

Experience Point Buy System

When utilizing this system the PC leveling would be holistically determined as a “Mile Stone” leveling system determined by the DM. As always the purchase of these boons should be played out in session whenever possible or able, which is not a requirement for using this system but is highly encouraged.

Gaining Experience Points (1 Point Per):

- Attending Session
- Encounter (Can be a battle or RP encounter)
- Character Development (Group Determined)
- Story Development (DM and/or Group Determined)

Spending Experience Points:

- Points must be spent before the session starts and talked over with the DM and party members.
- Point choice must be written down on the provided sheet and kept close track of.

Items that points can be spent on:

- Languages
- Tool Proficiency (includes: tool sets, musical instruments, gaming sets and vehicles)
- Weapon Proficiency
- Armor Proficiency (including shields)
- Hit Dice (add one to total and HP [add Con Mod])
- Skill Proficiency (Can not expertise)
- Feats (Possibly creating new feats for all PCs with DM approval)
- Minor Ability Score increase (+1 to total score) or increase Ability Score Maximum
- New Spells (must meet spellcasting requirements and Possibly creating new spells for all PCs with DM approval)

After Initial Purchase Per Category

After purchasing an initial category (at 9) there is an additional “Retro” cost beyond the first.

Point Cost per Choice

Purchase Category	Point Cost	Retro Cost	Notes
Languages	9	+1	
Tool Proficiency	9	+1	
Weapon Proficiency	9	+1	
Armor Proficiency	9	+1	
Hit Dice	9	+2	
Skill Proficiency*	9	+2	* Can not Expertise
Feats	9	+3	
Minor Ability Score Increase*	9	+3	* Increase Ability Score Maximum
New Spells	9+N*	+3	* N=Spell Level (minimum 1) ← Cost not spell level <i>Must be of a level the spellcaster can cast</i>