

# *Spektyr's Ultimate Powerleveling Guide*

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**POWERLEVELING.COM**

Cutting Edge Information For Online RPG Powerleveling

## *Chapter 1: What is Powerleveling?*

Before we get into all the good stuff, let's set some quick definitions of what powerleveling is and isn't (the verb, not the website where these guides are sold). The word itself isn't in any official dictionaries of the English language, so there is often some confusion about its usage and definition. For the purpose of this guide it carries two basic meanings, as represented by the two major divisions of the chapters.

First, there is the use of the word "powerleveling" to describe the act of aggressively pursuing levels or achievements in a game without concern for other things such as content, riches, etc. For this reason you will find that the Solo section of this guide focuses primarily on activities which will raise the various level types in Earth and Beyond™ without much concern for the gaining of equipment, credits or game content. Equipment and credits are easily earned and there are guides that address these concerns already. As for game content, making friends, joining guilds and other such activities, these things are entirely up to the individual and there isn't much that any guide can help you with there.

Second and finally, "powerleveling" is also used to describe the act of a more powerful character performing tasks for a less powerful character that the less powerful character could not as easily perform for themselves, while allowing the less powerful character to reap rewards for the activity. This "powerlevels" the lower character, earning them levels at a rate typically much faster than they could achieve independently. The Multi section of this guide will focus on this type of activity. It will also detail how to powerlevel yourself this way by running two computers and two accounts in the game.

Keep in mind however, that while this guide will teach you to gain levels at greatly accelerated pace, there will always be someone out there who can level faster than you (it's simple odds). While this author has over 10 hours per day logged in the game since release, there are also people who have more knowledge but choose to keep it secret. Rest assured that this guide will provide enough tips, tricks and secrets to let you gain more levels per hour than all but the most hard-core gamers. Those who spend every waking hour playing a game are by default going to be the best at it, but then again, they sacrifice having any kind of normal life for this. With this guide you can take advantage of such a person (me) and learn to make the most of your online time.

What this guide will not do is give a great deal of class-specific information. Doing so would take a great deal of time and space and make the guide itself more difficult to read for the specific information you need. Likewise it assumes you have completed the basic "Newbie missions" required to obtain your skills and first hull upgrade. Everything in this guide is useful for all races and classes, though some may find certain techniques easier to use.

## *Chapter 2: The Dangers of Powerleveling*

Yeah, yeah, I know. You're thinking "get to the good stuff and stop yammering on about stuff I already know or don't care about." Well I'm sorry, but I'm the author and you're the reader and that means that I get to write whatever I want and you can either read it or skip ahead. But I'm going to write this either way, simply to cover my own backside. Why would I need to cover my butt? Simple, sooner or later some silly guy is going to powerlevel himself into a corner and then (invariably with great volume) complain endlessly to me in emails about how my guide sucks, etc, etc. That's the joker I'm trying to head off at the pass with this section, and unfortunately it's also the same joker that probably skipped this and the previous section because he wants to learn to be "I33t". At least now I'll be able to reply to that email with a "Try reading the WHOLE guide" type of response, forward the email to my fellow writers, and then have a big laugh at his expense. But then I'm mean like that.

I digress. The purpose of this chapter is to warn you the reader of the dangers of powerleveling and give some advice on how to avoid them. There are three: Becoming too "front-heavy", not making enough money, and not learning enough game mechanics.

The "Dolly Parton Effect": Also known as the "Pamela Anderson Effect" for those too young to remember the aforementioned Country Western singer, this is a colorful way of describing what happens if you over-level your Combat Levels (CL). With too much CL compared to your Explore and Trade levels (EL and TL) you will find that while you can mount 2 or more high level weapons, your Reactor Tech won't have grown enough to support the power demands of these large weapons. Likewise, your Shield Tech won't be able to protect you against the mobs you must now hunt for experience (since hunting things too far under your CL won't give you experience.) This effect is due to the fact that Weapons Tech is linked exclusively to your CL, while every other tech is determined by your overall level. Thus if you were leveled to CL50 but had only gained 10 EL and TL (expressed as 50/10/10, CL/EL/TL) you'd be able to use level 9 weapons, but with an overall level of only 70 (the sum of all three experience types) you'd be using only level 5 reactors and shields. You wouldn't have enough power available to feed your weapons, and your shields would be completely inadequate against the CL40+ mobs you'd have to hunt for experience. Granted that this example is rather extreme, but it is not at all uncommon for people to experience this effect when they've worked too hard on gaining combat levels. (Interestingly, the converse is not true: there is no disadvantage to raising either EL or TL significantly over the other levels. In fact, it's often considered beneficial to do so.) Since weapons are mounted on the front of the ship, and the result of over-leveling combat is to give you weapons so large as to not be entirely useful, the oversized front end has been dubbed the "Dolly Parton Effect" in honor of a woman made famous by a similar condition. This effect is easily avoided simply by being intelligent enough to realize the problem exists and taking steps to prevent it from happening. (or at least knowing enough to avoid combat if it happens)

The Super-sized Bum Syndrome: Lengthy and relentless pursuit of levels can leave a character unable to support him or herself financially as the cost of their equipment upgrades and other needs increases. Some of the powerleveling techniques contained in this guide were selected specifically for their ability to help reduce this from happening (i.e. They make decently good money.) While it's still possible to run low on cash despite using those techniques, by alternating being powerleveling and money-earning, you should find it easy enough to afford the equipment you need. Alternately, you can use lower level gear for longer periods of time to avoid the cost of upgrades until after you've hit the target level you have in mind for your powerleveling.

The World's Largest Newbie Effect (aka "The Sweet Smell of Ebay"): If you focus too intently upon powerleveling and spend no time learning the skills and techniques of your class, you can easily become someone who has no clue what to do with the fancy title and huge gleaming ship you now own. People like this who seem to have suddenly gained many levels without learning the basics of playing their class are often ridiculed and often assumed to be the owners of accounts purchased from the original player (who presumably had learned enough to build the character up in the first place). There's two basic ways to avoid this problem, one is to take periodic breaks from powerleveling (like perhaps every 10 levels or so) to go out and engage in various activities typical for your class to familiarize yourself with the effects your rapid growth have had. Another method is to do a lot of reading. Turning on your class specific chat channel will provide you with a great deal of random nonsense (since everyone seems to think that everyone else can't wait for them to say whatever trivial thing springs into their head), but most importantly it will provide them with the ability to see the hundreds of "newbie questions" asked on a daily basis as well as the answers to those questions. Observing this QA process over a couple weeks can easily give a player extensive knowledge of a class, and participating in it (by providing answers to the questions you know) you can learn even more. Keep in mind that the way you learn more by participation is on those occasions when someone disagrees with your answer. You can only learn from that if you can respectfully ask them to explain their point of view. It doesn't mean you have to change your mind, it doesn't mean they're right or wrong. But you can learn from these situations if you keep an open mind (I certainly have).

So there you have it. While not every single problem conceivable in the universe related to powerleveling, these three comprise probably 99% of difficulty caused by it. (Okay, so I made that number up, it's pretty close anyway.) Like anything else, it's always easiest to avoid problems you know about in advance, and now that you know about them I expect you to avoid them. Or at the very least not to come crying to me if you smack your head on the table I warned you about in the first place.

Now you know, and knowing is half the battle.

## *Chapter 3: Solo Powerleveling*

Ah, so you're one of the brave souls who wants to pave his own road, claw his way to the top without anyone's shoulders to stand on. Or maybe you don't have any friends. (just kidding, put the chainsaw down and stop looking at me like that!) Whatever the case, you're here to learn how to do it yourself. Excellent!

First off, realize that most people don't raise their combat levels entirely solo, at some point in your career you're probably going to end up in a group. Don't worry, this doesn't mean you cheated or anything. Unless it's some godly-sized ship pounding everything within 50k while you sit back and applaud his/her performance, you're not being powerleveled (not that there's anything wrong with that either). Likewise, most people at some point or other make use of wormholes for doing job runs. This is also not being powerleveled, it's just finding or paying someone to quickly move you from point A to point B. So if you're one of the people who has to get to the top and be able to honestly claim they did it all themselves don't think it means you have to be a loner.

### *Section A: Combat*

Combat experience is earned primarily through – you guessed it – combat. Killing or destroying a mob (enemy) of equal level to your Combat Level will earn you 1000 Combat experience regardless of what level that may be. Mobs of higher CL than you will earn you more points, while mobs of lower CL will earn less. Mobs significantly lower level than you will earn no points at all. However, it is important to remember that leveling fast is determined by experience per time, not experience per kill. Thus if you can kill 10 mobs for 500 exp each in the same amount of time it takes you to kill one mob for 2500 experience, the quantity is better than the quality. Luckily combat experience is the most fun to earn and feels the least like “work”.

The only problem a guide like this has in explaining how to powerlevel yourself in combat is the wide variations that the classes have in combat power. Even individual classes can vary widely in combat power just by the variations in CL compared to overall level, equipment choices and weapon choices. So how do I propose to solve this problem? Simple, I'm gonna make you do the work, hehe. Now before you get upset, this is how it's going to work. Below I will list all the prime locations you can find various types and levels of mobs. I'll keep them in ascending order of level and difficulty so all you really have to do is start down the list. When you hit the point where the exp/hr starts to drop off because the mobs are tough enough that it is hard for you to kill them, back up one spot and start blasting. Sure, it'd be nice if I could list a complete guide for all possible weapon combinations and whatnot, but I seriously doubt anyone wants to read a

300 page guide on where to find the best bug to squish. Besides, this list is comprehensive enough to serve the purpose quite nicely.

### **Mob Levels 0 – 10**

- “Newbie Areas” – all of the newbie areas have various mobs in this level range as well as limiting the access of other classes, making for a less crowded hunting area.
- CL6 Maelstrom hounds around the Mazzaroth Maelstrom in Swooping Eagle. Extremely high respawn rate, quite dense flocks of mobs. Can easily overwhelm you so play it cautious here. Loot is also quite good here so cash and Trade exp can go up quite a bit.
- Mars Hunting Grounds. South of Arx Magister in Mars there are three Hunting Grounds. Each has a different type of mob at different levels, and this makes for an excellent hunting area at lower levels since as soon as one spot begins to taper off in exp, you can immediately fly over to another area.
- Bogeril Bashin’. Witberg in Alpha Centauri is home to the backward, banjo-playing Bogeril. Don’t feel sorry for these hicks though, they’re naturally aggressive to all players, so just give them the stompin’ they’re so deserving of. Some of the equipment they drop as loot is valuable to players (most notably the solar sails) so you can earn some decent money here as well. Bogeril under level 9 do not have missile launchers, those level 9 or higher do. Bogeril also have relatively poor sensor range.
- Yokan Hunting Missions. In the center of Yokan sector in Capella you’ll find an outpost. This outpost gives out combat missions for players CL6 and higher to hunt the various critters found in the sector. The missions vary depending on your CL at the time of taking them (up to CL12, above that you’ll always get the same mission).
- Danger Grelks! New Edinburg has many Grelks distributed between the nav point aptly named “Danger Grelks!” and Loch Brae, increasing in CL as you approach the Loch. The biggest are the Ancient Grelks at CL10.
- There are a great many other locations at this level, this is just a few of the best.

### **Mob Levels 10-20**

- Bigger Bogeril. Southeast of Nav Witberg 5 you’ll find a series of Bogeril Markers where higher level Bogeril can be found. They tend to be up to CL12, with rare sightings as high as CL16.
- Yokan Hunting Missions Continued. At CL12 you’ll get a mission to hunt Zenshai around the Ouza asteroid in the far southeast corner of the map. This mission and the hunting involved can give excellent exp into the high teens.

- Denshou. In Asteroid Belt Beta (ABB) you'll find Denshou ranging from CL9 to 14 at various Nav points including Saturn 3. These critters use projectile weapons and can be dangerous in large groups but individually don't pose much problem for most classes. Spawn rate is generally high enough to support several hunters per location.
- Muspelheim. Most of the nav points north of the main path through Muspelheim have various types of biological mobs of all shapes and sizes in the CL10 – 20 range. Red Dragon patrols are also not uncommon, which can make hunting here more difficult, or just add more flavor to your hunting depending on your skill with dealing with them.
- Freya. The lower numbered resource fields also have mobs of similar size and type to Muspelheim, but instead of Red Dragons there are Chavez pirates in this sector. However they do not tend to patrol much and thus are less of a problem.
- Odin Rex Mining Area. Southeast of the gate to Jotunheim you'll find a series of navs named "Hook" "Line" and "Sinker". Past these is an unmapped nav for the Chavez Mining Platform, around which is a large number of gas clouds and CL16 Chavez miners. These miners are beam-only users and perfect for kiting. Also a CL20 Foreman will spawn periodically.
- The Aganju Shield. All around the shield in the southern area of the sector you'll find CL16 Landauer drones. These drones are beam-only, non-aggressive, and plentiful. CL20+ Outlings sometimes wander into this area, are very aggressive and very dangerous, so be careful. Also watch out for the CL21 Drone Controllers which can end a successful hunting expedition in a painful explosion. They aren't naturally aggressive, but if you aren't careful what you shoot at you may hit one by mistake.
- Carpenter Hunting/Mining. At Lagrange Point 4 and 5 you'll find a nice collection of asteroids and CL20 Claimjumpers. These Claimjumpers are beam-only, and there are also some Dzurai around this level. Occasionally there are some "named" Claimjumpers of higher level, CL23-26 which can be quite challenging.
- Aragoth Prime. Northeast of the planet of Aragoth Prim you'll find a Satellite nav point surrounded by CL20 drones. These drones have respectable scan range, but only beam weapons. Their beams are very fast and give solid hits, so these drones are best fought from outside their 1.8k weapons range. Missile users especially will find it easy to make short work of these drones. (A CL9 TT with two level 2 launchers can solo these mobs, but it takes a lot of time and ammo to do so.)
- Don't let the Scuttlebugs bite. Far to the west of the Carpenter gate you'll find an unmapped nav point for a wrecked ship. Around this is a nice swarm of CL20 Scuttlebugs. Another beam-only mob,

these critters have relatively low total hitpoints making them prime targets for all kinds of hunting, especially long-range kiting.

### **Mob Levels 20-30**

- Unfortunately this is where the good hunting areas begin to thin out. You can continue hunting in the higher level areas from the 10-20 range, taking advantage of the faster kills you're now capable of to provide good exp, or move on to the more crowded (and thus higher competition) areas listed here.
- Fenris. Behind the Fenris Observatory there's a resource field that's patrolled by high-teen Zenshai, and as you travel along the path that curves around the northern edge of the sector towards the planet of Fenris you'll come across progressively higher level Zenshai. Zenshai travel in groups of three and if one aggro's the other two will as well. Zenshai also use missiles quite a bit, so they can be a tough fight.
- Odin Rex. In an area from the beginning of the Hook, Line, Sinker path towards the small moon in the northeastern corner of the sector you'll find patrols of 4-5 Chavez pirates in the high-teens to mid 20's. These groups can be challenging, and additional groups occasionally show up and join the fight. The drops here can be quite good though.
- Freya. At the higher numbered resource navs there are some low-mid 20's biological mobs, but these areas are often over-camped. Because of this I haven't done much research on these mobs, but I've included this location in case you want to check it out.
- Aragoth Prime. On the far west side of the sector you'll see a moon. North of this moon there is a resource field and a few nav points around which are some mid-20's drones. However, do not use a targeted warp to go there (i.e. don't let your navigational computer plot your course). Use freewarp to cut across the open area since there is a massive gravity well around the navs in the north west corner of the map and regular Red Dragon patrols through there. Those Red Dragons are plentiful and powerful, and have been responsible for countless disabled ships.
- Aganju. In the large area to the south between "Lost Point" and the Landauer navs there are a lot of Outlings. These are some sort of cybernetic critter that is extremely aggressive and very nasty. They range from the high teens to the mid 20's in CL and can be rather fierce fighters. However they make good hunting since Aganju is conveniently located near Somerled station, and Kinshasa-Mbali is right there in the sector for your starbase needs. Also, Kinshasa-Mbali can be targeted from a great deal of the sector, making it a good escape tactic (target station and warp).
- Valkyrie Twins. Arguably the best hunting for this level, mobs in this sector range from the mid 20's to the mid 30's. Avoid hunting on the Path of Fire until you either have a very powerful reactor and shields (level 6 or higher) or unless you have a JE grouped with

you for Environmental Shield. (JE's probably will not want to hunt there solo until they are much, much higher level than most other classes hunting there.) The "Spore type" mobs and crazed miner types in VT are excellent hunting but most if not all of them can use missiles and an uncautious hunter can quickly become overwhelmed. However since this sector is well-known for it's superior hunting there is a great deal of competition for mobs which can be both good and bad. (Good in that people are likely to rapidly kill off any additional mobs that might give you trouble, bad in that people are likely to kill off the mob you're trying to kill.)

### **Mob Levels 30-40**

- Valkyrie Twins. Still good hunting here if you can function on the Path of Fire. (Solar radiation from the star Aragoth Major will drain your shields and/or reactor.) The Sundivers range from the low-mid 30's there are good hunting, but highly resistant to plasma damage and prone to recharging their shields and the shields of other Sundivers. This makes them moderately tougher, but most mobs at this level are getting better at not letting you kill them easily.
- Grissom. This is one of the largest sectors in the game, and home to some of the most vast hunting areas. The end of nearly every path and every resource field is populated with targets of varying combat level. Baikonur Resource Field in particular is great hunting (and mining too), with many level 30-36 Podmothers, Crystal mobs and Red Dragons. The other marked Dzurai Hunting Grounds have varying levels of mobs, but are often highly camped.
- Cooper. Cooper is an excellent place to turn yourself into a blinking orange distress beacon, but for a skilled (and appropriately paranoid) hunter it can be very useful. First of all, stay the heck away from the Tada-O gate area. All you'll find there is a swift and painful death. The RS navs form a semi-circle around the south side of Cooper and are patrolled by many, many Red Dragons and Crystal mobs in the 30-40 level range. The inner ring navs are patrolled predominantly by Crystal mobs and therefore make better hunting unless you can handle the Red Dragons in numbers.
- Ragnarok. Along the northern side of the zone is a short path and some scattered navs to the southwest of that path. Along the path you'll find some 30-40 Chavez pirates traveling in groups, and at the navs to the southwest of there you'll find a great many Zenshai and some other mobs. Combat here can be extremely fast-paced and excellent exp, or extremely fast-paced and death-intensive. Use caution and brains the first time you try this spot out.
- Arduinne Planet. This place is thick with gas clouds, critters, and EarthCorps patrols. Most of the mobs are in the 30-40 range, and all of the biological critters are completely immune to plasma damage. This is an excellent place to hunt in a combat/mining group, and if you so desire, the EarthCorps patrols can make

excellent hunting as well. Just don't bring plasma weapons unless you like blinking orange.

- Freya/Nifleheim Cloud. Along the Nifleheim navs in Freya you'll find gigantic critters called Nagifar. These come in four sizes, CL36, 40, 43, and a CL46 called a Sult. Nagifar can hack, use missiles and various other annoying attacks, but in general are rather easy to defeat for their CL. Nagifar are also found inside Nifleheim Cloud in greater numbers, concentrated primarily around the northern and southern "Modi moons". Nifleheim is considerably more dangerous than Freya because of occasional patrols through the area by Einherjar and Vindi's. Both are ship-type mobs with the Vindi's being by far the most dangerous. Nagifars are excellent hunting, both in terms of exp and cash from their loot.

### **Mob Levels 40-50**

- Nifleheim Continued. Everything in Nifleheim falls into this category with the exception of some of the smaller Nagifars (aka Nags) and Einherjar. Particularly powerful combat types may find Vindi's to be good hunting, but care must be taken since they travel in groups, make heavy use of EMP missiles, and self-destruct when about to die. A single Vindi using self-destruct can kill or cripple most players if they are too close. Even so, Nifleheim is excellent hunting all the way from the mid 30's in CL right up to CL50 if you so desire.
- Grissom. Many players spend a great deal of their upper CL's hunting the Grissom Patrols. These ships are all CL50 but rather weak for their level. The main drawback is that they are on Centuriata faction (the PW faction) and killing a great deal of them can severely hurt your standing. This can be countered by doing jobs from a Centuriata station, but you must be careful to not lose too much faction or you won't be able to get jobs, making the repair of Centuriata faction difficult to impossible.
- Deneb. The mobs in Deneb come in two basic sizes. Pathetically small and unbelievably huge. There is a good amount of CL25 critters running about, but they're often accompanied by CL48-50 mobs, which makes hunting them impractical. All of the resource fields numbered 3 and up have these high level mobs and can be excellent hunting for a tough enough player or group of players. Be aware that these critters are no sissies and some are immune to energy or plasma. They also travel in groups. The Bullywere Leeches are the CL48's and Bullywere Majesty's weigh in at CL50. Typical groups are one Majesty flanked by two Leeches. Solitary Leeches are also not uncommon.
- Inverness. At the far northwestern corner of the sector there is a Pirate Gate owned and operated by the Red Dragons. Many RD's in the high 40's patrol this area and the loot and money is very good around here. Also, a small ore field can be found mid-way between the gate and nav 9 which also is patrolled by similarly

leveled RD's. Keep in mind that RD's are among the tougher types of mobs you'll find and have a wide range of abilities and skills.

- Cooper. To the south of RS 6 and west of Faith you'll find a resource field patrolled by RD's in the CL40-48 range. A similar field can also be found to the east of RS 7. Also the observation navs around the Tada-O gate are patrolled by CL40+ TenGu, but these are significantly tougher than most similarly leveled mobs so greater care should be taken before engaging them.

### **Mob Levels 50+**

- Mobs this size are usually not very helpful for powerleveling because at these levels they become so powerful that you can't expect to kill them all that rapidly. There also are not all that many of them. With the exception of the Red Dragon Supply Base in the far northwestern corner of Aragoth Prime, there are no great spots with a good collection of high level mobs. The base itself is a dangerous place to hunt, and with a few exceptions should only be hunted in a group of highly-skilled players. Other high level ships exist but these are typically player-faction ships such as the CL66 EarthCorps MPs in Luna (which can only be accessed by TW's). For this reason we won't go into much detail about them since they aren't readily accessible by all players. Besides, for powerleveling purposes mobs this size aren't much use, and this is a powerleveling guide.

## *Section B: Exploration*

Exploration starts out as the easiest experience to gain, and ends up as one of the hardest. At first, all one must do is fly around. By 'discovering' nav points, experience is awarded and levels rapidly earned. There are enough nav points for roughly 25 Explore Levels, depending on how many players you're flying with that also 'discover' the nav point and whether or not you do any exploration during exp debt. Whenever you become incapacitated (dying) you accrue a certain amount of Experience debt. All experience earned while you have a debt is split in half. 50% of the experience goes towards the debt, and the other 50% is added to your experience bar. Since exploration experience awarded for discovering navs is awarded only once, and there are a finite number of navs to discover, it is important to never discover a new nav while under debt since this will result in much less exploration experience being added to your bar.

First, let's explore (pardon the pun) the ways to maximize your EL through simple nav discovery.

Pure Solo Exploration: While this method has the advantage of requiring no other player cooperation, it has the disadvantage of being the most dangerous method as well as earning the lowest amount of experience. Simply put, this is exploring (aka mapping) the entire universe on your own. Since the purpose of this guide is to explain how to level fast and not how to fly your ship, we're just going to go through some tips on how to do this without dying as much if at all.

- Get a big reactor. You're going to want to free warp a lot, so you need a high capacity reactor.
- When in doubt, free warp. If you don't already know what might be waiting for you at the next nav point, and you can't warp to a safe location such as a gate or station, use free warp. Simply target the place you need to explore, press warp but *before the red lights on your warp gauge reach the top* disengage your warp drive. This gets your ship pointed straight at the target without making you go anywhere. Then warp to within 20-30k of the target and stop again. Let your reactor fully recharge and clear your target by right-clicking on the target window. Now engage warp again. You're now warping in a straight line without a target, aka "free warping". This uses a great deal of reactor power, limiting your range considerably, but will allow you to go right past any danger that might be waiting at that nav point.
- Flanking Navs. This is free warping parallel to a series of nav points to make the "?"s appear on your map, without travelling on the path itself. Once you've gone past the last "?" you can simply target a known safe point such as the gate you came from and engage warp. Your computer should then plot a course through all of your newly revealed "?"s allowing you to warp right through them all in series.
- Explore "Newbie Areas" first. The more dangerous a location is, the more explore experience is earned for discovering it's navs. However, there is a maximum amount that can be earned for each nav in a given area, so if you explore them at EL 5 or EL15, the most dangerous areas will give the same experience. However, places like Mars, Earth, Jupiter, etc which are relatively low-risk will give much less exp if explored at EL15 as opposed to EL5. Do as much of the 'safe' areas as you can before venturing into the more dangerous zones. This also has the benefit of giving you more levels with which to buy bigger reactor and engine tech, improving your odds of survival in the more dangerous areas.

Group Exploration: This is more difficult to organize, but can be significantly safer depending on who is leading the group and results in much more overall experience being awarded. Since every time a player who is grouped with you discovers a new nav point you are awarded a small amount of 'assist' experience having a large group of inexperienced characters can greatly improve the overall experience earned for exploring a given sector. The ideal exploration group is made up of 5 'newbie' characters with very little exploration done and one experienced 'tour guide'. With the recent improvements to the job terminals, touring has become a less popular and less efficient way of gaining explore experience for higher level players, so it can be hard to find a good tour guide.

However, if you can do all the hard work of finding new players who want a tour, it can greatly improve your odds of finding a guide. While most bigger players would not drop what they're doing to give a tour to a single newbie, they would be much more inclined to accommodate you if you have 4 other newbies who are ready for the tour. We'll go through some tips to make it easier to build such a group.

- Know where to look and how to advertise. For finding the newbies turn on the New Players channel and advertise that you're forming a tour group to gain massive amounts of explore experience. You need players who do not have a great deal of the universe explored, have level 2 or 3 engines with warp speed in the 2500-2750 range and a well-build Roadrunner Plus device to boost their warp even more. These players also need at least 2-3 hours of time to devote to the tour. You will also need a Kraken reactor to boost warp speeds by another 750, and as many of the newbies as possible need to have one as well.
- At the same time you need to be looking for a tour guide. The ideal tour guide is an experienced player with most if not all of the universe explored and good playing skills. The perfect guide would be an extremely high level player or a smaller alternate character of such a player. Failing that, target Jenquai players in the 20-24 Explore level range and 50-60 overall level range. (Jenquai need EL25 to gain access to the Combat Cloak ability, an extremely useful skill.) To find a tour guide try broadcasting on the Jenquai channel, Explorers channel, and/or the Defenders channel. Your advertisement should state how many newbies you currently have lined up for the tour, and that your goal is to build a full group. Being in a guild can make finding a guide much easier as guildmates are more likely to want to help out younger players.
- Once you've tracked down, organized and gathered the group you'll want to have the tour guide become the leader of the group and everyone else fly in formation with him. After each gate you'll need to reform the formation, and re-boost anyone who does not have their own warp boost device (Kraken reactor or the TT-only RoadRunner device). The tour guide will then be responsible for leading the group through every nav point in the sector that can be explored without putting the group at unnecessary risk. It will take several hours to explore the entire galaxy, but if you can the experience reward is *well* worth it.

Once you've explored most or all of the galaxy you should be at least in the mid 20's of Explore Level. Unfortunately, you've earned all the 'easy' experience there is for explore. After this you're going to be essentially limited to jobs. While you can gain experience for mining or being in a group with a player who is mining, even the technique know as 'mass gas' does not earn as much experience as fast as doing explore jobs. So if you can find a combat/mining group (a group where some people are hunting and some people are mining)

while you're powerleveling combat, you can gain decent explore experience, but this guide will focus on the fastest method: jobs.

Intergalactic Sanitation Engineers: Excellent explore experience can be earned from doing Trade jobs, but since those jobs award more Trade exp than Explore exp, we'll address those in the next section. For pure Explore exp the best jobs are Deploy Satellite and Waste Disposal jobs. Basically what you're doing is hauling satellites or garbage to a planet or moon and then dumping them off there. You gain access to jobs that are your overall level plus 15. In other words, in order to do level 75 jobs you must be at least level 60 overall, and level 75 jobs is when you will find they begin to pay off the best. Since merely exploring the galaxy will gain you at most 30 explore levels, you'll need to powerlevel your Combat and/or Trade levels enough to reach that magical number of 60 overall.

Once you're there, you'll want to head to Friendship 7 in Glenn sector of Beta Hydri. There you'll find jobs taking satellites and garbage to two different moons in Grissom sector (Apollo 1 and Liberty Bell moons). Liberty Bell is significantly closer to the gate than Apollo 1 is, so whenever possible take jobs that deliver to Liberty Bell. Then simply fly to Grissom without stopping anywhere along the way for any reason. (Engaging in combat by being shot or even firing your weapons will damage sensitive satellites in your cargo hold causing you to fail the mission.) Once in Grissom, use free warp to head to Liberty Bell. Once you're within approximately 3k of the moon come to a stop and wait for your cargo hold to empty automatically. (If you're heading to Apollo, stop at Liberty Bell first, then free warp north to Apollo. That allows you to avoid the bulk of the mobs in Grissom. Then simply return to Friendship 7 to receive your reward. For the best use of time, take 4 jobs at a time to Grissom. You can take two jobs every 6 minutes, and the job terminal refreshes every 3 minutes.

You'll find that there are many other job terminals that give Explore jobs of this type, all with varying locations. However, Friendship 7 gives jobs best suited for most classes based on experience awarded over the time needed to complete the jobs. Also, the higher level jobs hauling things to Cooper do not pay significantly more experience compared to the additional time it takes to travel that far. You'll make more exp per hour doing the lower level jobs to Grissom.

Using this combination of techniques, you should be able to rapidly build up an Explore level that will stagger and amaze your friends. While typically only JE's, JW's, and PE's have much use for high EL's since many of their skills are based off this experience, every class needs EL's to boost their overall level. The higher your overall level, the higher you can raise your shield, reactor, engine and device techs, which make you a much more effective ship for other functions.

## *Section C: Trade*

Even if you have no plans of raising or using any of your build skills, you'll want to raise your Trade Level for the same reasons given above for raising Explore Level. Overall level plays a huge role in your total power, which means that you can't afford to ignore any type of experience. There are three basic ways of raising TL's, first by doing trade runs, second by selling loot gained in combat, and finally by doing trade jobs.

Loot from combat is one of the less effective methods of doing this, and since loot drops are largely random and unpredictable it's generally difficult to give advice on how to best use this technique to gain Trade levels. Additionally, any CL's earned are going to greatly exceed any TL's earned this way, so the Trade exp is essentially a bonus to your CL powerleveling. This guide will focus on the remaining two methods.

I wanna be a freightliner: Ah trade runs. Love 'em or hate 'em, they're the single best way to earn TL's early on. They also can make exceptional amounts of money, and for this reason shouldn't be ignored. While dozens upon dozens of trade routes exist there's only three that you need to learn for powerleveling.

- First, you'll want to start out with either the "Paper Boy Route" or the "Poison/Steak Route". Both are very fast runs and make good experience early on. The Paper Boy Route is running Net 7 News Reports from Net 7 SOL in Saturn to Friendship 7 in Glenn, and then returning to Net 7 with Beta Hydri News Updates from Friendship 7. You'll want to make sure you always buy and sell Trade run items at the Trade Vendors, easily recognizable by the yellow/tan banners behind their booth with the three-ball scales symbol on them (the ancient symbol for a hanging scales now used traditionally to indicate a Pawn shop). Selling Trade goods to any other vendor will result in a loss of money and no Trade exp being awarded.
- The Poison/Steak Route is hauling Biotoxins from Fenris Observatory in Fenris sector to Aragoth Station in Valkyrie Twins sector, and then returning to Fenris hauling Frozen Meat from Aragoth Station. This run makes more money than the Paper Boy Route and therefore gives better exp for more levels, but this requires a lengthy trip to Freya from the more populated areas of the galaxy. Both of these runs are rather short and require only one gate jump, making them very quick ways to earn Trade exp. Of particular note is Aragoth Station's proximity to the star of Aragoth Major, which throws off considerable radiation. It is possible for a bug do sometimes cause your ship to be destroyed while launching from the station into the radiation. This is corrected by obtaining at least one hull upgrade if not two prior to attempting this run.
- The next and last Trade run you'll need to know is the famous (infamous?) Somerled/Prasad run. For players without the Negotiate

skill you'll want to haul Grain from Somerled Station in New Edinburg to Prasad Station in Xipe Totec, and return to Somerled with Jenquai Weapons Tech from Prasad. If you have Negotiate skill you'll want to substitute Spices for Grain. (The Negotiate skill makes Spices slightly more profitable than Grain.) This trade run provides the absolute best cash per hour of any trade run, and the best Trade experience of any trade run from about level 15-30, though you won't likely need to take your TL quite that high.

Delivery Boy Time: Once you've hit the magical level of 60 overall, it's time to start running Trade jobs. Actually, you can start them at level 35, running the Trade jobs at Orsini Mining Platform in Carpenter that require a pick up at Mercury Station in Glory's Orbit and delivery back at Orsini, but since it's so easy to level Trade from Trade runs (and the money is infinitely better on Trade runs) you'll probably prefer to wait to do jobs until you're lvl 60 and can do the nice paying level 75 jobs. (Incidentally, the level 50 jobs at Orsini that I mentioned are not the highest paying jobs listed at the terminal. This is because the higher paying jobs require a much longer trip to Arx Ymir, and the extra travel time actually makes the exp/hr much lower than the shorter, lower paying jobs to Glory's Orbit.)

- Non-Wormhole Jobs: At Chernevog Station in Aragoth Prime, Fenris Observatory in Fenris, and Aragoth Station in Valkyrie Twins you'll find good paying jobs running supplies back and forth between two of these three stations. The reward for these jobs is lower than some of the other jobs listed, but the short travel distance gives you more exp/hr than doing the much longer and higher paying jobs. However whenever possible you'll want to do jobs that require the use of the Create Wormhole skill.
- Wormhole Jobs: At Aragoth Station, Fenris Observatory and Net 7 SOL you'll find level 75 jobs that require pick up and deliveries at Net 7 and Fenris. Obviously, this is quite a long trip normally, but if you are a JE with level 4 wormhole (WH) or you can find one willing to fly you back and forth, these jobs will pay unbelievable amounts of exp/hr. The easiest way to do these jobs is to take jobs from Net 7 which involve a pickup at Fenris and delivery back to Net 7, since all the jobs of the same reward amount are the same pickup and destination. (Some of the jobs at Fenris and Aragoth station have the same reward amount but different pickup points, which requires you to read carefully before accepting the jobs, and you need to be able to select jobs faster than the other people who are competing with you for them.) The closest WH to Saturn is Asteroid Belt Beta (ABB), but the Jupiter WH is close enough, and much easier to find a JE who has that WH level. The Valkyrie Twins WH is the closest to Fenris (also called VT WH). Now you may ask, "How do I go about finding a JE who'll WH me back and forth for hours?" if you aren't a JE yourself.
- Finding Wormholes: A little bit of etiquette here – JE's are not taxi's. 95% of the people playing a JE didn't get the WH skill so that they could cart your hull all over the galaxy. If they're doing WH's, the odds

are that they want some money for the time they spend. If you're *really* lucky you might find one who's doing jobs and doesn't mind you tagging along. But we're not talking about luck here, we're talking about powerleveling and that requires a measurable edge that allows you to level faster than you could otherwise. And that's what we're here to deliver.

- Offer the right amount. Find out what the average price for WH's is and offer that amount. Whether or not the JE takes it is up to them, but offering less or implying that they shouldn't charge for their time is likely to insult them and end up with you not getting WH'd at all.
- Be creative. For crying out loud, do **not** just type out "WTB WH's between VT and Jup". Everyone does that, don't be like everyone else. Be original, say something like, "Hard working Terran looking to pay well for wormhole engineer to provide travel services for one hour." You can usually buy wormholes cheaper if you offer a set amount credits for a set amount of time. If you pay 20k for a round trip on average, and can make 4 round trips in an hour on average, offer 70k for an hour.
- Be organized. Find a bunch of people needing WH's, it's not hard, they're constantly broadcasting their desire to purchase a WH. Get four of them together, then advertise you have a group paying big bucks for WH's. If your group of 5 people would normally be paying 10k each for a one-way WH, you can offer 40k and save everyone in the group money. (You might even be able to offer less.) JE's rarely can find full groups worth of people, so this can make them a great deal more money to have a guaranteed gig that will last an hour or more. Everyone wins, the non-JE's spend less money, the JE makes more money, and you get more jobs done faster.
- Barter. JE's are by far the weakest combat class in the game. In order to be formidable in combat, a JE must over-level his Explore and Trade levels so that he can mount enough shields to protect him while his few weapons pick apart the enemy. If you're not a JE, you have a much more effective killing method than he does, and quite likely the ability to kill bigger things faster than he can hope to himself. Offer an hour-for-hour trade of services. For every hour they WH you on jobs, you spend an hour doing combat for them (fighting with the JE grouped so they can 'leech' combat experience). They get what they need, you get what you need, and fighting with a JE around has the added benefit of an assured Jumpstart should things go south.
- Level 100 Non-wormhole Jobs: At Arx Spartoi in Endriago sector you'll find jobs involving a pickup in Praetorium Mons on Planet Primus and delivery back to Arx Spartoi. These are the fastest level 100 jobs you can do without WH that will give the best experience. The major drawback to these jobs is that Endriago is very out-of-the-way for most people, so if you find someone to wormhole you'll have a long way to travel to meet up with them.

- Level 100 Wormhole Jobs: At overall level 85 you'll be able to graduate to level 100 jobs. Ironically, these jobs do not award as much experience as the level 75 WH jobs from Net 7, but they pay more. The main advantage of these jobs is that they run directly to and from Net 7 and Aragoth station, negating the need to travel the extra sector to Fenris. It is also much more convenient for hiring JE's since they won't have to deal with you traveling an extra sector. The extra pay also is enough to more than cover the expense of paying for WH's. There are jobs at Aragoth Station that pick up from ECS Dauntless in Asteroid Belt Alpha and deliver back to Aragoth Station that pay more and reward more experience, but this is a much longer trip unless you can get ABB WH's.

Trade jobs award both Trade exp and Explore exp with more Trade than Explore exp at approximately a 3:2 ratio. The total experience awarded (adding both types together) is greater than an equal reward Explore job gives in Explore exp, so for pure powerleveling, nothing can beat Trade jobs. However, for pure boredom, nothing can beat Trade jobs. But that's the price you pay to level at an astonishing rate.

Incidentally, once one experience type has maximized to level 50, all experience of that type that is earned is halved, and then split between the remaining two bars. Thus if you maxed TL and then earned 1000 Trade exp, 500 of that would be subtracted, and 250 would be awarded to CL and 250 would go to EL. Thus it is possible (though boring) to max all three bars to 50 doing nothing but Trade jobs. Finally, Trade jobs can pay a decent amount of money if you aren't spending most of it hiring WH's.

## *Chapter 4: Powerleveling Others*

Now this chapter is my true passion... and to that end I've extensively researched the mechanics not only of powerleveling other players, but powerleveling your own characters using 2 or more accounts. Now not everyone has the resources to build two machines capable of running the game or pay for two monthly fees, but any of these techniques are useful for any player as it teaches how best to powerlevel other characters or how best to have other characters powerlevel you.

First off let's discuss what kind of hardware you're going to need to run two accounts. Obviously, you've got one machine that runs the game already. Either that or you're in the habit of buying guides for games you don't play. While I appreciate the patronage, if that's the case you're a very strange person. But back the point, the second machine does not need to be very powerful. I've tested a 350Mhz AMD with 256MB of RAM and a Voodoo 3 video card, and while the game ran like hammered dog poo, it ran. Powerleveling other characters by it's very definition requires very little to no active participation on the part of one of the characters, thus the speed or smoothness of the 2<sup>nd</sup> machine makes little difference. It simply needs to be able to run the game.

Next, the issue of what the 2<sup>nd</sup> account should do for you. If you've got any non-JE characters, you'll want the 2<sup>nd</sup> account to have one on it to WH them around on jobs, saving you a lot of money and effort getting WH's from someone else. If all you currently have is a JE, the 2<sup>nd</sup> account would benefit from a hard-core combat class such as a TW, PW or even a JW that can powerlevel your JE's CL. As both accounts develop, you'll likely want a strong combat class on each one, and a JE on each one to allow you to powerlevel the other characters with jobs, but ultimately it depends on what you need the various characters to be able to do.

Building the WH JE is relatively simple. Just start a new JE and then group them with a more developed character. Then fly them around the galaxy to powerlevel their EL until they hit EL15. Then simply return them to Io, complete the various little newbie missions to get skills and the first hull upgrade, then fly to Dahin Planet to get Navigate skill (which gives Wormhole at the end of the skill mission). Save back 6 skill points to put into Wormhole to raise it to level 4 and voila! You're done. Pack on some decent shields, engines, reactor and various speed boosting gear and he should be able to keep up relatively well with most any other character. (At least well enough to not slow down job runs.)

Another option is to purchase a pre-built account online. Ebay typically has several accounts up for sale, and depending on your needs and wants you shouldn't have too much trouble finding a good account at a reasonable price. But even if you can't find one or can't find one you can afford, don't worry. It's easy enough to build another account up to working levels without much effort. But enough about this, let's get to the good stuff!

## *Section A: Combat*

Nothing could be simpler than powerleveling a character in combat. All it takes is a powerful ship (the powerleveler) and a weaker ship (the powerlevelee). The powerleveler then takes the powerlevelee out to their favorite hunting spot, parks the little guy about 25-30k away from the nearest action (find a nice quiet 'empty spot' where they can sit without worrying about being shot at. Gates and stations work great if they're close by) and then commence to kickin' butt. Typically you'll notice that the lower level character seems to be getting unusually low exp for the kills, but keep in mind that exp is distributed based on the comparative CL's. Thus a CL50 and a CL3 grouped together means that the CL3 will start out getting a very small chunk of the exp. However, they will rapidly gain levels and soon begin earning more and more exp per kill, leveling even faster... well you get the picture.

This technique is especially useful in places where the powerleveler goes to "farm". Farming is basically fighting mobs lower level than you typically would fight to gain money and/or items in large quantities while letting your superior firepower keep your costs to a minimum while you rapidly dispatch many, many enemies. (Most ammo-dependant classes find that while they can earn great experience fighting large mobs, they have trouble recuperating the cost of the ammo they must expend to do so. For this reason they will go and farm smaller foes for money where their firepower allows them to destroy enemies for greatly reduced cost.) In the case of farming the powerlevelee gets a great deal more kills registered per hour, they level as fast if not faster, and they give the powerleveler the added benefit of additional loot storage. The powerleveler can transfer loot to the powerlevelee to hold once his cargo is full, allowing him to continue farming longer than he would otherwise be able. This loot can then be given back to the powerleveler at a station to sell.

As far as specific locations go, I'm not really going to list any. If you're being powerleveled by someone else, it's entirely up to them where they want to hunt. If you're powerleveling someone else, it's up to you and you have apparently been doing enough hunting that you should know a good place to go, a place that you've hunted before. It should have a nearby 'safe spot' (within 50k of the hunting, exp is shared in the group as long as the ships are within 50k of each other), and ideally a nearby space station the powerlevelee can register with just in case they get blasted. If you still need suggestions of where to go, just check the list in the Solo Section A and find a spot there that will work for you.

Keep in mind that the powerlevelee should be striving to be as unnoticed as possible. They should be remotely located and whenever possible sitting near a guardian turret. Low signature is a definite plus, and if you're running two accounts to do this, have the little guy on the 2<sup>nd</sup> rate computer, since all he should do is sit there quietly and soak up the experience. You'll probably want to

always have a small character grouped with a big one when you're out hunting, since this will help you build them up for something you're going to do anyway.

## *Section B: Exploration*

As with the Combat section of the Multi-powerleveling chapter, this chapter assumes you've read the Solo section. I hate repeating myself, so I'm not going to do it. As far as powerleveling others or your own accounts go, this is pretty much the same thing. You can be a tour guide if you have the bulk of the galaxy mapped out and are confident you can lead lightly shielded newbies around without endangering them unduly. You can also be powerleveled if you can find someone who can accomplish this task. You can also powerlevel characters by organizing full groups of newbies to lead around, earning the newbies and the guide good amounts of explore experience. However, a couple of extra techniques exist if you have two accounts or friends who want to participate.

Newbie For A Day: Basically, this is making a new 'throw-away' character specifically for the purpose of participating in a tour to give the other characters in the group some added 'assist' explore experience. Running only two accounts to do this is generally not very helpful since the assist experience a single newbie will give a more advanced character is relatively small. However, if you can run two accounts and get several other newbies involved, this can be advantageous.

Blind Leading the Blind: If you're planning on starting a new character on one of your two accounts, and have an open character slot on the other account, you can create a two-newbie group to explore the galaxy. You'll want to have your 'keeper' newbie lead the 'throw-away' newbie, and outfit this keeper with the biggest honkin' reactor you can cram into his hull. (You're going to need a LOT of freewarping to have any hope of survival.) Since both characters will be completely new, they will both be discovering the same nav points simultaneously, giving your keeper extra explore exp. This technique requires good prior knowledge of the galaxy to know where the hidden nav points are, and where the dangers in the various sectors are. You'll want both characters to be the same class to maximize their time together (so they'll both start the same place).

This technique is far from safe however. Your game knowledge will mean the difference between survival and destruction, and the odds of one character surviving if the other is destroyed is very slim, since they will have at best only level 2 or 3 shields. Obviously, if you can get more people to participate, the experience earned can be even better, giving you that much more of a leg up before you must resort to jobs for the higher levels.

Once you've grown tired of using tours to boost Explore exp, you'll be faced with only two options: mining groups and jobs. Mining groups are slower than jobs,

but if someone is going to be mining anyway, it doesn't hurt to group with them if you have nothing else to do. (If you can hunt the mobs in the area you can make money and possibly even Combat experience for yourself as well as boosting the typically low CL of the Explorer class.)

In the case of running two accounts, you can powerlevel a younger character by mining the same way you powerlevel them with combat. Simply park them in a safe spot while you mine. However as stated above this experience is slow enough you probably won't want to bother with it unless you were planning to do some mining anyway. If your Explorer is powerful enough to survive Planet Arduinne you can leave a newbie parked at the gate while you mine the plentiful gas clouds there. (This earns good experience as well as money from selling the gas.) If you're planning on mining other resources, the newbie can serve the same purpose as they do while farming mobs for combat – they can be extra cargo space for the ores you'd otherwise have to ignore. As a final note, if your Explorer is powerful enough to both mine *and* fight on Arduinne you can powerlevel another character in both combat and explore significantly.

For explore jobs, there isn't much another player can do to make this faster unless it's a JE with wormhole *and* the job lends itself well to WH'ing. In the case of the Friendship 7 jobs mentioned above, the return trip can be shortened considerably by using WH to return to Swooping Eagle instead of warping all the way back through Shepard and Carpenter. Unfortunately I have yet to find any other Explore jobs that give better experience than these and make better use of wormholes. And since Trade jobs give very good Explore experience and do make good use of wormholes, you'll find them much more effective for gaining levels in the long run anyway.

## *Section C: Trade*

Unlike Explore and Combat, some interesting new twists come in to play with multiple characters and Trade exp. First off, there's the multiple player/account use of WH for jobs that I think I've pretty much explained to death by now, so we'll skip that for the sake of brevity. If you aren't sure how this works, re-read the guide. The two new methods we'll explore are Combat loot and Terran Tradesman boosting Trade runs.

If you're in a situation where Combat powerleveling is going on and the powerleveler does not need or want the loot and the lower level character can safely tractor it in, this can give the powerlevelee a massive boost of Trade experience when the loot is sold. This can also be done on a 2<sup>nd</sup> account if you're skilled enough at flying two separate ships safely. (This is tricky, I've been running two accounts for some time, and I'm still not adept at it.) If the powerlevelee is a Jenquai with a reasonably strong reactor, they can use cloak to move in and loot (looting does not break cloak) and then move away to a safe location to drop cloak and allow the reactor to recharge. As an example: There

is a nice spawn of low-level Crystal mobs near the Io gates in Jupiter. These drop various kinds of low level loot including Crystal Shards (or something like that). This loot can stack up in large amounts very nicely in a cargo hold, and a reasonably strong powerleveler can keep the spawn suppressed with constant killing well enough to protect the powerlevelee to run around and loot at whim. Since most of the loot is not very valuable, the powerleveler won't have much need or use for it, and the mobs themselves are weak enough that they can be dispatched quite easily and without much ammo expenditure.

In the case of trade runs (or any type of selling-based Trade exp earnings) the amount of experience earned is based on the TL of the seller compared to the value of the item being sold. More profit means more experience, and higher TL's demand more profit for the same experience. Add to that the 5% selling bonus that a Terran Trader contributes to a group if they're high enough level to contribute their bonus and you end up with improved experience gains for selling loot that isn't valuable enough to cause the experience cap to be met.

A quick explanation of the experience cap: for every TL there is a certain amount of profit that no matter how much you exceed it, the experience gained does not increase. For example, if at TL5 a profit of 150 credits yields 500 experience gained (the cap for selling anything that is a looted item), selling something that gives 200 credits will not give more experience. However if by TL7 this same 150 credit item is only giving 400 experience, the 5% boost given by a grouped TT would increase the sale price to 158 credits, which would increase the experience gained slightly, perhaps to 415 experience. (incidentally, all of these numbers are just made up for the purpose of this example) Now if you had a hundred of these items collected, that would be an extra 1500 experience. Nice, eh?

On Trade routes the per item experience cap is 250 (except for those with the Negotiate skill, each level of which increases the cap by 25 points. Thus a character with level 3 Negotiate has a cap of 325 experience per trade item.) Running Trade routes with a TT grouped will give you the 5% bonus to the sale price on your items, allowing you to increase profits earned and thus make more experience for more levels than you could otherwise. If at TL10 a particular Trade route stopped giving maximum experience per item, that 5% boost could be enough to put you back at the maximum. This can let you continue the shorter, faster Trade runs for good experience longer than you could otherwise. Also, if you are grouped with two or more Tradesmen, the bonus increases even more.

Now while neither of these techniques may seem particularly powerful or groundbreaking, they can significantly reduce the time required to reach the level where you can begin to do jobs, and that's where the bulk of powerleveling is done. As I've said before, the advantages of multi-player powerleveling on jobs has already been covered, and is rather obvious.

## *Chapter 5: Putting it All Together.*

Okay, so now we've covered all the little tricks and tips on powerleveling yourself and others. How exactly does one go about putting it all together into building a character from level 0 to 150 in record time? Well, the short answer is that there's many different ways. However luckily for you, I'm prone to giving the long answer to a question, so I'll break it down into several steps. While it's not necessary to go through all the steps in exactly the same way or order as I give them, it should provide a decent blueprint for doing the task yourself. Armed with the knowledge you've already gained and are about to gain in this chapter you should be able to shock and amaze your in-game friends when you suddenly leap light-years ahead of them in levels.

- **Step 1:** Do your newbie quests. Don't underestimate the value of those skills and the hull upgrade in the levels to come.
- **Step 2:** Get a tour or do it yourself. Exploration is the easiest levels to get in the game and the first goal is to hit job levels. Goal: EL21-25
- **Step 3:** Get some combat powerleveling either from a friend or from a 2<sup>nd</sup> account. If you can't (or don't want to) do this, skip this step and level yourself after Step 4. Goal: CL20-25
- **Step 4:** Run trade runs. If you completed Step 3 and got at least 20 CL's, just do enough trade to hit level 60 overall. If not try to get at least TL20 if not 25 and use the earnings to buy the gear you'll need to do your own fighting. Goal: Level 60 overall or TL20-25
- **Step 5:** Start cranking on jobs. If you're buying or providing your own WH service you'll find this goes unbelievably fast. Keep it up until your EL and TL are at least 10 levels higher than your CL. Goal: EL and TL 30-35
- **Step 6:** If you're bored to tears with jobs, go do some combat or find some more CL powerleveling. Otherwise keep cranking on the jobs. Goal: Get bigger
- **Step 7:** Keep cranking out jobs until you're hitting your 40's in EL and/or TL. Goal: Get even bigger
- **Step 8:** Start working on bringing your CL up through fighting on your own and/or Combat powerleveling. You're now going to want to start trying to level out or "balance" your levels (bringing them up so that they're all approximately equal to each other). Goal: Get HUGE!
- **Step 9:** By now you should be in the low 40's in all three levels. That translates to the low-mid 120's overall. Congratulations, you're a force to be reckoned with! You're also way too big to be following a stupid list out of a guide on how to powerlevel! You know what to do by now, just go back and do it. Oh, and don't forget to (politely) brag to your friends.
- **Step 10:** I thought I told you to stop reading this!

### **Reminders:**

- Don't forget that any time your CL is significantly higher than your EL and TL you're going to be weaker in combat than your CL would suggest. Plan accordingly and work to correct this when possible.
- If at any time you find powerleveling to seem too much like work and not enough like fun, STOP! It's a game for crying out loud, don't take all the fun out of it. Yes, it's fun to earn bragging rights by leveling faster than your peers, but for one thing too much bragging will annoy the heck out of them, and for another, you should also be out having fun with your friends instead of being the statue they always see at the job terminal.
- As much as possible try to be considerate of the non-powerlevelers in the galaxy. Many people only play for an hour or two a night, and plan ahead to hunt a specific area on a given night. If you're there with a vastly overpowered ship blasting stuff to powerlevel your little guys who are parked off in the distance you run the risk of seriously ticking off the casual gamers. Either be prepared to be disliked, or be prepared to share (or even move to a different hunting ground). Nothing says you must move, but it's usually preferable to avoid a whiner exploding on your comms than to get the extra experience by dominating an area. (In fact, you can often silence them merely by inviting them into your group and powerleveling them as well.)
- Keep in mind that many of the techniques listed here do not earn as much money as your character would need to stay fully equipped at all the levels you'll be blazing through. Skipping a Tech level or two of gear can greatly reduce the credit demands of your character, but will leave you with weak gear for many levels until you upgrade again.
- If your goal is merely to powerlevel a character up to a certain point, you can safely ignore virtually all equipment upgrades except for speed enhancements like bigger engines, warp boosting devices and such, since jobs and trade runs function solely by how fast you can complete them. While this would seem to leave you more vulnerable during this time, it's rather frustrating to spend a lot of money on a shiny new shield only to earn another 20 levels and need a new one, never having used the first one in battle.

Finally, I highly recommend educating yourself on the particulars of your specific class(es). Powerleveling can easily result in a character who's power has grown much faster than the learning curve of the player, and valuable information may be missed. You could also end up raising skills that you believe you will need, but are actually not worth the points you spend raising them. (And skill points cannot be "unspent".) A great deal of information can be found by researching online, or purchasing a class-specific guide. I currently have several guides in the works, and I certainly recommend them to anyone wanting to learn more about a class. (Okay, it's a shameless plug, I admit it. I've never claimed to be above self-promotion.)

*Good Luck and Happy Powerleveling!*