



# 3 Pillar XP Cheatsheet

**Players:** Increment level every 100 XP

**Dungeon Master:**

Party < 6: distribute XP to party (not player)

Party > 7: distribute (XP \* 0.5) to party

## Treasure

Tier	Value	Type	XP
1	100	Rare	10
2	1,000	Very rare	10
3	5,000	Legendary	10
4	50,000	Artifact	10

## Locations

Tier	Importance	XP
1	Small town, village	10
2	Kingdom	10
3	World	10
4	Cosmic	10

## Social

Tier	Influence	XP
1	Small town, village	10
2	City	10
3	Kingdom, continent	10
4	Cosmic (including a diety)	10

## Combat

CR	XP
APL * 0.5	2
APL	5
APL * 2	15

## Notes

Players earn no XP for achievements at tiers below their current tier.

If players achieve a goal above their current tier, they earn XP for each tier above their own.