**Experience and leveling up**

Experience is only gained from quests and other specified sources. Everyone taking part in quests get the experience, but the gold goes to whoever took the quest (he can then share it).

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| 1 | Return with materials.   |  |  | | --- | --- | | 1 | 3+d4 tier 1 remains. 15 gold per remains and 7 experience | | 2 | 2+d3 tier 2 remains. 20 gold per remains and 8 experience | | 3 | 1+d2 tier 3 remains. 25 gold per remains and 10 experience |   Add (town level)\*2 to gold and town level to experience rewards.  Time: 3 days |
| 2 | Clear the nearby dungeon.  100 gold and  Time: 3 days |
| 3 | Learn about an enemy.   |  |  | | --- | --- | | 1 | Kill 5 tier 1 enemies. 30 gold and 8 experience.  Add (town level)\*10 to gold and town level to experience | | 2 | Kill 5 tier 2 enemies. 50 gold and 10 experience.  Add (town level)\*20 to gold and town level to experience | | 3 | Kill 5 tier 3 enemies. 100 gold and 12 experience.  Add (town level)\*40 to gold and town level to experience |   Time: 5 days |
| 4 | Protect the town.  Quest must be initiated instantly. |
| 5 | Clear the road. Some creatures have set up a camp next to the road, preventing merchants and travelers from passing by.  Time: 3 days |
| 6 | Kill a miniboss. 50\*(town level) gold and 5+10\*(town level) experience.  Time: 5 days |

There are no traditional levels. You start with 6 points in each attribute. The chart below will tell you the experience needed for each even level. Odd levels cost as much as the previous even level.

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| **Attribute costs** | **6** | **8** | **10** | **12** | **14** | **16** | **18** | **20** | **22** |
| Weak | 5 | 7 | 10 | 13 | 16 | 20 | 25 | 35 | 50 |
| Regular | 4 | 6 | 8 | 10 | 13 | 16 | 20 | 25 | 35 |
| Strong | 4 | 5 | 6 | 8 | 10 | 13 | 16 | 20 | 30 |

Additionally, players will start with some experience, dependent on the number of players:

|  |  |
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| **Players** | **Starting experience** |
| 1 | 50 |
| 2 | 30 |
| 3 | 15 |
| 4 | 10 |