

## Md20 Age Level system

Max population ages, and corresponding levels, in yellow

Ages to reach levels; Coming-of-age-ages in blue box

Lvl	EL's	Humans+HalfX	Elves/Dwarves	Halflings	Orcs	Gnomes
1	0	16	32	25	10	5
2	10	18	35	27	11	10
3	30	22	42	32	13	20
4	60	28	52	40	17	35
5	100	36	65	50	22	55
6	150	46	82	62	28	80
7	210	58	102	77	36	110
8	280	72	125	95	45	145
9	360	88	152	115	55	185
10	450	106	182	137	66	230
11	550	126	215	162	78	280
12	660	148	252	190	92	335
13	780	172	292	220	107	395
14	910	198	335	252	123	460
15	1050	226	382	287	141	530
16	1200	256	432	325	160	605
17	1360	288	485	365	180	685
18	1530	322	542	407	201	770
19	1710	358	602	452	223	860
20	1900	396	665	500	247	955
21	2100	436	732	550	272	1055

Characters and NPCs gain levels simply by doing their jobs for a number of years. Slackers get nothing. The main goal is to populate the game world with higher level NPCs and give a more realistic feel to the world. Maximum levels encountered are in the yellow boxes. Adventurers or NPCs doing more dangerous jobs might gain levels more quickly

Humans come of age at 16 and gain 5ELs per year

Dwarves and Halflings come of age at 32 and gain 3ELs per year

Halflings come of age at 25 and gain 4ELs per year

Orcs come of age at 10 and gain 8ELs per year

Gnomes come of age at 5 and gain 2ELs per year