

Adventuring Rank

All adventurers start at Level 1. As you gain XP you can spend it on levels as per the chart below. Rank is another word for level

Level	XP Spent	Xp per level
1	0	0
1/ 2	25	
2	50	50
2/ 3	75	
3	100	50
3/ 4	125	
4	150	50
4/ 5	188	
5	225	75
5/ 6	263	
6	300	75
6/ 7	350	
7	400	100
7/ 8	450	
8	500	100
8/ 9	625	
9	750	250
9/ 10	875	
10	1000	250
10/ 11	1125	
11	1250	250

If you do not have enough XP to go up a whole level you may spend XP to go up a half level, where you pick your Body level or Class level to go up in. Depending on which you pick the following attributes go up one level:

Warriors & warrior types

body levels = TB, Weapons Rank, Stress Res, Nat heal, Power

class levels = Skills, Skill Points, Weapons Rank, Stress Res

Priest / ritualist types

body levels = TB, Weapons Rank, Stress Res, Nat heal

class levels = Power, Casting Rank, Skills, Skill Points

Scout types

body levels = TB, Nat heal, Power

class levels = Skills, Skill Points, Weapons Rank, Stress Res

Wizard types

body levels = TB, Weapons Rank, Stress Res, Nat heal, Power

class levels = Skills, Skill Points, Casting Level

Inner flames

body levels = TB, Weapons Rank, Stress Res

class levels = Power, Casting Rank, Skills, Skill Points, Nat Heal

Note Warrior types get Stress Res with Body and Class, i.e. it goes off the higher value.

If you're a Warrior-Caster like a Ward or a Ranger, casting still goes with Class. Power still goes with Body (Wards don't cast off Power, but Rangers do).

For Race abilities other than Nat Heal, you go off the higher level as your race level.

Additionally, some abilities or powerful items require you to spend XP in order to learn or use, respectively.

XP Caps

When you have spent 1250XP you can no longer spend any more XP until you have gone Professional Rank. This is sometimes referred to as the Soft Cap.

When you have earned 2000XP you can no longer earn any more XP until you have gone Professional Rank. This is sometimes referred to as the Hard Cap.

The XP brackets shown for missions are for XP spent, not XP earned!