

Two methods for calculating experience gained by killing an enemy. Level up at 200 experience. Both cases have the same multiplier of 30.

Formula: $\text{ExpGained} = \text{MonsterLvl} * \text{multiplier} / (\text{PlayerLvl} * \text{area})$

Pros: Least expensive.

Cons: Sometimes lower level monsters give more experience.

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Area 1	monsterLvl [1 3] area 1
Area 2	monsterLvl [4 7] area 2
Area 3	monsterLvl [8 12] area 3
Area 4	monsterLvl [13 inf] area 4

Exp/Player		30																														
ExpGained	PlayerLvl																															
1	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
2	1	30	60	90	65	75	90	105	80	90	110	120	95	105	120	127	142	152	167	182	180	187	186	202	210	218	217	217	217	217	217	
3	1	15	30	45	30	37	45	52	40	45	50	55	60	48	52	56	60	63	67	71	75	78	82	86	90	93	97	101	105	108	112	
4	1	10	20	30	20	25	30	35	26	30	33	36	40	32	35	35	40	42	45	47	50	52	55	57	60	62	65	67	70	72	75	
5	1	7	15	22	15	20	25	27	20	22	25	27	30	23	26	30	31	33	35	38	41	43	45	48	51	53	56	58	61	64	67	
6	1	6	12	18	12	15	18	21	16	18	20	22	24	19	21	22	24	25	27	28	30	31	33	34	36	37	39	40	42	43	45	
7	1	5	10	15	10	12	15	17	13	15	16	18	20	16	17	18	20	21	22	23	25	26	27	28	30	31	32	33	35	36	37	
8	1	4	8	12	8	12	15	11	12	14	15	17	13	15	16	17	18	19	20	21	22	23	24	25	26	27	28	30	31	32	32	
9	1	3	7	9	7	9	9	11	10	11	12	13	15	13	15	15	17	18	19	20	21	22	23	24	25	26	27	28	29	30	30	
10	1	3	6	10	6	8	10	11	8	10	11	12	13	10	11	12	13	14	15	15	16	17	18	19	20	21	22	23	24	25	25	
11	1	3	6	9	6	7	9	10	8	9	10	11	12	9	10	11	12	12	13	14	15	15	16	17	18	18	19	20	21	21	22	
12	1	2	5	8	5	6	8	9	7	8	9	10	10	8	9	10	10	11	12	12	13	14	15	15	16	17	18	19	20	20	21	
13	1	2	5	7	5	6	7	8	6	7	8	9	10	8	9	9	10	10	11	11	12	13	14	15	15	16	17	18	19	20	20	
14	1	2	4	6	4	5	6	8	6	6	7	8	9	7	8	8	9	9	10	10	11	12	12	13	14	15	15	16	16	17	18	
15	1	2	4	6	4	5	6	7	5	6	7	7	8	7	8	8	8	9	9	10	10	11	11	12	12	13	14	15	15	16	16	
16	1	3	5	4	4	5	6	7	5	6	7	7	8	7	8	7	8	8	9	9	10	10	11	11	12	12	13	14	15	15	16	
17	1	3	5	3	4	5	6	4	5	5	6	6	7	5	6	6	7	7	7	7	8	8	9	9	10	10	11	11	12	12	13	
18	1	3	4	3	4	5	4	5	4	5	5	6	6	5	5	6	6	7	7	7	7	8	8	9	9	10	10	11	11	12	12	
19	1	3	4	3	4	4	5	4	5	5	5	6	6	5	5	6	6	7	7	7	7	8	8	9	9	9	10	10	11	11	11	
20	1	3	4	3	4	4	5	4	4	5	5	6	4	5	5	5	6	6	6	7	7	7	8	8	9	9	9	10	10	10	11	
21	1	2	4	2	3	3	4	5	3	4	4	5	5	4	5	5	5	6	6	7	7	7	8	8	8	9	9	9	10	10	10	
22	1	2	4	2	3	3	4	4	5	4	5	4	5	4	5	5	5	6	6	7	7	7	7	8	8	8	8	9	9	9	10	
23	1	2	3	2	3	3	4	3	3	3	4	4	4	4	4	4	5	5	5	6	6	6	7	7	7	8	8	8	8	9	9	
24	1	2	3	2	3	3	4	3	4	3	3	4	4	4	4	4	5	5	5	5	6	6	6	7	7	7	7	8	8	8	9	
25	1	2	3	2	3	3	4	3	3	3	4	4	4	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	8	8	8	
26	1	2	3	2	2	3	4	3	3	3	3	4	4	4	4	4	4	4	4	4	5	5	5	6	6	6	6	6	7	7	8	8
27	1	2	3	2	2	3	3	3	2	3	3	3	4	4	4	4	4	4	4	4	4	5	5	5	6	6	6	6	7	7	8	8
28	1	2	3	2	2	3	3	3	2	3	3	3	4	4	4	4	4	4	4	4	4	5	5	5	5	6	6	6	7	7	7	8
29	1	2	3	2	2	3	3	3	2	3	3	3	4	4	4	4	4	4	4	4	4	4	5	5	5	5	6	6	6	7	7	8
30	1	2	3	2	2	3	3	3	2	3	3	3	4	4	4	4	4	4	4	4	4	4	4	5	5	5	5	6	6	6	7	7

Formula: $\text{ExpGained} = \text{floor}(\text{MonsterLvl} * \text{multiplier} / \text{pow}(\text{playerLvl}, 1.2))$

Pros: Nice decay of experience. Lower level monsters never give more than high level.

Cons: More expensive implementation with floating point exponential.

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Multiplier		Player																													
ExpLevel	MonLevel	Player																													
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
1	2	30	60	90	120	150	180	210	240	270	300	330	360	390	420	450	480	510	540	570	600	630	660	690	720	750	780	810	840	870	900
1	3	26	39	52	65	78	91	104	117	130	143	156	169	182	195	208	221	235	248	261	274	287	300	313	326	339	352	365	378	391	
4	1	8	16	24	32	40	48	56	64	72	80	88	96	104	112	120	128	136	144	152	160	168	176	184	192	200	208	216	224	232	240
5	1	17	28	39	50	61	72	83	94	105	116	127	138	149	160	171	182	193	204	215	226	237	248	259	270	281	292	303	314	325	336
5	4	8	13	17	21	26	30	34	39	43	47	52	56	60	65	69	73	78	82	86	91	95	100	104	108	113	117	121	126	130	
6	3	6	10	13	17	20	24	27	31	34	38	41	45	48	52	55	59	62	66	69	73	76	80	83	87	90	94	97	101	104	
7	2	5	8	11	14	17	20	23	26	29	32	35	37	40	43	46	49	52	55	58	60	63	66	69	72	75	78	81	84	87	
8	4	7	12	16	20	24	27	31	34	37	40	43	46	49	52	55	58	61	64	67	70	73	76	79	82	85	88	91	94	97	
9	2	4	6	8	10	12	15	17	19	21	23	25	27	30	32	34	36	38	40	42	45	47	49	51	53	55	57	60	62	64	
10	1	3	5	7	9	11	13	15	17	18	20	22	24	26	28	30	32	34	35	37	39	41	43	45	47	49	51	53	54	56	
11	5	11	16	18	21	23	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	71	73	
12	1	3	4	6	7	9	10	12	13	15	16	18	19	21	22	24	25	27	28	30	31	33	34	36	38	39	41	42	44	45	
13	1	2	4	5	6	8	9	11	12	13	15	16	17	19	20	22	23	24	26	27	29	30	31	33	34	35	37	38	40	41	
14	1	2	3	5	6	7	8	10	11	12	13	15	16	17	18	19	20	21	22	24	25	26	27	29	30	31	32	34	35	36	37
15	3	4	5	6	8	9	10	11	12	13	15	16	17	18	19	20	22	23	24	26	27	29	30	31	32	33	34	35	36	37	
16	1	2	3	4	5	6	7	8	9	10	11	12	13	15	16	17	18	19	20	21	22	23	24	25	26	27	29	30	31	32	
17	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
18	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	
19	0	1	2	3	4	5	6	7	7	8	9	10	11	12	13	14	14	15	16	17	18	19	20	21	21	22	23	24	25	26	
20	0	1	2	3	4	4	5	6	7	8	9	9	10	11	12	13	13	14	14	15	16	17	18	18	19	20	21	22	23	24	
21	0	1	2	3	3	4	5	6	6	7	8	9	10	10	11	12	13	13	14	15	16	17	17	18	19	20	21	22	23	24	
22	0	1	2	2	3	3	4	5	6	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
23	0	1	2	2	3	4	4	5	6	6	7	8	9	9	10	11	11	12	13	13	14	15	16	17	18	19	20	21	22	23	
24	0	1	1	2	3	3	4	4	5	5	6	7	7	8	9	9	10	11	11	12	13	14	15	15	16	17	17	18	19	20	
25	1	1	1	2	3	3	4	4	5	5	6	6	7	8	8	9	10	10	11	12	13	14	15	15	16	17	18	19	20	21	
26	0	1	1	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	11	12	12	13	14	15	15	16	17	18	19	
27	0	1	1	2	2	3	4	4	5	5	6	6	7	7	8	8	9	9	10	11	12	13	14	15	16	17	18	19	20	21	
28	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	11	11	12	13	14	15	16	17	18	19	
29	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	10	11	12	12	13	14	15	16	17	18	19	20	
30	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	12	13	14	15	16	17	18	19	