

DM AID

EXPERIENCE POINT STANDARDS

EXPERIENCE POINTS are given according to the following standards:

Class Level Advancement: Advancement and hit dice are determined by the 2nd Edition rules. By land, characters earn 1xp per mile (30xp per 30 mile hex of the Greyhawk Map). By Air or Water,

Travel Experience: By land, characters earn 1xp per mile (30xp per 30 mile hex of the Greyhawk Map). By Air or Water, characters earn 1 xp per 10 miles traveled (3xp per hex). No travel experience is gained by **ethereal, phased, or teleported** characters.

Completion: Minimum level + maximum level to enter campaign x 100xp. Earned upon ending of campaign.

Special: Idea Points, riddles, puzzles etc.: DM's Option, about 50xp Earned on recognition by DM

Treasures: The treasure that is fought for or gotten by disarming, defeating or killing a foe earns experience points. Treasure from party members does not earn experience points. Cash treasures earn 1 xp per gp value (at selling price) earned when sold or carried out of the campaign.

Combat: Experience points earned by killing a creature / foe. Earned immediately upon success. Determined by creature types.

Retreating: Awarded if creature is injured and runs away from the party. 1/2 of the experience points earned by killing a creature / foe. Earned immediately upon success. Determined by creature types.

Class Bonus: awarded to classes for using their special skills. Earned immediately upon success.

Fighters earn a bonus of opponents total Hit Dice x 10.

Thieves earn 10 xp for each successfully used thief ability.

Clerics earn 10 xp for each point of healing and 10 xp for each spell level of spell cast (i. e.: 2nd level spell of Cure Light Wounds earns 20 xp for the spell and 10 to 80 xp for the healing; A 0 level Cure Minor heals 1 hp; 1 xp for the hit point & 1 hp for the cantrip)
Spell Casters, Clerics & Magic Users earn 10xp for each mana point used / spell level released. (1xp for each 0 level cantrip)

Abilities Bonus: if the class specifies a 10% bonus for qualifying major ability scores, the character earns 10% of all experience as it is earned.

Session Bonuses: at the DM's discretion, the characters who demonstrated outstanding role playing during the session may be given a substantial experience reward for exceptional playing. Categories include: Best Move Played, Best Class Played, Best Race Played, Best Alignment Played, etc. These Bonuses earn 1,000xp per category, and may be cumulative. This award is for exceptional playing, not just the best per session. Rewarded performance should be easily acknowledged by all players as the outstanding event or action (if the action event was commonly known by the play group)

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MISSED EXPERIENCE: Characters who are unconscious, held, in fear, or in any other way incapacitated at the end of a battle do not share in the division of experience. Characters of players who leave early or come late from a regular game session will not share in the division of experience earned if the end of a battle is missed. Characters of absent players will be played by the players present, and the character will get last draw of any treasure, and earn no experience points when thus played by proxy. If any player takes home the written character sheet or notes pertaining to the character, and is then absent, the playing of that character by proxy becomes very difficult. In such a situation, the character will lose experience points equal to the greatest number a present character received at that session.

ABSENCE EXPERIENCE PENALTY: Characters of PLAYERS who do not show up for a scheduled game shall be penalized (lose) a number of experience points equal to the points earned by the character who gained the most experience in that one same session. If the excuse is determined as acceptable by the DM, the penalty shall not be assessed.