

Experience And Level Dependent Benefits

Table 3-2: Experience and Level Dependent Benefits

Character		Class	Cross-Class	Ability	
Level	EXP	Skill Max	Skill Max	Feats	Score
Level	EXP	Rank	Ranks	Feats	Increase
1st	0	4	2	1st	---
2nd	1,000	5	2 1/2	Campaign Bonus	--- Starting Point
3rd	3,000	6	3	2nd	---
4th	6,000	7	3 1/2	---	1st
5th	10,000	8	4	---	---
6th	15,000	9	4 1/2	3rd	---
7th	21,000	10	5	---	---
8th	28,000	11	5 1/2	---	2nd
9th	36,000	12	6	4th	---
10th	45,000	13	6 1/2	---	---
11th	55,000	14	7	---	---
12th	66,000	15	7 1/2	5th	3rd
13th	78,000	16	8	---	---
14th	91,000	17	8 1/2	---	---
15th	105,000	18	9	6th	---
16th	120,000	19	9 1/2	---	4th
17th	136,000	20	10	---	---
18th	153,000	21	10 1/2	7th	---
19th	171,000	22	11	---	---
20th	190,000	23	11 1/2	---	5th
21st	210,000	24	12	8th*	---
22nd	231,000	25	12 1/2	---	---
23rd	253,000	26	13	---	---
24rd	276,000	27	13 1/2	9th*	6th
25th	300,000	28	14	---	---
26th	325,000	29	14 1/2	---	---
27th	351,000	30	15	10th*	---
28th	378,000	31	15 1/2	---	7th
29th	406,000	32	16	---	---
30th	435,000	33	16 1/2	11th*	---
+1	+1000 x	+1/level	+1/2/level	+1 per 3 levels	+1 per 4 levels

Current Level

Notes:

* You can chose an epic feat or a nonepic feat when you reach 21st level or higher

Best Role Player: 50 exp, voted on by party

Most Valuable to the Party: 50 exp, voted on by party

Individual Experience will be given out

Experience for foes defeated and mission accomplishment goals will be given to the group.

Each player is responsible for coming up with a personal goal(s) for their characters and should include them in their character history. They will be given bonus experience points when they complete those goal(s) [no more than 4 personal goals per character]. Experience given out will be modified as the game progresses.

Character Advancement and Level Dependent Bonuses
 (from Pathfinder Core book page 30, published by Paizo)

Character Level	Slow	Medium	Fast	Feats	Ability Score
1st	---	---	---	1st	---
2nd	3,000	2,000	1,300	---	---
3rd	7,500	5,000	3,300	2nd	---
4th	14,000	9,000	6,000	---	1st
5th	23,000	15,000	10,000	3rd	---
6th	35,000	12,000	15,000	---	---
7th	53,000	35,000	23,000	4th	---
8th	77,000	51,000	34,000	---	2nd
9th	115,000	75,000	50,000	5th	---
10th	160,000	105,000	71,000	---	---
11th	235,000	155,000	105,000	6th	---
12th	330,000	220,000	145,000	---	3rd
13th	475,000	315,000	210,000	7th	---
14th	665,000	445,000	295,000	---	---
15th	955,000	635,000	425,000	8th	---
16th	1,350,000	890,000	600,000	---	4th
17th	1,900,000	1,300,000	850,000	9th	---
18th	2,700,000	1,800,000	1,200,000	---	---
19th	3,850,000	2,550,000	1,700,000	10th	---
20th	5,350,000	3,600,000	2,400,000	---	5th

Despite moving to the Slow experience point chart, I plan on keeping the levels at which feats are earned at their current progression. I will rethink this topic when the game enters Epic mode. I might allow an every other level feat progression at that point. I don't want to do it now, because that would call for a lot of work on me to upgrade the other characters and monsters with their missing feats.

