Separate Jobs Reborn money, experience and points rewards

A job action can award experience or points without paying economy money. Compare each reward channel before changing a player’s balance or assuming the entire job has stopped working.

Before you start

Jobs Reborn tracks job membership, experience and rewards as well as money payments. Use a test player with a recorded level and balance. Some actions depend on optional integrations, so identify the job file and event before editing rewards.

Work through the check

1. Record the test player’s job membership, level, job experience, points and economy balance before the action.
2. Read the active job’s entry for one simple action and identify its money, experience and points rewards separately, including any level-based expression.
3. Perform that action once in a permitted location with a normal account, then wait for the configured payout interval before checking each recorded value.
4. Compare the observed changes with the job information and current bonuses; use the installed command help to inspect that job rather than editing the player record.

Confirm the result

Each enabled reward channel should change according to its own configuration. A zero money reward can be valid when experience or points are intentionally enabled.

If the result differs

If only money fails, inspect the Vault provider hook and payment logs. If every channel stays unchanged, check membership, action eligibility and region restrictions before replacing the economy plugin.

Recover safely

Restore the original reward entry if your test edit changes more than one channel. Reconcile the controlled test only; adding money manually cannot repair missing job experience or points.

Documentation and related help

Check the Jobs Reborn maintainer documentation and Jobs Reborn maintainer reference against your installed release before applying changes.

Related CloudExa help: Set up Jobs Reborn and check that job payments work and Find Minecraft logs and send useful troubleshooting details.

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