

Experience to level:

When creating a character, you will start out at level #0 with 0 experience points. Basically, you will be as the masses . . . a peasant. You will have to adventure to rise above your status as a common denizen.

Each time you level, you will erase all the experience you needed to get to the next level and start over, adding experience points gained as you adventure.

Example: A level #0 conjurer has gained 63 experience points and advanced to level #1. She needed 50 experience points to level. When she levels to 1st, she will subtract 50 points from the 63 needed to level. She will have 13 points remaining, which will carry over to the needed 100 experience points to advance to level #2.

If you can gain enough experience points, you may level your character multiple times in one situation or encounter.

There are three ways to gain experience in this world as follows:

1. Killing a creature = normal experience as listed for each creature.
2. Capturing a creature = +50% additional experience gained (rounded).
3. Allying self with creature = +100% additional experience gained.

The following are the experience points needed to level:

Seeker experience points (levels 1st to 5th):

1st: 50

2nd: 100

3rd: 250

4th: 400

5th: 550

Adventurer experience points (levels 6th to 44th):

6th: 800
7th: 1,100
8th: 1,450
9th: 1,850
10th: 2,300
11th: 2,800
12th: 3,350
13th: 3,950
14th: 4,600
15th: 5,300
16th: 6,050
17th: 6,850
18th: 7,700
19th: 8,600
20th: 9,550
21st: 10,550
22nd: 11,600
23rd: 12,700
24th: 13,850
25th: 15,050
26th: 16,300
27th: 17,600
28th: 18,950
29th: 20,350
30th: 21,800
31st: 23,300
32nd: 24,850
33rd: 26,450
34th: 28,100
35th: 29,800
36th: 31,550
37th: 33,350
38th: 35,200
39th: 37,100
40th: 39,050
41st: 41,050
42nd: 43,100
43rd: 45,200
44th: 47,350

Adventurer experience points (levels 45th to 84th+):

45th: 49,550
46th: 51,800
47th: 54,100
48th: 56,450
49th: 58,850
50th: 61,300
51st: 63,800
52nd: 66,350
53rd: 68,950
54th: 71,600
55th: 74,300
56th: 77,050
57th: 79,850
58th: 82,700
59th: 85,600
60th: 88,550
61st: 91,550
62nd: 94,600
63rd: 97,700
64th: 100,850
65th: 104,050
66th: 107,300
67th: 110,600
68th: 113,950
69th: 117,350
70th: 120,800
71st: 124,300
72nd: 127,850
73rd: 131,450
74th: 135,100
75th: 138,800
76th: 142,550
77th: 146,350
78th: 150,200
79th: 154,100
80th: 158,050
81st: 162,050
82nd: 166,100
83rd: 170,200
84th: 174,350

Adventurer experience points (levels 85th to 100th+):

85th: 178,550
86th: 182,800
87th: 187,100
88th: 191,450
89th: 195,850
90th: 200,300
91st: 204,800
92nd: 209,350
93rd: 213,950
94th: 218,600
95th: 223,300
96th: 228,050
97th: 232,850
98th: 237,700
99th: 242,600
100th: 247,550

+250,000 experience points to advance each level after 100th (remember, there is NO level cap in Guardians).