentality, morality, or ambition, the absolute best can be counted among their number - as can the very worst. The most heinous villain may be born down the street from the noblest of heroes, the most selfless philosopher may daily pass the greediest burgher. It is this capacity for self-realization, for surprising promise, that makes humanity so special, and which leads them to carve their names in the very stones of history with such frequency.

Species Specific Skills: As Humans do not require any special make-up or prosthetics, they do not receive any special skills.

Prosthetics and Makeup Requirements: Humans have no make-up or prosthetic requirements. However, players must be careful to avoid anything that may confuse them with any other Species in Refuge.

Syladrin

The Syladrin (Sill-ah-Dren) are descended from the Fey, their closest cousins being satyrs and fauns. They are truly a communal society believing “it takes a village” to accomplish most tasks, from defeating a vile foe to raising children. As such they have a strange idea of personal possession compared to other species, finding little reason to hoard wealth when it can be spent for the betterment of the community; be that in arms and equipment or throwing a lavish party to raise everyone’s spirits.

The Syladrin hold the ideal of personal freedom in high esteem and are reticent to take away that freedom from any sentient beings without due reason. They abhor Command magics, though the strength of their revulsion is different from person-to-person and community-to-community. Their respect for personal freedom is so strong that their wills are notoriously hard to break.

Syladrin cannot help but tinker and learn about the world around them, either dabbling a little in a lot of subjects or becoming experts in their fields. This natural propensity to learning allows them to pay for the Trades skill at -1 XP and must purchase at least one level of Trades for their first five levels.

Feyrie blood courses through their veins, leaving them apart from most of the effects of the passage of time. As such, the Syladrin have no known maximum age, instead dying from other causes such as accidents, disease, or war.

Species Specific Skills: Resist Command 4XP, Break Command 4XP, Trades Skill costs 1 XP (must purchase 1 per level until 5 have been purchased)

Prosthetics and Makeup Requirements: Elf ears and use horns of any [safe] size on the forehead. Elf ears can be any length the player chooses. Horns can be any color (or colors) and shape of the player’s choosing.



Classes

A character’s class defines which skills they might perform best at. Different classes have different advantages when purchasing skills, as well as varying “toughness” as represented by Body and Armor Points. Any class can purchase any skill and wear any armor, but it is more difficult to purchase skills outside of your chosen class’ preferences.

Refuge has three “primary” classes: Fighter, Rogue, and Scholar. There are a further set of three classes that act as “hybrids” between these: Scout is a cross between Fighter and Rogue, Adept is a cross between Rogue and Scholar, and Spellsword is a cross between Scholar and Fighter. Finally, the Artisan class specializes in crafting and producing items.

Primary Classes

- **Fighter:** Fighters excel with a variety of weaponry, able to take the most damage and fight their opponents toe to toe better than any other class. Fighters may use the strongest sets of Armor easier than other classes, and purchase weapon and front-line martial skills at the lowest possible cost. If being the in the thick of combat and dealing out damage, or protecting your allies is your goal, the fighter is a great choice.

- **Scholar:** Scholars can wield the power of life and death. They excel in multiple roles – with their spells they can support others in combat, they can deal direct damage themselves, or they can heal their allies and themselves. Scholars are lightly armored and have the lowest Body Points, but excel in casting spells, enchanting items, and Channeling raw elemental energies. If wielding powerful spells is what you wish to do, the Scholar is the right choice for you.
- **Rogue:** Rogues are uniquely skilled for slipping around the flanks of combat and dealing incredible damage quickly when they get behind their opponents. They also serve as skilled archers and Alchemists, throwing gas and trap globes into the fray. Rogues are more lightly armored and have less Body than fighters and can have trouble sustaining damage in a battle line but have the best abilities to avoid enemy attacks altogether.

Cross Classes

- **Adept:** Adepts blend the skills of Rogues and Scholars. They can debilitate an opponent with carefully aimed weapon strikes, Alchemy, traps, and spells. Being able to unleash a barrage of both backstabs and spells can overwhelm an opponent quickly, and sometimes more importantly, silently.
- **Scout:** The scout is meant to be a very mobile damage dealer. They are a bit more heavily armored than a Rogue, but less than a fighter. They can mix up the damage of a fighter with the defenses of a rogue which makes them a good option for those that would like to dip into both classes.
- **Spellsword:** Spellswords love to mix heavy armor and swordplay. They excel at being the proverbial “tank” allowing the right combinations to buff and heal themselves, or de-buff and damage opponents. The ability to protect themselves from both spell attacks and weapon attacks makes them invaluable on the battlefield. For those who want a great mix of offense, defense, and spells, Spellsword can be a solid choice
- **Artisan:** The Artisan class is epitome of production creation. The Artisan gains power not through combat skills but through wealth and influence. Artisans do not excel in weapon use or spellcasting, but can be excellent merchants, tradesmen, and pure crafters.

Body and Armor Points

Two important statistics, Body Points and Armor Points, are based on a character’s class. A character gains Body Points at a rate based on their class:

- Fighter: 1 Body Point every 5 XP
- Scholar: 1 Body point every 15 XP
- Rogue: 1 Body Point every 8 XP
- Adept: 1 Body Point every 10 XP
- Scout: 1 Body Point every 7 XP
- Spellsword: 1 Body Point every 9 XP
- Artisan: 1 Body Point every 12 XP

A Fighter would receive an extra Body Point at 30XP (remember, you start a new character at 25XP), a Spellsword at 34XP, and an Artisan at 37XP. The Hardy skill can be used to purchase additional Body Points no matter what Class you are.

In addition, all classes are limited in how many Armor Points they can use. These maximum Armor Points are as follows:

- Fighters are limited to 35 points
- Scholars are limited to 15 points
- Rogues are limited to 25 points
- Adepts are limited to 20 points
- Scouts are limited to 30 points
- Spellswords are limited to 25 points
- Artisans are limited to 20 points

The skill Wear Extra Armor allows classes to wear one point of armor above their maximums for each time the skill is purchased.

Fluid Class System

Players may change the class of their characters over time. At any time prior to the start of an event, you can choose to change your character's class by logging onto the Refuge Player Database (the RPDb) and clicking on your current class. This will take you to a new page that will show you if you have enough XP to change classes and which skills you may have to swap to attain that class. Please see the Skills chapter for more details on changing out skills.

You may never have a negative amount of XP, and the RPDb will not allow you to change your class if it would create that negative amount. You may never change your class at or during an event.

Additionally, a character may swap their choice of Primary and Secondary schools of magic if they reach a point where doing so would work to their advantage in terms of XP allocation.

It is easier to change to and from related classes (Fighter to Spellsword or Scout) than it is to go from one class to a completely unrelated one (Fighter to Scholar or Rogue).

Individual chapters may have additional out-of-game requirements not listed here.