

### Warrior/Rogue

Level	Experience Needed	Hit Die	Level	Experience Needed	Hit Die
1	None	2	11	29,000	12
2	1,000	3	12	34,000	13
3	3,000	4	13	39,000	14
4	5,000	5	14	45,000	15
5	8,000	6	15	51,000	16
6	11,000	7	16	58,000	17
7	14,000	8	17	65,000	18
8	17,000	9	18	75,000	19
9	21,000	10	19	85,000	20
10	25,000	11	20+	15,000 xp/level	add 1

### Wizard/Priest

Level	Experience Needed	Hit Die	Level	Experience Needed	Hit Die
1	None	2	11	36,000	12
2	1,250	3	12	41,000	13
3	3,750	4	13	46,000	14
4	6,250	5	14	52,000	15
5	10,000	6	15	59,000	16
6	13,750	7	16	67,000	17
7	17,500	8	17	77,000	18
8	21,250	9	18	88,000	19
9	26,000	10	19	100,000	20
10	31,000	11	20+	17,000 xp/level	add 1

### Single Class Priest Theurgy

Single Class Priest Theurgy		Multi Class Priest Theurgy	
Base	2 Theurgy/level	Base	1 Theurgy/level
WIS 11-14	+1 Theurgy/level	WIS 11-14	+1 Theurgy/level
WIS 15-17	+2 Theurgy/level	WIS 15-17	+2 Theurgy/level
WIS 18+	+3 Theurgy/level	WIS 18+	+3 Theurgy/level
at 5th Level	bonus 5 Theurgy	at 5th Level	bonus 4 Theurgy
at 12th Level	bonus 10 Theurgy	at 12th Level	bonus 8 Theurgy
at 18th Level	bonus 20 Theurgy	at 18th Level	bonus 16 Theurgy
case by case beyond this		case by case beyond this	

### Single Class Wizard Mana

Single Class Wizard Mana		Multi Class Wizard Mana	
Base	2 Mana/level	Base	1 Mana/level
INT 11-14	+1 Mana/level	INT 11-14	+1 Mana/level
INT 15-17	+2 Mana/level	INT 15-17	+2 Mana/level
INT 18+	+3 Mana/level	INT 18+	+3 Mana/level
at 5th Level	bonus 5 Mana	at 5th Level	bonus 4 Mana
at 12th Level	bonus 10 Mana	at 12th Level	bonus 8 Mana
at 18th Level	bonus 20 Mana	at 18th Level	bonus 16 Mana
Specialist	+1 Mana/level	Specialist	+1 Mana/level
case by case beyond this		case by case beyond this	

\* Specialist bonus requires 40% of mana to be in specialist pool

### Recovering mana and theurgy

With very few exceptions there are only two ways to regain mana and theurgy: Rest and meditation. Both of which require no other activity except relaxing and allowing one's spirit, chi or whatever energy collecting methodology that is believed by the wizard or priest in question to take place. This includes races such as elves and deadeyes who require reduced amounts of sleep or no sleep at all. They must still meditate or otherwise concentrate on re-accumulating mystical energies in order for their personal battery to recharge and be ready to execute spells. Below are restrictions on recovering theurgy and mana.

Mana is generally recovered with an 8 hour rest or meditation period. Such periods are broken down as follows:

1 hour settling/focus period is required before ANY mana or theurgy begins to recharge

(i.e. - if a wizard is awoken with 1 hour 30 minutes of sleep they will regain NO mana)

For each full hour rested, a priest or wizard regains one seventh of their total mana or theurgy pool (just divide the total by 7 and round down)

For specialist mages, mana recovers with the normal 60% general 40% specialist pool break down

*Keep in mind there are special situations that can change this which the DM can and will explain to you in given situations*