

3.5 XP Awards

Level	Average Level		<i>PHB</i> <i>Table 3-2</i>		<i>DMG</i> <i>Table 2-6</i>	Quick Game <i>(Standard Rules)</i>		Medium Advance		Slow Advance <i>(All D&D)</i>	
	Low	High	Standard Progression	Amount Required	Base Monster	0.66 Sess Base	0.2 Ideas/RP	0.2 Sess Base	0.2 Ideas/RP	0.13 Sess Base	0.2 Ideas/RP
1	0	1.5	0	0	300	200	40	60	12	40	8
2	1.6	2.5	1000	1000	600	400	80	120	24	80	16
3	2.6	3.5	3000	2000	900	600	120	180	36	120	24
4	3.6	4.5	6000	3000	1200	800	160	240	48	160	32
5	4.6	5.5	10000	4000	1500	1000	200	300	60	200	40
6	5.6	6.5	15000	5000	1800	1200	240	360	72	240	48
7	6.6	7.5	21000	6000	2100	1400	280	420	84	280	56
8	7.6	8.5	28000	7000	2400	1600	320	480	96	320	64
9	8.6	9.5	36000	8000	2700	1800	360	540	108	360	72
10	9.6	10.5	45000	9000	3000	2000	400	600	120	390	78
11	10.6	11.5	55000	10000	3300	2200	440	660	132	430	86
12	11.6	12.5	66000	11000	3600	2400	480	720	144	470	94
13	12.6	13.5	78000	12000	3900	2600	520	780	156	510	102
14	13.6	14.5	91000	13000	4200	2800	560	840	168	550	110
15	14.6	15.5	105000	14000	4500	3000	600	900	180	590	118
16	15.6	16.5	120000	15000	4800	3200	640	960	192	630	126
17	16.6	17.5	136000	16000	5100	3400	680	1020	204	670	134
18	17.6	18.5	153000	17000	5400	3600	720	1080	216	710	142
19	18.6	19.5	171000	18000	5700	3800	760	1140	228	750	150
20	19.6	20.5	190000	19000	6000	4000	800	1200	240	780	156
Monster & Trap Awards :						100%		40%		20%	
						No Session Award					

Party Level	Level is based on party average level, thus between 3.6 and 4.5 they would use the 4th level row
Session Formula	Base + Ideas & Roleplaying + Share of Monsters Defeated
Scenario Formula	3x Base, modified for the degree of success (can be greater than 100% if there was a bonus outcome) Story awards are proportional to the number of sessions the player attended
Attached NPCs	NPCs attached to the party earn 66% of the xp of the lowest session award (above 0). Attached NPCs may not progress to the same level as the lowest level PC