

# 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 class grades at the end of the session as per the rules on DMG 86.

<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".

From:

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Last update: **2024-12-22 15:53**

