

# LORE

LIVE ACTION ROLEPLAYING

EPIC LEVEL RULEBOOK  
2026

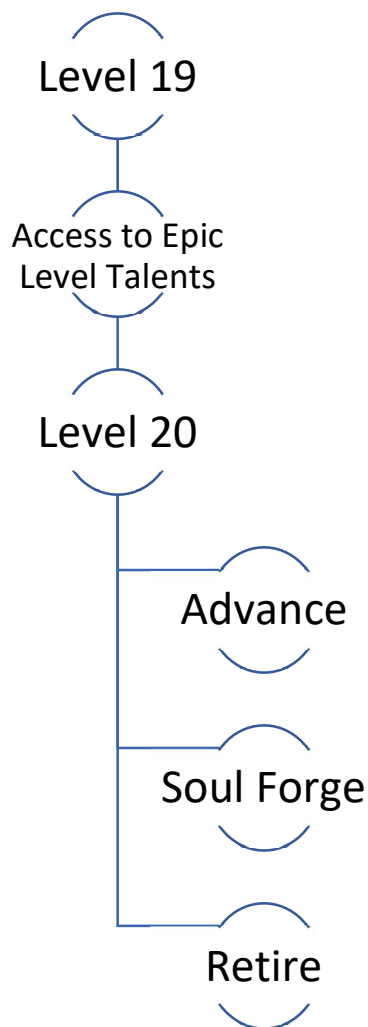
# **NOTICE**

**EVERYTHING IN THIS BOOK  
IS CONSIDERED IN BETA  
TESTING AND IS SUBJECT TO  
CHANGE**

# INTRODUCTION TO EPIC LEVEL

When a character reaches level 19, this is considered the start of epic level. Upon reaching this level a character will now have access to epic level talents. The talents are listed in the back of this book and are currently limited but will continue to be expanded.

When a character reaches level 20, they will have multiple options to choose from to continue to play their character, or even retire their character. If a player continues to play their character, they can continue to level, gain HP, talents and XP, but are limited to what they can spend their XP on. An epic level character may Soul Forge their character, granting them extra benefits, but it reduces their character levels to 10 or 1, depending on the options they want to take. Lastly, a character may retire their character and gain benefits that will be given to a new character.



## Advancing Past 20

Once the character obtains level 20, they can continue to increase in level, but with some limitations. Characters may still gain HP, talents and XP as they did before, but they may no longer spend their XP on any combat related skills. The character may spend their XP past level 20, but only skills that are listed under **Profession Skills** or **Other Skills** charts in the standard rulebook. The talents can be chosen from the list of epic level talents, or any talents from the characters current class and race. The chart below shows the progression past level 20.

A player who has chosen to advance past 20, can also at any point decide that they want to Soul Forge or retire their character, but once they do that change is permanent.

Additionally, any characters who are past the level of 20, can no longer receive any sort of static XP. This includes: Pre-Register XP, Character Update XP, Lore Points XP, Birthday XP or Donation XP. This XP can still be gained but will have to be applied to another character that you have. While playing your epic level character, that XP can be applied to another character, even if it is normally not allowed.

### Experience Chart

Level	Experience	Conversion	Talents
21	330-344	94	-
22	345-359	102	1
23	360-374	110	-
24	375-389	118	-
25	390-404	128	1
26	405-419	138	-
27	420-434	148	-
28	435-449	158	1
29	450-464	170	-
30	465-479	182	-

### Health Chart

Level	Fighter	Arcane Warrior, Cavalier, Warden, Mystic	Rogue, Artisan	Wizard
21	49	40	31	22
22	50	41	32	22
23	52	42	33	23
24	53	43	34	24
25	55	45	35	25
26	56	46	36	25
27	58	47	37	26
28	59	48	38	27
29	61	50	39	28
30	62	51	40	28

**\*\* Notice that both options below are permanent. \*\***

## **Soul Forging**

The Soul Forge is a location that can be found in game. In order to use the Soul Forge a character is required to be level 20. When a level 20 character or higher, touches the Soul Forge, they gain the knowledge of how it operates.

The Soul Forge will allow characters who are level 20 to forge their character allowing them to reset their character to either level 10 or 1. Upon sacrificing their power they gain a boon.

Forging to level 10 (165 XP) allows the character to gain all of the following:

- Remove a disadvantage from their race.
- Gain an additional talent. (This is 6 talents at level 10)
- Essence Bound any one tagged item that you already own.

Forging to level 1 (30 XP) allows the character to gain all of the following:

- Remove a disadvantage from their race.
- Gain an additional talent at level 1 (Start with 3 talents)
  - The player can choose **ONE** from the epic level talents list
- Essence Bound any one tagged item that you already own
- **Additionally, they may:**
  - A character may change class and choose a talent from their original class.

Any extra talent gained in this way is a Soul Forged talent and will be marked on your sheet as such.

### **Example:**

A level 10 Soul Forged will have 5 normal talents and 1 soul forge talent.

## **Retiring your Character**

If you choose to retire your character you are choosing to move your character to an NPC and you will no longer be allowed to play them as a PC character. Upon retiring your character, you gain all the benefits listed below:

- Start at level 5 (90 XP)
- Gain an additional talent at level 1 (Start with 3 talents) (at level 5 this is 4 talents)
- Remove a disadvantage from your race
- **Additionally, characters can choose an option from below**
  - Custom Loot
  - OR**
  - Create a custom talent for your character (must be approved by multiple staff members at the end of year staff meeting.) This replaces your additional level 1 talent.

## Epic Class Talents

### Fighter

- **Frenzy** – This talent allows the character to deal an additional 10 damage with all melee attacks, while under 10 health. The frenzy lasts for 5 minutes. The proper call to activate this ability is “Activate Frenzy.” This is usable once a day for every three EPIC levels.
- **Indomitable** - This talent grants the fighter the ability to resist any spells that would reduce them into their death count (Age, Slay or Life whichever is applicable, or any other NPC ability.) The proper call for this is "Resist." This talent is usable once a day for every three EPIC levels.
- **Prepared for Battle** – This talent grants the character the ability to change a melee skill they have purchased for another melee skill they have purchased. This requires the fighter to focus for 5 minutes for each skill changed this way. The character may not change any skills that have already been spent, nor does this replenish any daily allowances. This talent is usable once a day for every three EPIC levels.
  - **Example:** A fighter has three parries and two great strikes they have purchased and unspent. The fighter may change one of their parries over to a great strike once a day (or vice versa.)
- **Second wind** – This talent allows the character to bring themselves to one health point at the end of a death count. The character must complete the full bleeding and death count and at the end the proper activation call is “Second Wind.” This is usable once a day per three EPIC levels.

### Arcane Warrior

- **Arcane Warlord** – This talent allows the character to cast 6<sup>th</sup> level spells. This talent automatically gives them the skill to use it, and up to two level 6 spell slots, provided you have a block of two spells, if not you receive one spell slot until you have a block for two. The player must already have purchased the Arcane Background talent as a prerequisite.
- **Elemental Battery** – This talent allows the character to expend some of their Elemental Pool to restore their spell slots. The character can spend 2 elemental pool per level of spell slot that they want to restore.
- **Spell Strike** – This talent allows the character to use any spell they can cast without a scroll, in conjunction with a melee attack. If it is a numerical spell it is added to your melee damage and the carrier is applied. If it is an effect, it becomes the carrier to the attack. The player must announce at the end of the attack that it was a spell strike. This talent is usable once a day for every three EPIC levels.
  - **Example** – A life arcane warrior may expend a 4<sup>th</sup> level spell slot to cast “Life bolt 20,” and the player normally does “10 Normal”, the proper call would be “30 Life Spell Strike”
  - **Example** – A death arcane warrior may expend a 2<sup>nd</sup> level spell slot to cast “Stun,” and the player normally does “10 Normal”, the proper call would be “10 Stun Spell Strike”

## Warden

- **Aimed Shot** – This talent grants the character a focused shot on a 3 count that deals additional damage. The proper activation call is “Aiming 1, Aiming 2, Aiming 3 <X><Type of Damage>. The damage increase is +1 for every three-character levels. The player must concentrate without interruption during the use of this skill. **Cannot be combined with Great Strike**
- **Naturalist** – This talent allows the character to cast 5<sup>th</sup> level nature spells. This talent automatically gives them the skill to use it, and up to two level 6 spell slots, provided you have a block of two spells, if not you receive one spell slot until you have a block for two.
- **Quick Draw** – This talent grants the character the ability to counter when struck by a melee attack. The character may call “**Quick Draw 10 Pierce**” representing that the character quickly drew their bow and responded to the attack. The character does not have to physically draw the bow to do this, but the bow must be in the players main hand and the other hand must be free. This ability does not negate any damage sustained by the character. This is usable once per day per every three levels.

## Cavalier

- **Spell Parry** – This talent allows the character to expend the use of a parry to block a spell that they have been hit with. The proper call is “Spell Parry.” This talent is usable once a day every three EPIC levels.
- **Need additional Rogue epic talents**

## Mystic

- **Mental Fortress** – This talent grants the character the ability to no longer be affected by any enchantment effects. This includes (but not limited) to: Befriend, Fear, Rage, Insanity and Thrown Psychic abilities. The character can still be affected by Aura effects.
- **Need additional Mystic epic talents**

## Rogue

- **Assassin’s Bite** – This talent allows the character to get an additional use out of any poison.
- **Magician** - This talent allows the character to read scrolls from up to 4th level of the two schools of magic they have received from the Read Scroll talent. The Read Scroll talent is a prerequisite to this talent.
- **Stealthy** – This talent grants the character the ability to gain a +1 bonus to front attacks for each permanent +4 back attack they own.

## Artisan

- **Apothecary** – This talent allows the character to upgrade an alchemical item to the next level of power (Cure light to Cure Medium) or change the type (Ingest, Thrown or Topical.) once a day for every three EPIC levels.
- **Copy Scroll** – This talent allows the character to copy any scroll that they own. The scroll is copied this way using the same level of production as the current scroll. A scroll can be copied this way once an event for every three EPIC levels.
- **Metallurgy** – This talent allows the character to upgrade an item made by smithing to allow an additional use per day, or increase the effect of bonus damage from 1 to 2 or 2 to 3. The cost of the production is the same as the original bonus (not including the new effect.) An item can be made this way once an event for every three Epic Levels

## Wizard

- **Arcane Master** – This talent allows the character to cast a 4th school of magic. This talent automatically gives the character the skill to cast up to 4th level in that school of magic. This school of magic cannot be the opposite of a school of magic they can already cast. You cannot cast rituals from this school of magic.
- **Conjure Weapon** – This talent allows the character to conjure any weapon they are proficient with, that lasts for five minutes. This weapon is a +1 version of the weapon and has the magic carrier. This talent is usable once a day for every three EPIC levels.
- **Copy Scroll** – This talent allows the character to copy any scroll that they own. The scroll is copied using the same level of production as the current scroll, the scroll copied must be one that can be made from standard crafting rules, which does not include any plot or town specific scrolls. A scroll can be copied this way once an event for every three EPIC levels.
- **Dual Specialty** – This talent allows the character to retain the benefits of the Specialist talent, while being able to cast two schools of magic. This talent automatically gives the character the skill to cast up to 4th level in that school of magic. This school of magic cannot be the opposite of a school of magic they can already cast. You cannot cast rituals from this school of magic.
- **Quickened Spell** – This talent allows the character to cast a spell without using an incant. To cast this spell in this manner the character will say “Magic <Spell Effect>.” A spell can be cast this way once a day for every three EPIC levels. Example: “Magic Restore Life,” “Magic 30 Life,” “Magic Stun.”
- **True Magic Shield** – This talent allows the character to conjure a buckler that they can use to block all melee and physical attacks, this buckler lasts for one minute. After the Magic Shield ends the character can no longer cast spells for one minute following the expiration. This is usable once a day for every three EPIC levels.

## Epic Universal Talents

- **Adapt** – This talent allows the player to take one talent from any other class’s talent list provided all rules and restrictions are followed accordingly. (Example a Wizard cannot take Style Affinity – Shield)
- **Fearless** – This talent makes the character no longer effected by any fear effects.
- **Guardian** – This talent allows the character to protect all players present in an area of effect. The character using this ability must also be in the area of effect to use this ability. When protecting other characters in this way, you will take double of all effects given from the area. The proper activation call is “Guardian.” This is usable once per day for every three EPIC levels.
- **Juggernaut** - This talent grants the character immunity from any movement impairing effects (from the waist down, such as slows, trap foot, entangle, or bind) for 5 minutes. The character would still take full effect from “Neck down” effects such as confine, cage and web. This ability it usable once per day for every three levels.
- **Overcome** – This talent allows the character to remove a racial disadvantage from their character.
- **Read Scroll** - This talent allows the character to read and cast scrolls from two schools of magic, chosen upon selecting this talent. You can read two levels higher than you can cast, and cannot chose opposing schools. Example: Upon selecting this talent if you currently have no schools of magic to cast from, you will choose two schools (non-opposing) and are able to read scrolls up to level 2 from those schools.
- **Resistance** – This talent allows the character to choose any resistance talent that is available in the game.
  - Enchantment, Elemental, Magic, Fear, etc...
- **Unmovable** - This talent allows the player to resist knockback, pushback, and gust spells and abilities. The character must keep their feet planted. This ability lasts for 5 minutes and is usable once a day for every three levels
- **Wereform** - This talent grants the character the form of a were-creature. During the night-time hours, the character gains 10 health, claws, +2 strength, and immunity to fear and terrify effects. The character immediately takes form at 7pm and reverts to their normal selves at 7am. NOTE: Once this talent is taken, the character takes double damage from silver weapons at all times of the day.