

Life Point Table

7.0 Rule set Proposal as of October 2005

Each character class' Life Points to unconsciousness are based on the following formulas:

Magic Users
8 + Current Level X 2

Clerics, Druids, Knights, Monks, Rangers and Thieves
8 + Current Level X 3

Fighters
8 + Current Level X 4

Level	Magic Users	Clerics, Druids, Knights, Monks, Rangers and Thieves	Fighters
1	10	11	12
2	12	14	16
3	14	17	20
4	16	20	24
5	18	23	28
6	20	26	32
7	22	29	36
8	24	32	40
9	26	35	44
10	28	38	48

Life Points to death are 8 points more than those listed above.

Spell/Ability Point Table

7.0 Rule set Proposal as of October 2005

Each character class' Spell/Ability Points are based on the following formulas:

Magic Users

$$20 + \text{Current Level} \times 7$$

Clerics, Druids and Monks

$$20 + \text{Current Level} \times 5$$

Knights Rangers Fighters

$$20 + \text{Current Level} \times 4$$

Level	Magic Users	Clerics, Druids and Monks	Knights and Rangers
1	27	25	24
2	34	30	28
3	41	35	32
4	48	40	36
5	55	45	40
6	62	50	44
7	69	55	48
8	76	60	52
9	83	65	56
10	90	70	60