

Gradual Leveling

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 2

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INTRODUCTION

This supplement provides information for how to gradually level characters under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

GRADUAL LEVELING

What is a Gradual Leveling?

Under these rules characters no longer acquire all the benefits of their newly gained level at the same time, instead, they will slowly earn such benefits individually.

Areas

Each Area represents some possible training for a specific class. Some areas are shared by every class (such as hit Die or Saving Throws) while other are class specific (like spellcasting or turning undeads). The following table shows the available areas for each core class.

Fighter	Magic User	Cleric	Thief
Hit Die	Hit Die	Hit Die	Hit Die
Attack Bonus	Attack Bonus	Attack Bonus	Attack Bonus
Saving Throws	Saving Throws	Saving Throws	Saving Throws
	Spellcasting	Spellcasting	Thieving Skills
	Spell Research	Spell Research	
		Turning Undead	

Earned and Expended XP

When characters earn XP it will go to an **Earned** pool, with this XP the character will buy each of his **areas improvements**. Once the XP is used it goes to the **Expended** pool.

Buying Areas Improvements

Each class will start with each Area as normal for a 1st level character of its class, after that each area must be bought individually by paying the XP cost of the corresponding level.

Level	Fighter	Magic-User	Cleric	Thief
1	0	0	0	0
2-3	700	500	250	315
4	1,400	1,000	500	630
5	2,800	2,000	1,000	1,260
6	5,600	4,000	2,000	2,520
7	11,200	8,000	4,000	5,040
8	22,400	16,000	8,000	10,080
9-20	44,800	32,000	16,000	20,160

Character Level

Whenever the rules calls for the character's level you can either compare the Expended XP with the standard XP value for each level or use the **Level Mark** rule:

Level Mark: Each class has an amount of **boxes** that are marked as each benefit is purchased. When the last Mark is acquired the character earns a new level and all the marks are erased.

Class		Level Marks
Fighter	3	□□□
Magic User	5	□□□□□
Cleric	6	□□□□□□
Thief	4	□□□□

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Area Purchase Limit

Normally, when an area improvement is purchased it won't be available until every other area has been purchased also. A GM may want to remove this limit if he or she wishes to give more development freedom.

Direct Purchase

This is an alternative take on the Gradual Leveling, here instead the XP goes into one pool per Area (called **Area XP**) and accumulates there, giving benefits once it reaches certain values. Doing this avoids having to purchase levels in areas in which the class grants no benefits.

Under this rule the Level Marks aren't used, if an overall level is required the **Expended XP** is consulted.

Hit Dice, Spellcasting, Spell Research, Turning Undeads & Thieving Skills

Level	Fighter	Magic User	Cleric	Thief
1	0	0	0	0
2	700	500	250	315
3	1,400	1,000	500	630
4	2,800	2,000	1,000	1260
5	5,600	4,000	2,000	2520
6	11,200	8,000	4,000	5040
7	22,400	16,000	8,000	10080
8	44,800	32,000	16,000	20160
9	89,600	64,000	32,000	40320
10	134,400	96,000	48,000	60480
11	179,200	128,000	64,000	80640
12	224,000	160,000	80,000	100800
13	268,800	192,000	96,000	120960
14	313,600	224,000	112,000	141120
15	358,400	256,000	128,000	161280
16	403,200	288,000	144,000	181440
17	448,000	320,000	160,000	201600
18	492,800	352,000	176,000	221760
19	537,600	384,000	192,000	241920
20	582,400	416,000	208,000	262080

GRADUAL LEVELING

Attack Bonus

AB	Fighter	Magic User	Cleric	Thief
+1	0	0	0	0
+2	700	2,000	500	630
+3	2,800	8,000	2,000	2,520
+4	5,600	64,000	8,000	10,080
+5	22,400	192,000	32,000	40,320
+6	44,800	288,000	80,000	100,800
+7	179,200	384,000	128,000	161,280
+8	268,800		176,000	221,760
+9	403,200			
+10	492,800			

Saving Throws

Level	Fighter	Magic User	Cleric	Thief
1	0	0	0	0
2	700	500	250	315
4	2,800	2,000	1,000	1260
6	11,200	8,000	4,000	5040
8	44,800	32,000	16,000	20160
10	134,400	96,000	48,000	60480
12	224,000	160,000	80,000	100800
14	313,600	224,000	112,000	141120
16	403,200	288,000	144,000	181440
18	492,800	352,000	176,000	221760
20	582,400	416,000	208,000	262080

Gradual Leveling and Combo-classes

What follows are the table for the Gradual Leveling of the Fighter/Magic-User and Thief/Magic-User combo-classes for both the standard **Gradual Leveling** and **Level Marks**, and for the **Direct Purchase**.

GRADUAL LEVELING

Areas

Fighter/Magic-User	Thief/Magic-User
Hit Die	Hit Die
Attack Bonus	Attack Bonus
Saving Throws	Saving Throws
Spellcasting	Thieving Skills
Spell Research	Spellcasting
	Spell Research

Buying Areas Improvements

Level	Fighter/Magic-User	Thief/Magic-User
1	0	0
2	900	625
4	1,800	1,250
5	3,600	2,500
6	7,200	5,000
7	14,400	10,000
8	28,800	20,000
0	57,600	40,000

Level Marks

Class	Level Marks
Fighter/Magic User	5 □□□□□
Thief/Magic-User	6 □□□□□□

Saving Throws

Level	Fighter/Magic-User	Thief/Magic-User
1	0	0
2	900	625
4	3,600	2,500
6	14,400	10,000
8	57,600	40,000
0	172,800	120,000
2	288,000	200,000
4	403,200	280,000
6	518,400	360,000
8	633,600	440,000
0	748,800	520,000

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Hit Dice, Spellcasting, Spell Research & Thieving Skills

Level	Fighter/Magic-User	Thief/Magic-User
1	0	0
2	900	625
3	1,800	1,250
4	3,600	2,500
5	7,200	5,000
6	14,400	10,000
7	28,800	20,000
8	57,600	40,000
9	115,200	80,000
10	172,800	120,000
11	230,400	160,000
12	288,000	200,000
13	345,600	240,000
14	403,200	280,000
15	460,800	320,000
16	518,400	360,000
17	576,000	400,000
18	633,600	440,000
19	691,200	480,000
20	748,800	520,000

Attack Bonus

AB	Fighter/Magic-User	Thief/Magic-User
+1	0	0
+2	900	1,250
+3	3,600	5,000
+4	7,200	20,000
+5	28,800	80,000
+6	57,600	200,000
+7	230,400	320,000
+8	345,600	440,000
+9	518,400	
+10	633,600	

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