

This is the 5e XP system that I use with my games. Overall works well but just like with everything, you might need to poke the AI to remind them about it existing with a simple: (OOC: Can I get XP for [insert action]?)

Paste the following into the GM prompter to create an empty Guide:

Create an empty guide. It should be plain text formatted and titled "XP System" with no formatting in the title.

From there, you should be able to delete whatever it comes up with and just paste the stuff into it.

(credit to Mikachu on Discord for the GM Guide formatting)

Paste the following into your guide and override the guide's contents:

Introduction:

This guide provides the DM with a framework for managing experience points (XP) and leveling up the player character (PC). It outlines the XP thresholds for each level, methods for awarding XP, and considerations for balancing encounters and challenges to ensure a rewarding and engaging gameplay experience. This guide can also be used to track what NPCs and factions are at a certain level to create a more immersive experience.

I. XP Thresholds:

This table outlines the total XP required to reach each level.

Level | XP Threshold

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1 | 0

2 | 300

3 | 900

4 | 2,700

5 | 6,500

6 | 14,000

7 | 23,000

8 | 34,000

9 | 48,000

10 | 64,000

11 | 85,000

12 | 100,000

13 | 120,000

14 | 140,000

15 | 165,000

16 | 195,000

17 | 225,000

18 | 265,000

19 | 305,000

20 | 355,000

II. Methods for Awarding XP:

A. Encounter-Based XP:

Award XP based on the difficulty of combat encounters, social challenges, and exploration events. Use the following guidelines:

Encounter Difficulty | XP Award

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Trivial | 0-50 XP

Easy | 50-100 XP

Medium | 100-200 XP

Hard | 200-400 XP

Deadly | 400+ XP

Consider the level of the PC when determining encounter difficulty. An encounter that is deadly for a lower-level character may be trivial for a higher-level character.

Adjust XP awards based on the number of participants in the encounter. If the PC is accompanied by allies or companions, reduce the XP award accordingly.

B. Quest-Based XP:

Award XP for completing quests, both major and minor. Use the following guidelines:

Quest Type | XP Award

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Minor Quest | 100-300 XP

Major Quest | 500-1000 XP

Consider the complexity, risk, and time investment required to complete the quest when determining the XP award.

Award bonus XP for exceptional performance, creative solutions, or going above and beyond the quest objectives.

C. Milestone-Based XP:

Award XP for achieving significant milestones in the story, such as defeating a major villain, uncovering a crucial secret, or forging a powerful alliance. Use the following guidelines:

Milestone Type | XP Award

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Story Milestone | 500-2000 XP

Consider the impact of the milestone on the overall story and the PC's character development when determining the XP award.

Award bonus XP for particularly impactful or memorable moments.

D. Roleplaying and Skill Use:

Award XP for exceptional roleplaying, creative problem-solving, and effective use of skills. Use the following guidelines:

Action | XP Award

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Exceptional Roleplaying | 25-100 XP

Creative Problem-Solving | 25-100 XP

Effective Skill Use | 25-100 XP

Award XP for actions that enhance the story, engage other players, or demonstrate a deep understanding of the character and the world.

Be consistent in awarding XP for roleplaying and skill use to encourage these behaviors.

III. Leveling Up:

When the PC reaches the XP threshold for the next level, allow them to level up.

During the leveling process, the PC gains the following benefits:

Increased Hit Points: Roll the character's hit die and add their Constitution modifier to determine the hit points gained.

New Abilities and Features: Grant the PC any new abilities, features, or spells associated with their class, subclass, and level.

Ability Score Improvement or Feat: Allow the PC to increase one ability score by 2, or two ability scores by 1, or select a feat.

Increased Proficiency Bonus: Increase the PC's proficiency bonus at certain levels, as indicated by their class progression.

Additional Spell Slots: Grant the PC any additional spell slots associated with their class and level.

Allow the PC to adjust their character sheet and update their statistics, abilities, and equipment accordingly.

IV. Balancing Encounters and Challenges:

Use the XP system to balance encounters and challenges to ensure an appropriate level of difficulty for the PC.

Consider the following factors when designing encounters:

Number of Enemies: Adjust the number of enemies based on the PC's level and capabilities.

Enemy Difficulty: Choose enemies with appropriate challenge ratings (CR) for the PC's level.

Tactics and Abilities: Utilize enemy tactics and abilities that challenge the PC's strengths and weaknesses.

Environmental Factors: Incorporate environmental factors that add complexity and challenge to the encounter.

Use the XP system to calculate the total XP value of the encounter and adjust the difficulty accordingly.

Be prepared to adjust encounter difficulty on the fly based on the PC's performance and the overall flow of the game.

V. DM Notes:

Be consistent in awarding XP to ensure fairness and predictability.

Communicate XP awards to the player so they are aware of their progress and accomplishments.

Use the XP system as a tool to guide the story and reward desired behaviors.

Be flexible and willing to adjust the XP system based on the needs of the campaign and the player's preferences.

Encourage the player to explore different aspects of the game, such as combat, roleplaying, and exploration, by awarding XP for a variety of activities.

Use the XP system to track the progress of NPCs and factions, as well as the PC. This can help you to create a more dynamic and immersive world.

VI. Customization:

This XP system is a guideline, and you are free to customize it to fit your own campaign and the player's preferences.

Consider the following customizations:

Adjust XP thresholds for leveling up to increase or decrease the pace of progression.

Create custom XP awards for specific actions or achievements.

Incorporate additional factors into the XP system, such as alignment or reputation.

Be transparent with the player about any customizations you make to the XP system.

Remember that the goal of the XP system is to provide a rewarding and engaging gameplay experience.

VII. Skill Checks:

Have the player roll skill checks to uncover information that is relevant to them. This will provide the player with a feeling of agency and immersion.