

# Roll to Advance

*A quick and easy alternative experience and advancement system*

This system replaces the standard experience point tracking and level advancement method with a simple session-based system. Characters no longer acquire XP for killing monsters, collecting treasure, or various in-game role playing or story achievements. Characters gain XP when they are played and simply roll a die to see if they advance at the end of each session.

## Basic Procedure:

At the end of each full gaming session each character is awarded 1 XP and rolls 1d20. Each XP provides a +1 modifier to this roll. If the total equals or exceeds the required Roll to Advance for the character's class and level (see Table 1) plus racial modifier (see Table 2), the character advances to the next level. XP needed to reach this number are deducted from the character's running total. Unused XP accumulate from session to session.

**Table 1. Class Roll to Advance**

	Assassin	Cleric	Druid	Fighter	Illusionist	Magic-User	Monk	Paladin	Ranger	Thief
1	17	17	18	17	18	19	20	21	18	17
2	19	19	20	19	20	21	22	23	20	18
3	21	21	22	21	22	23	24	26	22	19
4	22	23	24	22	24	26	26	29	23	21
5	23	24	25	24	26	28	29	31	25	23
6	25	26	27	26	28	30	32	33	27	24
7	27	28	29	28	30	33	34	36	29	25
8	28	30	31	29	32	35	36	39	31	27
9	29	31	33	31	34	37	38	41	32	29
10	31	33	34	33	36	40	41	43	34	30
11	33	35	36	35	38	42	44	46	36	31
12	34	37	38	36	40	44	46	49	38	33

### Example:

*Interog the fighter, a 3rd-level human, has accumulated two (2) XP so far. At the end of the next gaming session, he earns an additional XP (for a total of 3) and rolls a d20. If his total (roll + XP) is equals 21 or more, he advances to 4th level. A roll of 20 would require only 1 XP to reach 21, leaving him with 2. A roll of 18 would require all three, leaving him with none. If he rolls less than 18, Interog does not advance but retains all three of his experience points.*

**Table 2. Racial Modifiers** (added to class requirement on Table 1)

	Dwarf	Elf	Gnome	Halfling	Half-Elf	Half-Orc	Human
1	2	3	2	1	2	1	0
2	3	4	3	2	3	1	0
3	4	5	4	2	3	2	0
4	5	7	4	3	4	2	0
5	6	8	5	3	5	2	0
6	7	9	6	4	5	3	0
7	8	11	6	4	6	3	0
8	9	12	7	5	7	3	0
9	10	13	8	5	7	4	0
10	11	15	9	6	8	4	0
11	13	17	11	6	9	4	0
12	14	19	12	7	10	5	0

## Racial Modifiers and Level Limits:

The racial modifier on Table 2 is added to the basic Roll to Advance number for class and level. This modifier represents the penalty for abilities, bonuses, and extended life spans.

Demi-human characters are no longer limited in the number of levels they may advance.

## Multi-Classed Characters:

There are two options for multi-classed characters. It is recommended that only one or the other be used in any campaign.

The first is to simply allow a character to try to advance one class or the other at the end of a session, but not both. Accumulated XP (earned at one per session) may be used for either class. No class may advance higher than twice the level of the other class. This will give level results similar to standard multi-classed characters, such as a 3rd/5th-level fighter/thief.

The second option for multi-classed characters is to track only one level for the multi-class combination. Thus, a character could begin as a 1st-level fighter/magic-user, advance to become a 2nd-level fighter/magic-user, then up to 3rd level, and so on. The Roll to Advance when using this second option is calculated by adding the two class requirements and subtracting 12 for two-class combinations or by adding all three requirements and subtracting 24 for triple-classed characters. For example, a 1st-level half-elf fighter/cleric would have a Roll to Advance of 24 (17 for cleric + 17 for fighter - 12 for two classes + 2 for half-elf = 34). Characters have all the abilities of each class at the given level. The better hit die is rolled for hit points on odd-numbered levels, the lesser hit die is rolled on even-numbered levels. Triple-classed characters ignore the worst hit die.