经验 (INT(A2/5)+2)\*A2\*5+IF(A2<10,10,0)

宠物经验 (INT(A2/10)+10)\*A2

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 怕水 | 怕风 | 怕火 | 怕地 | 怕冰 | 怕雷 | 怕光 | 怕暗 |
| 水 | 2 |  |  |  |  | 0.5 |  |  |
| 风 |  | 2 |  |  | 0.5 |  |  |  |
| 火 | 0.5 |  | 2 |  |  |  |  |  |
| 地 |  | 0.5 |  | 2 |  |  |  |  |
| 冰 |  |  | 0.5 |  | 2 |  |  |  |
| 雷 |  |  |  | 0.5 |  | 2 |  |  |
| 光 |  |  |  |  |  |  | 2 | 0.5 |
| 暗 |  |  |  |  |  |  | 0.5 | 2 |

完成任务的默认经验是 任务等级对应等级需求的5%

对战获胜的默认经验是 对手对应等级需求的3.3%