



— LEGENDS OF —
THALORANTH

**EXPERIENCE POINT
SPENDING FREEBIE**
GETTING STARTED SPENDING XP



THALORANTH
PUBLISHING



LEGENDS OF
THALORANTH

Guidelines and advice for spending
Experience Points in Legends of Thaloranth

GETTING STARTED WITH EXPERIENCE POINTS

Growth, Advancement, and the Shape of a Character

A Legends of Thaloranth Free Supplement

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INTRODUCTION

The scene ended an hour ago. The guards are dealt with. The information is secured. Someone who was going to use it badly no longer can.

The character who made that possible is not the same character who walked into the building. She is not dramatically different. She has not acquired new powers or crossed a threshold that changes what she is capable of in some fundamental way. But something happened in there, a moment where she had to talk her way past someone considerably more perceptive than expected, and she found something she did not know she had.

The GM sets the scene. The player writes down one XP.

Now: where does it go?

Most roleplaying games use experience points as a scoreboard. Defeat enemies, earn points, reach a threshold, gain a level. The system measures participation in the game's primary activity, usually combat, and rewards it with increases that make future participation easier.

Legends of Thaloranth uses XP differently. There are no levels. There is no threshold. There is no waiting period between earning experience and spending it. XP is a currency of deliberate choice, earned by showing up and doing the work, spent on exactly the growth that makes sense for who this character is becoming.

This document explains how that system works: how XP is earned, what it can be spent on, and why the design makes the choices it does. The full system is documented in the Player's Guide. This is the introduction to it, enough to understand what you're doing and why, before the complete framework is in front of you.

HOW XP IS EARNED

XP is awarded at the end of scenes. The base rate is 1 XP per scene, regardless of what kind of scene it was. A combat scene, a social encounter, an investigation, an exploration sequence, a quiet conversation that changes what someone understands, all of them earn the same base XP, because all of them require engagement, decision-making, and the application of character capability under the pressure of circumstances.

This is not a small design choice. It means that the character who spent the session navigating a faction negotiation earns exactly the same experience as the character who spent it fighting. Neither activity is mechanically privileged. The system does not tell you which kind of play matters more, because it does not have an opinion on that question. What matters is that you were there, that you engaged, and that something was at stake.

Bonus XP

The GM may award bonus XP for scenes or moments that warrant additional recognition beyond baseline participation. Bonus XP is not a separate category, it is simply more XP for the same scene, applied when something happened that deserves acknowledgment.

The situations that typically warrant bonus XP are overcoming a challenge that genuinely tested the party's capabilities, exceptional creativity or problem-solving that produced an outcome the straightforward approach would not have reached, teamwork that demonstrated genuine coordination rather than parallel individual action, roleplay that gave a character meaningful expression and contributed to the shared narrative, and completing key story milestones or achieving goals that the campaign has been building toward.

A single bonus XP for a strong scene is the standard. Two for an exceptional one is appropriate for moments that shift the campaign meaningfully. More than two for a single scene should be rare, reserved for moments of genuine narrative significance that both the GM and players recognize as landmarks. Bonus XP is most valuable when it is not routine. When every scene produces bonus XP, the signal disappears.

Saving XP

XP may be spent immediately after it is earned or saved for later. There is no deadline. XP accumulates without limit until the player chooses to spend it. A player who saves across three sessions and spends all at once is making the same kind of valid decision as a player who spends after every scene. Both approaches reflect different strategic priorities and both are fully supported by the system.

XP does not expire. It does not decay. It does not need to be spent to avoid losing it. The only pressure to spend is the pressure the player puts on themselves, and that is exactly the right amount of pressure.

SPENDING XP: THE FIVE CATEGORIES

XP can be spent on five categories of advancement. Each category improves a different dimension of the character. Spending decisions are made by the player and recorded on the character sheet immediately. Advancement takes effect as soon as XP is spent, there is no waiting period, no in-game justification required, no session boundary that must be crossed before a spent point applies.

Skills, 1 XP per point

Skills are the most granular and most frequently used form of advancement. Spending a skill point improves a character's capability in a specific area: adding to an existing Base Skill, purchasing a new Sub-Skill, or deepening investment toward a Specialization.

The skill system works in three tiers. A Base Skill must be purchased before any of its Sub-Skills can be accessed. A Sub-Skill must be purchased before its Specialization. A character who wants the Bladework Specialization must have invested in the Melee Combat Base Skill and the Swordsmanship Sub-Skill first. This prerequisite chain applies to every skill category without exception, during advancement exactly as it did at character creation.

Each tier costs 1 XP regardless of which skill or which tier. The cost is consistent. What changes is what must be in place before the investment is available. Base Skill investment opens the tree beneath it. Sub-Skill investment grants +1 to all applicable checks. Specialization investment grants +2 stacking with the Sub-Skill bonus, producing a combined +3 for characters who have gone the full depth.

Skill advancement is the most efficient use of XP in terms of immediate mechanical impact. One XP produces one skill point, which translates directly into improved check totals. Characters who invest consistently in skills develop genuine expertise in specific areas over the course of a campaign. That expertise is visible at the table in the form of checks they make reliably that other characters cannot.

Stats, 3 XP per point

Stats represent a character's fundamental capabilities, the four foundational scores from which everything else derives. Raising a stat costs more than raising a skill because the downstream effects are broader and more significant.

Power affects Vitality Points, Action Points, Carrying Slots, and the death threshold. Agility affects Vitality Points, Action Points, and Armor Rating. Insight affects Luck Points, Wealth Points, Spell Points for characters with Arcana investment, and the number of Paths and Sub-Paths available to the character. Social affects Luck Points and Wealth Points. When a stat is raised, all derived values that depend on it update immediately.

There is no hard cap on stat advancement through XP. The system does not need one. Three XP spent raising a stat is three XP not spent on three skill points, one Path Point, or three-quarters of an Advantage. Players who invest heavily in stats are making a deliberate choice to prioritize broad foundational improvement over specific capability development. It is a valid choice. It is not always the optimal one, and the cost structure reflects that.

Stat increases should feel like significant character development moments. A character whose Power increases is not incrementally better at combat, they are physically more capable in a way that reshapes multiple aspects of what they can do and survive. That weight is appropriate.

Path Points, 3 XP per point

Path Points advance a character's capabilities within their chosen Paths and Sub-Paths. They are not skills, they do not grant bonuses to checks in the way Sub-Skill and Specialization investment does. They unlock access to the specific capabilities that define each Path and Sub-Path, documented in the Paths chapter of the Player's Guide.

The first Path Point invested in a Sub-Path doubles the numerical effects of all of that Sub-Path's existing abilities. The second unlocks one Tier Two ability chosen at the time of purchase. The third unlocks one Tier Three ability. The cap of three Path Points per Sub-Path applies regardless of whether those points were purchased at character creation or through XP advancement.

Path Points can only be spent on Sub-Paths the character has already chosen within their current Paths. They deepen existing investment, they do not add new Paths or Sub-Paths. The only way to add new Paths or Sub-Paths after character creation is to raise the Insight stat, which increases the number of Paths and Sub-Paths available to match the new Insight score.

A character who wants deep capability within their chosen Paths invests in Path Points. A character who wants broad capability across multiple skill areas invests in skills instead. Both strategies produce interesting, capable characters with different profiles of strength.

Advantages, 4 XP each

New Advantages can be acquired through experience during play. The cost of 4 XP reflects the weight that Advantages carry, they are not incremental bonuses but character-defining traits that shape what a character is rather than what they can do.

A character who acquires a new Advantage through play has developed something genuinely new about themselves. The specific Advantage chosen should reflect something that has happened in the campaign, not a mechanical optimization, but a recognition that the character has become the kind of person who has this trait. The 4 XP cost and the narrative weight are both appropriate to that significance.

Disadvantages acquired during play, through injury, trauma, narrative consequence, or deliberate character choice, do not cost XP. They are applied narratively in collaboration with the GM and carry the same exchange they would at character creation: each Disadvantage accepted grants one additional Advantage.

Wealth Points, 6 XP per point

Wealth Points can be increased through experience, representing the long-term accumulation of economic standing beyond what individual transactions provide. At 6 XP, this is the most expensive advancement option in the system.

The cost reflects the reality that economic standing in Vaeloraranth is built slowly and is difficult to establish without the social and institutional infrastructure that supports it. A character does not become significantly wealthier simply by surviving adventures, they become wealthier by building the kind of position in the world that wealth follows. The XP cost models that reality.

Domain income documented in Legacies of Valor provides an alternative pathway to Wealth Point growth that does not require direct XP investment. Characters who develop domains effectively will find their economic standing growing through that system, which is the more natural route for characters whose story involves building something that persists. The XP pathway exists for characters whose wealth comes from personal development rather than institutional investment.

IMMEDIATE SPENDING

One of the distinctive features of the LoT advancement system is that experience can be spent the moment it is earned. This is intentional, and it is worth understanding why.

In most systems, advancement is deferred, it happens between sessions, or when a threshold is crossed, or when the GM calls a rest. That deferral creates a separation between the moment of experience and the moment of growth. The learning happens now; the benefit happens later.

Legends of Thaloranth does not defer advancement because it does not believe growth works that way. A character who survives a difficult social encounter and immediately spends a point on the Rapport Sub-Skill is not gaming the system. They are doing exactly what the system is designed to produce: growth that happens in the moment of the experience, not in a bookkeeping session at the session's end.

Spending does not interrupt the flow of play. Apply the change immediately and move on. A player who earns a point and knows exactly where it should go can spend it in the moment without ceremony.

The only practical consideration is narrative credibility. A character who has never used a sword spending a point on the Swordsmanship Sub-Skill during a formal dinner stretches the fiction. A character who just survived a brutal sword fight spending that same point while catching their breath afterward feels entirely natural. The system trusts players and GMs to make these calls together, without needing a rule to govern every case.

THE XP SUMMARY

The following table summarizes all advancement costs. The full system, including the complete skill list, Path and Sub-Path documentation, and Advantage catalogue, is in the Player's Guide.

Advancement	Cost
Skills, Base Skill	1 XP
Skills, Sub-Skill	1 XP
Skills, Specialization	1 XP
Stat Increase (+1)	3 XP
Path Point	3 XP
New Advantage	4 XP
Wealth Point (+1)	6 XP

Experience is earned one point per scene. Bonus XP is awarded at the GM's discretion for moments that warrant additional recognition. XP accumulates without limit and can be spent immediately or saved. It does not expire.

A NOTE ON WHAT COMES NEXT

The advancement system is where character identity is built over time. The decisions made here, which skills to deepen, which stats to raise, which Advantages to develop, are not optimization choices. They are the accumulating record of what a character has done, survived, learned, and become.

Two characters who start from the same point and play for the same number of sessions will not look the same after six months at the table. They will look like the decisions their players made in response to what happened in the campaign. That divergence is not a system problem. It is the system working.

The Player's Guide contains the complete advancement framework alongside the full skill list, Path documentation, Advantage catalog, and the character creation system that establishes where characters begin. Read the advancement chapter alongside the Paths chapter, understanding what Path Points unlock makes the cost of Path Point investment meaningful in a way it cannot be in the abstract.

Start with one point. Spend it somewhere that feels true to what just happened. That is the whole system, in practice.

The complete Experience and Advancement system is documented in the Legends of Thaloranth Player's Guide. The Player's Guide is available as part of the Legends of Thaloranth Core Line at thaloranthpublishingllc.com.

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