

# Experience

- XP is awarded only for securing treasure and defeating monsters.
- Treasure earns experience when it's either (1) in an easily-transportable medium, (2) secured at a moneychanger, (3) secured in a structure owned by the character.
- Treasure earns XP at a 1 GP : 1 XP ratio unless the DM declares otherwise based on the DMG's EXPERIENCE rules.
- XP continues to accumulate after racial level cap, and should be tracked.<sup>1)</sup>
- The division of treasure is purely up to the players. Assigning more treasure to a certain character to level them up more quickly is a valid strategy.<sup>2)</sup>
- Characters are assigned perfect class grades for a session without comment. The DM will inform you if an action your character is taking will result in a lowered grade. Your character won't earn a lower grade without warning.<sup>3)</sup>

<sup>1)</sup>

DM Note: This is useful in case your table eventually adopts one or both of the UA rules which increase level caps. It also comes into play for items like the *Book of Exalted Deeds*.

<sup>2)</sup>

DMG 85, "Division of Experience Points".

<sup>3)</sup>

We highly recommend doing the class grading system in this way. The reasons are not only social but also economic: training costs are already very high. With good players, it can't hurt the DM to be open about when the DM feels a character is not fulfilling their role. If the DM feels they can't be open and must keep their thoughts private until the end of the expedition, it may be an indicator that there is a problem with the pairing between DM and other players.

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