

HD	XP	Bonus	*	**	***	****
Under 1	5	1	6	7	8	9
1	10	3	13	16	19	22
1+	15	4	19	23	27	31
2	20	5	25	30	35	40
2+	25	10	35	45	55	65
3	35	15	50	65	80	95
3+	50	25	75	100	125	150
4	75	50	125	175	225	275
4+	125	75	200	275	350	425
5	175	125	300	425	550	675
5+	225	175	400	575	750	925
6	275	225	500	725	950	1,175
6+	350	300	650	950	1,250	1,550
7	450	400	850	1,250	1,650	2,050
7+	550	475	1,025	1,500	1,975	2,450
8	650	550	1,200	1,750	2,300	2,850
8+	775	625	1,400	2,025	2,650	3,275
9	900	700	1,600	2,300	3,000	3,700
9+ to 10	1,000	750	1,750	2,500	3,250	4,000
10+ to 11	1,100	800	1,900	2,700	3,500	4,300
11+ to 12	1,250	875	2,125	3,000	3,875	4,750
12+ to 13	1,350	950	2,300	3,250	4,200	5,150
13+ to 14	1,500	1,000	2,500	3,500	4,500	5,500
14+ to 15	1,650	1,050	2,700	3,750	4,800	5,850
15+ to 16	1,850	1,100	2,950	4,050	5,150	6,250

HD	XP	Bonus	*	**	***	****
16+ to 17	2,000	1,150	3,150	4,300	5,450	6,600
17+ to 18	2,125	1,350	3,475	4,825	6,175	7,525
18+ to 19	2,250	1,550	3,800	5,350	6,900	8,450
19+ to 20	2,375	1,800	4,175	5,975	7,775	9,575
20+ to 21	2,500	2,000	4,500	6,500	8,500	10,500
21+ to 22	2,750	2,250	5,000	7,250	9,500	11,750
22+ to 23	3,000	2,500	5,500	8,000	10,500	13,000
23+ to 24	3,250	2,750	6,000	8,750	11,500	14,250
24+ to 25	3,500	3,000	6,500	9,500	12,500	15,500
25+ to 26	3,750	3,250	7,000	10,250	13,500	16,750
26+ to 27	4,000	3,500	7,500	11,000	14,500	18,000
27+ to 28	4,250	3,750	8,000	11,750	15,500	19,250
28+ to 29	4,500	4,000	8,500	12,500	16,500	20,500
29+ to 30	4,750	4,250	9,000	13,250	17,500	21,750
30+ to 31	5,000	4,500	9,500	14,000	18,500	23,000
31+ to 32	5,250	4,750	10,000	14,750	19,500	24,250
32+ to 33	5,500	5,000	10,500	15,500	20,500	25,500
33+ to 34	5,750	5,250	11,000	16,250	21,500	26,750
34+ to 35	6,000	5,500	11,500	17,000	22,500	28,000
35+ to 36	6,250	5,750	12,000	17,750	23,500	29,250

Asterisks' Listing

- **Special attacks** on [RC](#) pg. 154, incl.: *Acid, Blindness, Charge, Charm, Continuous Damage, Disease, Energy Drain, Paralysis, Petrification, Poison, Spellcasting* (one * for each 2 spell levels), *Swallow, Swoop, and Trample*.
- **Special defenses**, such as: immunity to normal weapons, spell immunity, and other types of immunities likely to affect combat.
- **Magic items** affecting combat, such as armor, weapons, and items with spell-like powers (one * per power).
- **Natural abilities** affecting combat, such as breath weapons and other magical or non magical attacks, such as for example a thief's backstab or a fighter's weapon mastery (one * per level above skilled).