

# ADVANCED D & D

## Mana Point System

### INTRODUCTION:

Mana is the "life force" of magic. Each spell takes a specific amount to complete its invocation (the amounts are listed next to the Cleric/Wizard Spell Lists). For a Priest mana is determined by his/her Wisdom and level of experience. A Wizard's mana is determined by his/her Intelligence and level of experience.

**Priest Mana = Wisdom Score + Sigma(level x2)**

Thus a 4th level Priest with a Wisdom of 15 would have 35 Mana Points.

$$\begin{aligned}\text{Mana} &= 15 + (1 \times 2) + (2 \times 2) + (3 \times 2) + (4 \times 2) \\ &= 15 + 2 + 4 + 6 + 8 \\ &= 35\end{aligned}$$

**Wizard Mana = Intelligence Score + Sigma(level x2)**

Thus a 6th level Wizard with an Intelligence of 18 would have 60 Mana Points.

$$\begin{aligned}\text{Mana} &= 18 + (1 \times 2) + (2 \times 2) + (3 \times 2) + (4 \times 2) + (5 \times 2) + (6 \times 2) \\ &= 18 + 2 + 4 + 6 + 8 + 10 + 12 \\ &= 60\end{aligned}$$

Mana can be regained through SLEEP and/or PRAYER,. 1 Mana points per level of the character are regained from per hour of Sleep/Prayer/Meditation.

$$\begin{aligned}\text{4th Level Priest Prays for 3 hours} &= (1 \text{ points} \times 4\text{th level}) \times 3 \text{ hours} \\ &= 4 \text{ points per hour} \times 3 \text{ hours} \\ &= 12 \text{ points}\end{aligned}$$

$$\begin{aligned}\text{6th Level Wizard Sleeps for 5 hours} &= (1 \text{ points} \times 6\text{th level}) \times 5 \text{ hours} \\ &= 6 \text{ points per hour} \times 5 \text{ hours} \\ &= 30 \text{ points}\end{aligned}$$

$$\begin{aligned}\text{6th Level Wizard Meditates for 2 hours} &= (1 \text{ points} \times 6\text{th level}) \times 2 \text{ hours} \\ &= 6 \text{ points per hour} \times 2 \text{ hours} \\ &= 12 \text{ points}\end{aligned}$$

### HOW MANA POINTS WORK:

A 6th level Wizard gets 4 ... 1st level spells  
2 ... 2nd level spells  
2 ... 3rd level spells

Lets say he/she has the following spells in his/her spell book:

**1st level ..... cost: 5**

Alarm  
Burning Hands  
Detect Magic  
Magic Missile  
Sleep

**2nd level ..... cost: 8**

Continual Light  
Knock  
Web

**3rd level ..... cost: 13**

Fireball  
Slow

Normally, he/she would only be able to cast 4 ... 1st, 2 ... 2nd, and 2 3rd. But under the Mana Point System he/she can cast upto his/her mana points (60). So, he/she could cast 5 magic missiles (25) and 1 knock (8) and 2 fireball (26) for a total of 59 points. Many other spell combinations are possible. Inessance, the character is trading higher level spells for more lower level spell casting. A character must still decide during study which spells he she is going to cast.

### COST OF SPELLS PER LEVEL:

#### COST OF SPELLS PER LEVEL (POINT SLOTS)

1st level .....	5
2nd level .....	8
3rd level .....	13
4th level .....	20
5th level .....	29
6th level .....	40
7th level .....	53
8th level .....	68
9th level .....	85
Quest level .....	104

Determined with the following formula: Cost= (spell level)<sup>2</sup>+4 ... except for 1st level.

$$\begin{aligned}\text{3rd level spells cost} &= 3^2 + 4 \\ &= 9 + 4 \\ &= 13\end{aligned}$$

### OPTIONAL RULES:

#### OPTIONAL RULE ONE:

A 6th level Wizard may decide to memorize more than 4 first level spells. He/She can do so by trading one 3rd level spell slot for two 1st level spell slots. Example: Trading 13 points (3rd level slot cost) for two 1st level spells (5 points per slot), the 3 left over point slots are lost. So following the above example: cast 7 ... 1st, 2 ... 2nd, and 1 3rd. The Wizard still has 60 mana points for casting, but has chosen more lower level spells. This also works in casting higher level spells. Any left over point slots are lost. This option is available each time a Wizard prepares his/her spells for the day. This is also available to Priests.

#### OPTIONAL RULE TWO:

Specific SPHERES/SCHOOLS could cost more or less than normal... Idea would be to divide the SPHERES/SCHOOLS into 3 groups (-1 cost in mana/ same/ +1 cost in mana). These variances would then be multiplied times the spells level. Example: The Wizard School of EVOCATION is in the +1 cost to mana group.... then a 3rd level Fireball would cost +3 more mana points for a total cost of 16.

$$\begin{aligned}\text{Fireball} &= \text{standard 3rd level mana cost} + (\text{a 3rd level spell} \times (+1 \text{ group})) \\ &= 13 + (3 \times 1) \\ &= 13 + 3 \\ &= 16\end{aligned}$$

Spells that belong to more than one school, the school that cost the LEAST would be used.