



## **Experience Points: Beyond Getting Experience from Killing Monsters**

Experience Points [XP for short] are gained from getting and having experiences. These can be gained from actions taken such as roleplaying, social situations, combat encounters, completing challenges, meeting goals, being active and present during game sessions, staying on task, and sharing experiences. These are examples and there are more ways yet. Experience Points [XP] are there to create a tangible feeling of reward for the players whenever they do something that shows they have learned, accomplished deeds, acted in character, and hopefully even were being heroic.

There are so many more ways to gain XP beyond killing monsters and gaining treasure.

**Note:** When mentioned, following a Code means during normal and difficult times.

**N.B.:** Many of these could be scaled x Character Level that do not involve gp after the Individual (Player(s)) Category.

### **Individual (Player(s))**

#### Being a Good Player/Person

500-50	Showing up on time for a session
1000-2000	Sharing the Limelight with others [not hogging the time]
1000-2000	Encouraging others to roleplay with lead-ins, hooks, etc.
1000-2000	Being an active participant in the session and game [No distractions like phones, computers, video games, etc]
1000-5000	Taking notes/logs and sharing the character/adventure journal
1000-5000	Creating and sharing any other arts within the game. This could be creating a song, singing, writing poetry, etc. or anything else that can be a benefit to the game in general. Finding and sharing memes or general things that distract others do not count as beneficial. Even if they are funny.
1000-5000	Showing up ready to play and if you need a recap of the previous session read the notes to get a general update.

### **Adventure Oriented (Arcs Combinations)**

#### General - Ensemble

100-1000	Working together with everyone there from start to finish a chapter
1000-5000	Working together with everyone there from start to finish an adventure
5000-10000	Working together to completing every mission/goal in an adventure

### General - Player & Character

100-1000	<i>Being there from start to finish during the adventure chapter</i>
1000-5000	<i>Being there from start to finish during the adventure</i>
5000-10000	<i>Taking part in completing every mission/goal in an adventure</i>
1000-10000	<i>Did you have fun? Give feedback to make the campaign better?</i>

### Ensemble (Group of characters)

#### General - Ensemble

100-1000	<i>Working together as a team</i>
100-1000	<i>Roleplaying together as a team</i>
100-1000	<i>Fighting as a team of Companions [during combat with opponents]</i>
100-1000	<i>Acting as a team [relatively harmonious towards goals]</i>
100-1000	<i>Completing skills, challenges, and milestone goals together</i>

#### Fellowship of Companions Charter with Code of Honourable Conduct

100-1000	<i>Forming a Fellowship of Companions</i>
10-1000	<i>Making a Fellowship Code of Honour [Simple to Chivalrous]</i>
10-1000	<i>Accepting and acknowledging the Code of Honour for your Fellowship of Companions [Simple to Chivalrous]</i>
100-1000	<i>Joining a Faction/Order together as a Fellowship of Companions to better society, your nation, region, continent, and the world in general</i>

### Character (Player(s) as individuals)

#### General - Individual

##### Role-playing

10-1000	<i>Playing in character [Personality shining through]</i>
10-1000	<i>Exceptional roleplaying [humour, motivations, traits, flaws, etc., in-game swearing not modern swear words, roleplaying a difficult or dour character does not give as much of a bonus as you think it will]</i>
100-1000	<i>Working with other party members in the Companions group</i>
100-1000	<i>Background used/exposed</i>
1000-2000	<i>Objective milestone reached for character</i>
1XP per 1gp	<i>Donating funds to positive and well-intended causes [for Clergy, Paladins, etc what is above normal tithing, dues, etc. and donating more than the minimum to your class cause will get this bonus]</i>
10-1000	<i>Making new contacts &amp;/or alliances</i>
10-1000	<i>Maintaining contacts &amp;/or alliances</i>

##### Code of Honour/Titles

10-1000	<i>Making a Personal Code of Honour [Simple to Chivalrous]</i>
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100-1000	Accepting and acknowledging the Code of Honour for your Profession, Caste, Faith, Nation, and for an Order/Faction [Simple to Chivalrous]
100-1000	Joining a Faction/Order to better society, nation, and the world in general
10% of Character XP	Gaining a Title of Nobility [gains 10% of the characters total XP]
100-10,000	Being accepted into a Training Institution for training others
100-10,000	Facing an honour challenge

### Ingenuity and Daring

50	Clever, but futile idea or action
100	Clever/useful idea or action
150	Quick thinking idea or action
500-1000	Unorthodox plans/thinking outside the box
250	A critical plan or action that saves the characters' life &/or another life
400-1000	A critical plan or action that saves the group of Companions or a group of other characters
600-1000	Endangering the character's own life to help another
500-1000	Doing something Memorable &/or Significant [Future memories and retelling of event]
1000-10000	Doing something Notably Heroic. Potential self-sacrifice in a life or death situation
10x the encounter XP	Avoiding unnecessary violence by not having unnecessary combat
100	Good judgment
100	Daring, clever or otherwise

### Solving Problems

100-200	Detective reasoning &/or insight
100-200	Solving a puzzle
100	Confirming veracity of a relevant rumour to a current and/or future plot
250	Finding out a secret / interpret hidden lore
50	Non-combat Challenge failure
250-1000	Non-combat Challenge success
500-1000	Solving a mystery / plot discovery
1000-2000	Objective milestone reached for adventure
1000-2000	Discovering/Learning something new/interesting about the world

### Skill Usage

10	Per failed skill attempt
100	Performing a skill successfully

### Training

100	Starting process to acquire a new skill or weapon through roleplaying
500	Acquiring Basic level of a skill [+1] or weapon
1000	Acquiring Skilled level of a skill [+2] or weapon
2000	Acquiring Expert level of a skill [+3] or weapon
5000	Acquiring Master level of a skill [+4] or weapon
10000	Acquiring Grandmaster level of a skill [+5] or weapon
1000-10,000	Finding a Mentor to aid you in gaining a new skill or weapon

### Combat

100-1000	<i>Descriptive combat (times this number by character level)</i>
Opponents listed XP	<i>Defeating an opponent or creature/monster</i>
25/50	<i>Killing/Subduing a minor menace</i>
100/250	<i>Killing/Subduing a major menace</i>
500/1000	<i>Killing/Subduing a great menace</i>

## **Castes and Classes**

### **Caste - Clergy**

#### General

100	<i>Per successful use of a granted ability</i>
50	<i>Prayer invoked in a worthy manner appropriate to their Faith</i>
100	<i>Prayer invoked to further their Faith</i>
100	<i>Actions taken to further their Faith in themselves</i>
100	<i>Actions taken to further their Faith in other beings</i>
50	<i>Speaking to people and spreading their Faith</i>
1000	<i>Converting someone to their Faith</i>
10/HD or Level	<i>For creatures, monsters, or opponents of their Faith converted, killed, or turned/rebuked</i>
100-1000	<i>Defending someone of the Faith</i>
1XP per 1gp	<i>Donating funds to positive and well-intended causes [for Clergy, Paladins, etc what is above normal tithing, dues,etc. and donating more than the minimum to your class cause will get this bonus]</i>

#### Cleric [Pantheon Specific]

100	<i>Rebuked, Turned or Destroyed Undead</i>
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#### Padre [Immortal Specific]

100	<i>Actions taken to further their Faith</i>
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#### Druid [Nature - All types ie.: Dervish]

100-1000	<i>Defending their ecological environments</i>
50-500	<i>Defending other ecological environments</i>
200/HD or Level	<i>Defeating a Defiler</i>
100	<i>Per time following the Druidic Code</i>

#### Mainyu [Shaman]

100	<i>Spirit binding</i>
100	<i>Spirit information gathering</i>
100	<i>Spirit freeing</i>

Runethane/Rune Priest/Runewright [Runes]

100 Using Runes  
100 Acquiring or scribing New Runes

Templar

100-1000 Defending someone of the Faith  
100 Per time following the Faith's Virtuous Code

Oracle

100 Using method of divination  
250 Finding out a secret / interpret hidden lore

Theurge/Theurgist

**Caste - Warriors**

General

Opponents listed XP Defeating an opponent or creature/monster by yourself  
25/HD or Level Per Hit Dice or Level of opponent  
150 Per use of a special ability  
1000 Facing another in a duel whether one-on-one or in a team

Fighter

100 Per day there was a combat or stand in a war  
250 Per day leading where there was a combat or stand in a war

Cavalier/Knight/Samurai

100 Per time following the Chivalric Code, or Heroic Virtues  
100-1000 Defending someone who is weaker or in need

Fidei Defensor: Paladin

100 Per time following the Chivalric Code, or Heroic Virtues  
50 Per rank[level] of Prayer invoked  
100-1000 Defending someone of the Faith

Fidei Defensor: Myrikhan [NG], Garath [CG], Lyan [LN], Paramander[TNwG], Paramandyr[TNwE], Fantra [CN], Illrigger [LE], Arrikhan [NE], Avenger [CE]

100 Per time following the Chivalric Code, or Heroic Virtues  
50 Per rank[level] of Prayer invoked  
100-1000 Defending someone of the Faith

Fidei Defensor: Druidic Knight

100 Per time following the Chivalric Code, or Heroic Virtues  
50 Per rank[level] of Prayer invoked  
100-1000 Defending their ecological environments

50-500 *Defending other ecological environments*  
200/HD or Level *Defeating a Defiler*  
100 *Per time following the Druidic Code*  
100-1000 *Defending someone of the Faith*

Brother of the Greenwood [Ranger]

50 *Per level of Prayer invoked*  
100-1000 *Defending their ecological environments*  
50-500 *Defending other ecological environments*  
100 *Per time following the Druidic Code*

Weaponmaster/Kensei

5000 *Gaining Grandmastery in a weapon*  
5000 *Facing another Grandmaster in a duel*  
1000 + 1000/WM Lvl *For each level of Weapon Mastery in a weapon*  
100 *Per time following the Weaponmaster's Code*

Barbarian

Item XP *For destroying magically enchanted items [Sorcerer based]*  
Item XP *For destroying cursed or evil of intent enchanted items*  
100 *Per time following the Barbarian Code*

Myrmidon

250 *Per day there was a combat or stand in a war*  
1000 *Per day leading where there was a combat or stand in a war*

Gladiator

50 *Per day there was a combat or stand in a war*  
200 *Per gladiatorial or pit fighter combat situation*  
100 *Per time [combat, battle, etc] following the Arena Pit Code*

Eldritch Exemplar

Horsewarrior Nomad

Gallowglass

**Caste - Sorcerors**

Gaining Spells

1000/Spell Level *Experience based upon spell level*  
x 100% of XP Value *Magical research re-discovering a spell*  
x 150% of XP Value *Magical research of a new spell*  
x 50% of XP Value *Magical spell, item, etc discovered in a treasure*  
x 25% of XP Value *Magical spell, item, etc given by Master*

- x 10% of XP Value    *Magical spell, item, etc traded for*
- x 10% of XP Value    *Magical spell, item, etc purchased*
- x 10% of XP Value    *Magical spell, item, etc theft by Brigand for character*

*For more on magic spell, item, construct creation, acquiring components, and libraries see Rules  
Cyclopedia pp 250-255 and TSR 9208 Gazetteer 3 - The Principalities of Glantri pp 59-60, 64-67.*

*Acquiring a Library*

- 100% of GP/XP Value    Magical tome, scroll, research book found during an adventure*
- 10% of GP/XP Value    Magical tome, scroll, research book traded for*
- 10% of GP/XP Value    Magical tome, scroll, research book purchased*
- 10% of GP/XP Value    Magical tome, scroll, research book theft by Brigand for character*

*For more on magic spell, item, construct creation, acquiring components, and libraries see Rules  
Cyclopedia pp 250-255 and TSR 9208 Gazetteer 3 - The Principalities of Glantri pp 59-60, 64-67.*

*Acquiring Components*

- 100% of GP/XP Value    Major components for spell research*
- 100% of GP/XP Value    Major components for magic item enchantment*

*For more on magic spell, item, construct creation, acquiring components, and libraries see Rules  
Cyclopedia pp 250-255 and TSR 9208 Gazetteer 3 - The Principalities of Glantri pp 59-60, 64-67.*

*Enchanting Items*

- 33% of GP/XP Value    Magical spell, item, etc of spell cast in creation*
- 20% of GP/XP Value    Magical spell, item, etc sold if character successfully created the item*
- 5% of GP/XP Value    Magical spell, item, etc sold if character failed to create an/the item*
- 0% of GP/XP Value    When creating the same classification of an item after the first time [No creating multiple flying castles for copious amounts of XP]*

*For more on magic spell, item, construct creation, acquiring components, and libraries see Rules  
Cyclopedia pp 250-255 and TSR 9208 Gazetteer 3 - The Principalities of Glantri pp 59-60, 64-67.*

*General*

- 100                            Per level of Spell cast*
- 150                           Per use of a special benefit*
- 5/HD or Level            Per Hit Dice or Level of opponent*
- 100/Spell Level         Per Level of spell used in an uncommon, ingenious, inventive, and/or efficient use*
- 100/HD or Level         Per Hit Dice or Level of opponent if in a magical duel [controlled environment / situation]*

*Magic-User/Mage [Spellcaster]*

*Specialist: Abjurer, Transmuter/Alterer, Conjuror/Summoner, Diviner, Enchanter/Charmer, Illusionist/Phantasmist, Invoker/Evoker, Necromancer [Spellcaster]*

*Elemancer: Aeromancer, Geomancer, Pyromancer, Hydromancer/Aquamancer [Spellcaster]*

*Wyld Wyzard [Spellweaver]*

Sourcier [Spellweaver]

Incantatar-trix [Spellweaver]

Witch [Spellbinder]

Warlock [Spellbinder]

Wayfinder [Spellweaver]

**Caste - Brigands**

General

100	<i>Per successful use of a Talent</i>
100	<i>Per successful use of a special benefit</i>
1XP per 10gp	<i>For treasure obtained</i>
10/HD or Level	<i>Per Hit Dice or Level of opponent</i>
50% of XP Value	<i>Magical spell, item, etc of spell cast in creation of a Brigand item</i>

Joatar/Thief

1XP per 1gp	<i>For treasure obtained for employer</i>
100	<i>Per time following the Thieves Guilds' Code</i>

Rake

100	<i>Per time following the Duellists' Code</i>
100	<i>Per time following the Code of the Gallant</i>
1000	<i>Facing another Rake in a duel</i>

Harlequin: Bard

500	<i>Per each major performance of the entertainer</i>
100	<i>Per each minor performance of the entertainer</i>
25	<i>Per level of Spell cast</i>
100	<i>Per time following the Code of the Gallant</i>

Merchant Prince

25	<i>Per level of Spell cast</i>
1XP per 1gp	<i>For treasure obtained for their Company [Not Companions]</i>
100	<i>Per time following the Mercantile Code of Conduct</i>

Prestidigitator (Arcane Trickster)

25	<i>Per level of Spell cast</i>
25	<i>Per single routine performance [Minor]</i>
175	<i>Per gig performance [Major]</i>
100	<i>Per time following the Magician's Code</i>



Pragmati (Assassin)

10-100/HD or Level      *Per Hit Dice or Level of opponent exhumed for employer*  
100                              *Per time following the Pragmatic Order Code*

Buccaneer/Corsair/Pirate

1XP per 1gp                *For treasure obtained*  
100                              *Per time following the Buccaneer's Brethren Codex*

Yakuza/Made Man

10-1000                      *Accomplishing typical to more specific tasks of the boss/family*  
100-1000                      *Getting a new tattoo that is relevant to the profession*  
100                              *Per time following the Code of the Made Family*

Dilettante/Factotum

**Caste - Ascetics**

150                              *Per successful use of a special benefit*  
100/HD or Level              *Per Hit Dice or Level of opponent*

Mystic

Shinobi (Ninja)

Capoerista

Escrimador

Brother of the Circular Harmony

Four Elements

Drunken Master

Dragon

Rising Phoenix

Cresting Tides

Landslides

Shadow Tiger

Water

Earth

Fire

Air

Balanced