

## **Level Point System**

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Acquiring enough experience points to gain a general level grants the character a number of level points as shown in the table below. These can then be spent on advancing a level in his class. The costs of advancement are split into three cost categories: low, medium and high. Depending on what category the given class falls into, these categories stipulate how many level points a character must spend to advance a level in his class.

General Level <sup>1</sup>	Experience Points <sup>2</sup>	Level Points Gained	Cost Category (Costs are in Level Points)				
			Low	Medium	High		
0	-	5	0	0	+0	0	+0
1	0 <sup>3</sup>	11	11	11	+0	11	+0
2	4,000	12	12	12	+0	12	+0
3	9,000	13	13	13	+0	13	+0
4	16,000	14	14	14	+0	14	+0
5	25,000	15	15	15	+0	15	+0
6	36,000	16	16	16	+0	16	+0
7	49,000	17	17	17	+0	17	+0
8	64,000	18	18	18	+0	18	+0
9	81,000	19	19	19	+0	20	+1
10	100,000	20	20	21	+1	22	+2
11	121,000	21	21	22	+1	24	+3
12	144,000	22	22	24	+2	26	+4
13	169,000	23	23	25	+2	28	+5
14	196,000	24	24	27	+3	30	+6
15	225,000	25	25	28	+3	32	+7
16	256,000	26	26	30	+4	34	+8
17	289,000	27	27	31	+4	36	+9
18	324,000	28	28	33	+5	38	+10
19	361,000	29	29	34	+5	40	+11
20	400,000	30	30	36	+6	42	+12
+1	Level <sup>2</sup>	+1	+1	+1	++1	+2	++1
+2	Level <sup>2</sup>	+1	+1	+2	++2	+2	++1

Notes:

- 1) General Level = Effective Character Level = ECL
- 2) The quadratic experience point system was chosen as an example. Any experience point system could be used in its place.
- 3) This could easily be made into say 1,000 if the DM wanted to begin the campaign at level 0.

### **PC Classes:**

Each class has a progression assigned to it. It would be possible to create a separate progression for each class, but I thought it would be simpler to arrange all classes into three basic cost of advancement categories.

Low: Barbarian, Fighter, Monk, Paladin and Ranger

Medium: Bard, Rogue

High: Cleric, Druid, Sorcerer and Wizard

Some of these are a bit arguable. Some might place Sorcerer into the medium cost category and the bard into the low cost category, while perhaps shifting the Barbarian into the high cost category. This is the provisional arrangement, but I am not yet sure it is accurate and it would certainly be something up for debate.

As an example, the above system yields a prototypical 20<sup>th</sup> general level/ECL single-classed party with following levels:

Fighter: 20

Rogue: 19

Wizard: 17

Cleric: 17

### **NPC Classes:**

In case NPC classes are used, these follow the low progression. I was considering allowing them to follow the low progression -5, but this would enable them to be higher level than their General Level/ECL, which would be inconsistent.

### **Prestige Classes:**

Option 1: Each prestige class is assigned to a cost category and follows normal rules for that cost category. There, however, is one important difference. Every prestige class in the medium and high cost categories also has a base level. The base level is equal to the minimum level at which the requirements of the prestige class can be fulfilled. For the purposes of multiclassing, prestige class levels are added to the base level to determine the **additional class costs** (see below). If the prestige class grants full spellcasting levels than instead of a base cost, it is simply added to the class whose spellcasting is extended.

Option 2: Prestige classes automatically continue the progressions of base classes. A prestige class that grants full spellcasting levels always continues the progression of the class whose spellcasting is extended. Other prestige classes extend the progression of the highest level base class.

### **Multiclassing:**

Advancing a level in a class always costs at least the amount of level points stipulated in the low cost category. When multiclassing, always use the low cost category costs to determine the cost of the next level, but **additional class costs** may have to be paid if multiclassing to a class in a higher cost category than low. These additional costs are provided in the second column of each cost category (the low cost category does not have additional costs). Note that these additional costs are incurred by **class level** rather than general level, so they only need to be paid when the **class level** of the new class is high enough to incur them.

Examples:

- 1) 15th level Fighter taking a level of Monk pays 26 level points.
- 2) 15th level Wizard taking a level of Fighter pays 26 level points.
- 3) 5th level Fighter/12th level Wizard taking a level of Wizard pays  $28 + 5 = 33$  level points (28 from advancing to 18th level and +5 in additional costs from advancing to the 13th level of Wizard)

### **Level Adjustments:**

Level adjustments would disappear\* in their current form, because races would have a level point cost instead. Even standard races would have a level point cost, ranging from 3-5. That's why characters get 5 level points at level 0. Races that used to have level adjustments would have higher level point costs.

If an official conversion does not exist, it is possible to use a provisional conversion by either eyeballing it, or if one wants to be more systematic, by assigning the LA a point cost equal to the sum of the point cost of its General Level and all the previous General Levels. Low cost progression would usually be used for this purpose. In case the LA race also has racial hit dice, the first General Levels equal in number to the racial hit dice are excluded from the summation in the conversion formula.

The benefit of the system is not only the possibility of a more precise valuation of race power (e.g. when something is not quite LA 1, but greater than LA 0), but also the fact that the costs that LA imposes on the character decline over levels in relative terms, just as the benefits that the LA race provides also decline.

\*The system could also work with level adjustments if desired, but since these are problematic, I took the opportunity to reform them.

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