

Patch Notes

Dungeons & Dragons

V1.2

New Systems

- XP & Leveling
 - XP Chart Below*
 - Negative XP for bad deeds or failing something, cannot pass 0
 - Special rewards for special levels**
 - Perception Checks
 - Limit of 1 check per area
 - DM can rule for certain perception checks, see if it is ok with him
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**Special Rewards

There are now special rewards that can be handed out due to events or levels. Basically if it is your birthday or something you may be rewarded in D&D with something special. There is also special rewards for any levels you obtain at certain times. For example, say you level up to level 10 and everyone else is at 8, you may get a certain reward of say 100gp.

XP & Level Chart

Level	HP Bonus	Gold Bonus	Required XP
Level 1	+1HP	+5GP	Req. 100XP
Level 2	+1HP	+5GP	Req. 200XP
Level 3	+1HP	+5GP	Req. 300XP
Level 4	+1HP	+5GP	Req. 400XP
Level 5	+1HP	+5GP	Req. 500XP
Level 6	+1HP	+5GP	Req. 600XP
Level 7	+1HP	+5GP	Req. 700XP
Level 8	+1HP	+5GP	Req. 800XP
Level 9	+1 Health Potion	+10GP	Req. 900XP
Level 10	+1 Health Potion	+10GP	Req. 1,000XP
Level 11	+1 Health Potion	+10GP	Req. 1,100XP
Level 12	+1 Health Potion	+10GP	Req. 1,200XP

Level 13	+1 Health Potion	+10GP	Req. 1,300XP
Level 14	+1 Health Potion	+50GP	Req. 1,400XP
Level 15	+1 Friendly Revive*	+50GP	Req. 1,500XP
Level 16	+1 Friendly Revive*	+50GP	Req. 1,600XP
Level 17	+1 Friendly Revive*	+50GP	Req. 1,700XP
Level 18	+1 Friendly Revive*	+50GP	Req. 1,800XP
Level 19	+1 Friendly Revive*	+50GP	Req. 1,900XP
Level 20	+1 Friendly Revive*	+1,000GP	Req. 2,000XP

***Friendly Revive**

Friendly revives are revives you can hold onto and use whenever, they revive one deceased player. Meaning that if someone dies, there is a way to get them back into the game. There is also a potion that will be available next Wednesday with D&D v1.3 that will allow the same feature.

Side Skills

For every side skill or crafting skill the required XP for every skill is 15XP, which you get usually 1-4XP every time you complete that skill successfully. Crafting and summoning skills take 4 player's worth of turns, this means that when you start crafting or summoning on your turn, by the time 4 more players have taken their turn then your skill is completed. There is a level cap of 5 for every skill, and for skills not involving crafting or summoning you get +1 influence point. Crafting skills or summoning skills get +1 influence point as well, however you also get +5GP for completing the skill level.

Patch Notes Spoiler
If You Read All of The Patches, Here Is Your Reward

+1 Influence Point

If you read every word of the patch notes, and I mean every word please be honorable, message in the D&D Council saying “Silly Chase.”