

Three Pillars of XP Awards

This is a system of XP awards that builds on *Unearthed Arcana: Three-Pillar Experience*. It allows for faster levelling, especially in games that are focused more on Social Interaction and Exploration. Before reading about the pillars below, you should review the four Reward Levels (*RL1* through *RL4*) presented in the table on the next page. Use the party's average PC level when determining the value of an award. Exploration and Social Interaction awards are given separately to each character, not divided between them. If a PC is present and conscious during an event, they are entitled to the full XP award for that event.

Exploration Pillar

Avoiding a Trap or Escaping a Hazard

Traps can be classified as Setbacks (*RL1*), Dangerous (*RL1*), or Deadly (*RL2*), as per page 121 of the DMG.

Hazards are obstacles to progress such as puzzles, quicksand, yellow mold, extreme weather, and so on. Hazards with DCs and damage can be assessed in the same way as traps. Those that cause conditions or other inconveniences are *RL1*.

Finding the Way

When travelling through an unfamiliar area to somewhere specific, successfully arriving is *RL1*.

Finding an Item or Exploring a Location

For each tier of play, the descriptions below describe *RL4*. Use *RL1* for 1 tier below, no award for 2 or more tiers below. Add an *RL4* award for each tier above.

Tier 1: Item worth 100+ gp, non-consumable rare magic, location important to small town.

Tier 2: Item worth 1000+ gp, non-consumable very rare magic, location important to a city.

Tier 3: Item worth 5000+ gp, non-consumable legendary magic, location important to a kingdom or continent.

Tier 4: Item worth 50,000+ gp, an artifact, a location of cosmic or cross-world importance.

Social Interaction Pillar

Making an Alliance

Making an alliance means turning an initially indifferent or hostile NPC into a friendly NPC.

For each tier of play, the descriptions below describe *RL4*. Use *RL1* for 1 tier below, no award for 2 or more tiers below. Add an *RL4* award for each tier above.

Tier 1: NPC important to a small town.

Tier 2: NPC important to a city.

Tier 3: NPC important to a kingdom or continent.

Tier 4: NPC with cosmic or cross-world importance.

Avoiding Combat

If the PCs use social interaction to avoid combat with a hostile group, they should be awarded the full XP value for the combat encounter.

Getting Help

Obtaining significant help or information from an NPC is usually *RL1* but can be *RL2* for highly significant help obtained under difficult circumstances (e.g. an initially hostile NPC). To qualify, the help received must not be easily available from numerous other NPCs and must make it easier for the PCs to make progress towards their goals.

Combat Pillar

Who to Award

Combat XP is divided evenly between the PCs involved. If NPCs provide significant help, they should be included in the XP award.

When to Award

Full combat XP should be awarded when the enemy is defeated, whether they died, surrendered, fled, or were otherwise completely neutralized.

If the enemy is not defeated, award half combat XP for engaging in at least one full round of combat.

What to Award

Full combat XP starts as the sum of each enemy's XP value. Then if the average CR of the enemy is more than half the average party level, you should apply a multiplier to the XP to reflect the true difficulty of the encounter (*DMG*, pp. 82-83). Use the table below to determine the multiplier, where E is the number of enemies and A is the number of allies fully engaged in the fight.

	A: 1-2	A: 3-5	A: 6+
E: 1	×1.5	×1	×0.5
E: 2	×2	×1.5	×1
E: 3-6	×2.5	×2	×1.5
E: 7-10	×3	×2.5	×2
E: 11-14	×4	×3	×2.5
E: 15+	×5	×4	×3

XP Awards by Level

Adapted from the DMG, p. 82.

Tier of Play	Character Level	Reward Level (RL)			
		1	2	3	4
1 <i>Local Heroes</i>	1	25	50	75	100
	2	50	100	150	200
	3	75	150	225	400
	4	125	250	375	500
2 <i>Heroes of the Realm</i>	5	250	500	750	1100
	6	300	600	900	1400
	7	350	750	1100	1700
	8	450	900	1400	2100
	9	550	1100	1600	2400
	10	600	1200	1900	2800
3 <i>Masters of the Realm</i>	11	800	1600	2400	3600
	12	1000	2000	3000	4500
	13	1100	2200	3400	5100
	14	1250	2500	3800	5700
	15	1400	2800	4300	6400
	16	1600	3200	4800	7200
4 <i>Masters of the World</i>	17	2000	3900	5900	8800
	18	2100	4200	6300	9500
	19	2400	4900	7300	10,900
	20	2800	5700	8500	12,700

Level Advancement

Adapted from the PHB, p. 15

Tier of Play	Character Level	Minimum Experience Points	Proficiency Bonus
1 <i>Local Heroes</i>	1	0	+2
	2	300	+2
	3	900	+2
	4	2700	+2
2 <i>Heroes of the Realm</i>	5	6500	+3
	6	14,000	+3
	7	23,000	+3
	8	34,000	+3
	9	48,000	+4
	10	64,000	+4
3 <i>Masters of the Realm</i>	11	85,000	+4
	12	100,000	+4
	13	120,000	+5
	14	140,000	+5
	15	165,000	+5
	16	195,000	+5
4 <i>Masters of the World</i>	17	225,000	+6
	18	265,000	+6
	19	305,000	+6
	20	355,000	+6