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Pokemon revolution online leveling guide

The experience system in Pokémon Revolution Online is a crucial component of its leveling system, governing how fluidly players can progress through levels with their Pokémon. The system consists of two main formulas: the level-up formula and the experience-gained formula, which work together to determine leveling up fluidity. ### Level-Up Formula The level-up formula is calculated as follows: $lvi = \text{Pokémon's current level}$ $ml = \text{maximal level (currently set at 105)}$ $bx = \text{Pokémon's base-experience value}$ ### Experience-Gained Formula The experience-gained formula is calculated as: $a = 1.15$ if deployed by an NPC trainer; 1 for wild Pokémon $b = \text{opponent's base-experience value}$ $lvi = \text{opponent's level}$ $pkm = \text{total amount of Pokémon participants that have not fainted}$ $wlvi = \text{level of the victorious}$ ### Base Experience Values Each Pokémon has a unique base experience value, which determines how many experience points are required to reach the next level. A higher base experience value means more experience points needed to level up. $ms = 0.5$ if membership is active; 0, otherwise. $xb = 0.25$ if an Experience Boost (Coin Shop purchasable) is active; 0, otherwise. $xs = 0.05$ if an experience-bonus season is ongoing; 0, otherwise. $gx = \text{the amount of experience points that are attained}$ —the thresholds whereof mostly depend on the member count of one's guild. For guilds with fewer than 40 members, $gx = 0$. For guilds with 40-74 members, $gx = 0.025$. For guilds with 75-94 members, $gx = 0.05$. For guilds with 95 or more members, $gx = 0.075$. $gl = 0.25$ if the guild is top-ranked in the Guild Ladder at the end of the PVP season.