RECRUITS SYSTEM

Created by Origin

Intro



Stats

THE WALKING DEAD SURVIVORS

RECRUIT SYSTEM - LEVELS, TREE, TOKENS

v3.14.2 *Update #1*

Level	EXP	Tokens
1	30,000	2
2	35,000	2
3	40,000	2
4	45,000	2
5	50,000	2
6	55,000	2
7	60,000	2
8	65,000	2
9	70,000	2
10	75,000	2
11	80,000	2
12	85,000	2
13	90,000	2
14	95,000	2
15	100,000	2
16	105,000	2
17	110,000	2
18	115,000	2
19	120,000	2
20	125,000	2
21	130,000	2
22	135,000	2
23	140,000	2
24	145,000	2
25	150,000	2
26	155,000	2

Level	EXP	Tokens
25	150,000	2
26	155,000	2
27	160,000	2
28	165,000	2
29	170,000	2
30	175,000	2
31	180,000	2
32	185,000	2
33	190,000	2
34	195,000	2
35	200,000	2
36	205,000	2
37	210,000	2
38	215,000	2
39	220,000	2
40	225,000	2
41	230,000	2
42	235,000	2
43	240,000	2
44	245,000	2
45	250,000	2
46	255,000	2
47	260,000	2
48	265,000	2
49	270,000	2
50	275,000	2

Minimum Tokens to Reach the Bottom

Combat

3 3 3
3 3 3
3 3 3
3
3 3 3
3 3 3
3 3 3
3
6 6 6
6 6 6
6 6 6
3
3 3 3
3 3 3
3 3 3
3
3 3 3
3 3 3
3 3 3
3
10 10 10
10 10 10
10 10 10
1

Dev

3 3 3
3 3 3
3 3 3
3 3 3
6
3 3 3
3 3 3
3 3 3
6
3 3 3
3 3 3
3 3 3
6
3 3 3
3 3 3
3 3 3
6
3 3 3
3 3 3
3 3 3
6
3 3 3
3 3 3
3 3 3
3 3 3
1

Min and Max Tokens to Reach the Bottom

	Max	Min
Development	390	229
Combat	391	268

Currently, there is no level cap for Recruits. Each level requires +5k EXP and will give 2 tokens per level.

To unlock further down the Talent Tree, you need to have unlocked everything above. You can use the tree guide provided.

Information provided here is subject to change.

Details on level caps are all speculation/estimates.

Information displayed here may be subject to change in future updates

ORIGIN

Levels

THE WALKING DEAD SURVIVORS

RECRUIT SYSTEM - EXP, LEVELS

v3.14.2 *Estimated Data*

Level	EXP	Tokens
1	30,000	2
2	35,000	2
3	40,000	2
4	45,000	2
5	50,000	2
6	55,000	2
7	60,000	2
8	65,000	2
9	70,000	2
10	75,000	2
11	80,000	2
12	85,000	2
13	90,000	2
14	95,000	2
15	100,000	2
16	105,000	2
17	110,000	2
18	115,000	2
19	120,000	2
20	125,000	2
21	130,000	2
22	135,000	2
23	140,000	2
24	145,000	2
25	150,000	2
26	155,000	2
27	160,000	2
28	165,000	2
29	170,000	2
30	175,000	2
31	180,000	2
32	185,000	2
33	190,000	2
34	195,000	2
35	200,000	2
36	205,000	2
37	210,000	2
38	215,000	2
39	220,000	2
40	225,000	2
41	230,000	2
42	235,000	2
43	240,000	2
44	245,000	2
45	250,000	2
46	255,000	2
47	260,000	2
48	265,000	2
49	270,000	2
50	275,000	2

EXP: 7,625,000 Tokens: 100

Level	EXP	Tokens
51	280,000	2
52	285,000	2
53	290,000	2
54	295,000	2
55	300,000	2
56	305,000	2
57	310,000	2
58	315,000	2
59	320,000	2
60	325,000	2
61	330,000	2
62	335,000	2
63	340,000	2
64	345,000	2
65	350,000	2
66	355,000	2
67	360,000	2
68	365,000	2
69	370,000	2
70	375,000	2
71	380,000	2
72	385,000	2
73	390,000	2
74	395,000	2
75	400,000	2
76	405,000	2
77	410,000	2
78	415,000	2
79	420,000	2
80	425,000	2
81	430,000	2
82	435,000	2
83	440,000	2
84	445,000	2
85	450,000	2
86	455,000	2
87	460,000	2
88	465,000	2
89	470,000	2
90	475,000	2
91	480,000	2
92	485,000	2
93	490,000	2
94	495,000	2
95	500,000	2
96	505,000	2
97	510,000	2
98	515,000	2
99	520,000	2
100	525,000	2

EXP: 27,750,000 Tokens: 200

Level	EXP	Tokens
101	530,000	2
102	535,000	2
103	540,000	2
104	545,000	2
105	550,000	2
106	555,000	2
107	560,000	2
108	565,000	2
109	570,000	2
110	575,000	2
111	580,000	2
112	585,000	2
113	590,000	2
114	595,000	2
115	600,000	2
116	605,000	2
117	610,000	2
118	615,000	2
119	620,000	2
120	625,000	2
121	630,000	2
122	635,000	2
123	640,000	2
124	645,000	2
125	650,000	2
126	655,000	2
127	660,000	2
128	665,000	2
129	670,000	2
130	675,000	2
131	680,000	2
132	685,000	2
133	690,000	2
134	695,000	2
135	700,000	2
136	705,000	2
137	710,000	2
138	715,000	2
139	720,000	2
140	725,000	2
141	730,000	2
142	735,000	2
143	740,000	2
144	745,000	2
145	750,000	2
146	755,000	2
147	760,000	2
148	765,000	2
149	770,000	2
150	775,000	2

EXP: 60,375,000 Tokens: 300

Level	EXP	Tokens
151	780,000	2
152	785,000	2
153	790,000	2
154	795,000	2
155	800,000	2
156	805,000	2
157	810,000	2
158	815,000	2
159	820,000	2
160	825,000	2
161	830,000	2
162	835,000	2
163	840,000	2
164	845,000	2
165	850,000	2
166	855,000	2
167	860,000	2
168	865,000	2
169	870,000	2
170	875,000	2
171	880,000	2
172	885,000	2
173	890,000	2
174	895,000	2
175	900,000	2
176	905,000	2
177	910,000	2
178	915,000	2
179	920,000	2
180	925,000	2
181	930,000	2
182	935,000	2
183	940,000	2
184	945,000	2
185	950,000	2
186	955,000	2
187	960,000	2
188	965,000	2
189	970,000	2
190	975,000	2
191	980,000	2
192	985,000	2
193	990,000	2
194	995,000	2
195	1,000,000	2
196	1,005,000	2
197	1,010,000	2
198	1,015,000	2
199	1,020,000	2
200	1,025,000	2

EXP: 105,500,000 Tokens: 400

Level	EXP	Tokens
201	1,030,000	2
202	1,035,000	2
203	1,040,000	2
204	1,045,000	2
205	1,050,000	2
206	1,055,000	2
207	1,060,000	2
208	1,065,000	2
209	1,070,000	2
210	1,075,000	2
211	1,080,000	2
212	1,085,000	2
213	1,090,000	2
214	1,095,000	2
215	1,100,000	2
216	1,105,000	2
217	1,110,000	2
218	1,115,000	2
219	1,120,000	2
220	1,125,000	2
221	1,130,000	2
222	1,135,000	2
223	1,140,000	2
224	1,145,000	2
225	1,150,000	2
226	1,155,000	2
227	1,160,000	2
228	1,165,000	2
229	1,170,000	2
230	1,175,000	2
231	1,180,000	2
232	1,185,000	2
233	1,190,000	2
234	1,195,000	2
235	1,200,000	2
236	1,205,000	2
237	1,210,000	2
238	1,215,000	2
239	1,220,000	2
240	1,225,000	2
241	1,230,000	2
242	1,235,000	2
243	1,240,000	2
244	1,245,000	2
245	1,250,000	2
246	1,255,000	2
247	1,260,000	2
248	1,265,000	2
249	1,270,000	2
250	1,275,000	2

EXP: 163,125,000 Tokens: 500

Level	EXP	Tokens
251	1,280,000	2
252	1,285,000	2
253	1,290,000	2
254	1,295,000	2
255	1,300,000	2
256	1,305,000	2
257	1,310,000	2
258	1,315,000	2
259	1,320,000	2
260	1,325,000	2
261	1,330,000	2
262	1,335,000	2
263	1,340,000	2
264	1,345,000	2
265	1,350,000	2
266	1,355,000	2
267	1,360,000	2
268	1,365,000	2
269	1,370,000	2
270	1,375,000	2
271	1,380,000	2
272	1,385,000	2
273	1,390,000	2
274	1,395,000	2
275	1,400,000	2
276	1,405,000	2
277	1,410,000	2
278	1,415,000	2
279	1,420,000	2
280	1,425,000	2
281	1,430,000	2
282	1,435,000	2
283	1,440,000	2
284	1,445,000	2
285	1,450,000	2
286	1,455,000	2
287	1,460,000	2
288	1,465,000	2
289	1,470,000	2
290	1,475,000	2
291	1,480,000	2
292	1,485,000	2
293	1,490,000	2
294	1,495,000	2
295	1,500,000	2
296	1,505,000	2
297	1,510,000	2
298	1,515,000	2
299	1,520,000	2
300	1,525,000	2

EXP: 233,250,000 Tokens: 600

Level	EXP	Tokens
301	1,530,000	2
302	1,535,000	2
303	1,540,000	2
304	1,545,000	2
305	1,550,000	2
306	1,555,000	2
307	1,560,000	2
308	1,565,000	2
309	1,570,000	2
310	1,575,000	2
311	1,580,000	2
312	1,585,000	2
313	1,590,000	2
314	1,595,000	2
315	1,600,000	2
316	1,605,000	2
317	1,610,000	2
318	1,615,000	2
319	1,620,000	2
320	1,625,000	2
321	1,630,000	2
322	1,635,000	2
323	1,640,000	2
324	1,645,000	2
325	1,650,000	2
326	1,655,000	2
327	1,660,000	2
328	1,665,000	2
329	1,670,000	2
330	1,675,000	2
331	1,680,000	2
332	1,685,000	2
333	1,690,000	2
334	1,695,000	2
335	1,700,000	2
336	1,705,000	2
337	1,710,000	2
338	1,715,000	2
339	1,720,000	2
340	1,725,000	2
341	1,730,000	2
342	1,735,000	2
343	1,740,000	2
344	1,745,000	2
345	1,750,000	2
346	1,755,000	2
347	1,760,000	2
348	1,765,000	2
349	1,770,000	2
350	1,775,000	2

EXP: 315,875,000 Tokens: 700

Level	EXP	Tokens
351	1,780,000	2
352	1,785,000	2
353	1,790,000	2
354	1,795,000	2
355	1,800,000	2
356	1,805,000	2
357	1,810,000	2
358	1,815,000	2
359	1,820,000	2
360	1,825,000	2
361	1,830,000	2
362	1,835,000	2
363	1,840,000	2
364	1,845,000	2
365	1,850,000	2
366	1,855,000	2
367	1,860,000	2
368	1,865,000	2
369	1,870,000	2
370	1,875,000	2
371	1,880,000	2
372	1,885,000	2
373	1,890,000	2
374	1,895,000	2
375	1,900,000	2
376	1,905,000	2
377	1,910,000	2
378	1,915,000	2
379	1,920,000	2
380	1,925,000	2
381	1,930,000	2
382	1,935,000	2
383	1,940,000	2
384	1,945,000	2
385	1,950,000	2
386	1,955,000	2
387	1,960,000	2
388	1,965,000	2
389	1,970,000	2
390	1,975,000	2
391	1,980,000	2
392	1,985,000	2
393	1,990,000	2
394	1,995,000	2
395	2,000,000	2
396	2,005,000	2
397	2,010,000	2
398	2,015,000	2
399	2,020,000	2
400	2,025,000	2

EXP: 411,000,000 Tokens: 800

Information displayed here may be subject to change in future updates

To Level 400 EXP: 411,000,000 Tokens: 800

ORIGIN

Talent Tree

Combat

THE WALKING DEAD SURVIVORS

RECRUIT SYSTEM - TECH TREE

For Survivors

v3.14.1
ORIGIN

Name	Troop Type	Buff	Level (% Increase)									
			1	2	3	4	5	6	7	8	9	10
Knock out	Melee	Increase attack (ATK)	2	4	6	8	10	-	-	-	-	-
Hail of Bullets	Sharpshooters	Increase attack (ATK)	2	4	6	8	10	-	-	-	-	-
Forward Charge	Cavalry	Increase attack (ATK)	2	4	6	8	10	-	-	-	-	-
Block	Melee	Increase defence (ATK)	2	4	6	8	10	-	-	-	-	-
Stance	Sharpshooters	Increase defence (ATK)	2	4	6	8	10	-	-	-	-	-
Backward Kick	Cavalry	Increase defence (ATK)	2	4	6	8	10	-	-	-	-	-
Top Shape	Melee	Increase health (ATK)	2	4	6	8	10	-	-	-	-	-
Focus	Sharpshooters	Increase health (ATK)	2	4	6	8	10	-	-	-	-	-
Energetic	Cavalry	Increase health (ATK)	2	4	6	8	10	-	-	-	-	-
Damage Taken Reduce	All	Damage Taken Reduce	0.5	1	1.5	2	2.5	-	-	-	-	-
Preemptive Strike	Melee	Increase attack (DEF)	2	4	6	8	10	-	-	-	-	-
Parry	Sharpshooters	Increase attack (DEF)	2	4	6	8	10	-	-	-	-	-
Preemptive Blow	Cavalry	Increase attack (DEF)	2	4	6	8	10	-	-	-	-	-
Dodge	Melee	Increase defense (DEF)	2	4	6	8	10	-	-	-	-	-
Rigor	Sharpshooters	Increase defense (DEF)	2	4	6	8	10	-	-	-	-	-
Stagger	Cavalry	Increase defense (DEF)	2	4	6	8	10	-	-	-	-	-
Unyielding	Melee	Increase health (DEF)	2	4	6	8	10	-	-	-	-	-
Concentration	Sharpshooters	Increase health (DEF)	2	4	6	8	10	-	-	-	-	-
Endurance	Cavalry	Increase health (DEF)	2	4	6	8	10	-	-	-	-	-
Damage Dealt Increase	All	Damage Dealt Increase	0.5	1	1.5	2	2.5	-	-	-	-	-
Fighter Attack	Melee	Increase attack	1	2	3	4	5	6	7	8	9	10
Sharpshooter Attack	Sharpshooters	Increase attack	1	2	3	4	5	6	7	8	9	10
Cavalry Attacks	Cavalry	Increase attack	1	2	3	4	5	6	7	8	9	10
Fighter Defense	Melee	Increase defense	1	2	3	4	5	6	7	8	9	10
Sharpshooters Defense	Sharpshooters	Increase defense	1	2	3	4	5	6	7	8	9	10
Cavalry Defense	Cavalry	Increase defense	1	2	3	4	5	6	7	8	9	10
Fighter Health	Melee	Increase Health	1	2	3	4	5	6	7	8	9	10
Sharpshooters Health	Sharpshooters	Increase Health	1	2	3	4	5	6	7	8	9	10
Cavalry Health	Cavalry	Increase Health	1	2	3	4	5	6	7	8	9	10
March Capacity	All	Increase march capacity	0.4	0.8	1.2	1.6	2	-	-	-	-	-
Knock out	Melee	Increase attack (ATK)	2	4	6	8	10	-	-	-	-	-
Hail of Bullets	Sharpshooters	Increase attack (ATK)	2	4	6	8	10	-	-	-	-	-
Forward Charge	Cavalry	Increase attack (ATK)	2	4	6	8	10	-	-	-	-	-
Block	Melee	Increase defence (ATK)	2	4	6	8	10	-	-	-	-	-
Stance	Sharpshooters	Increase defence (ATK)	2	4	6	8	10	-	-	-	-	-
Backward Kick	Cavalry	Increase defence (ATK)	2	4	6	8	10	-	-	-	-	-
Top Shape	Melee	Increase health (ATK)	2	4	6	8	10	-	-	-	-	-
Focus	Sharpshooters	Increase health (ATK)	2	4	6	8	10	-	-	-	-	-
Energetic	Cavalry	Increase health (ATK)	2	4	6	8	10	-	-	-	-	-
Resistance against Damage Dealing Skills	All	Resistance against Damage Dealing Skills	0.5	1	1.5	2	2.5	-	-	-	-	-
Preemptive Strike	Melee	Increase attack (DEF)	2	4	6	8	10	-	-	-	-	-
Parry	Sharpshooters	Increase attack (DEF)	2	4	6	8	10	-	-	-	-	-
Preemptive Blow	Cavalry	Increase attack (DEF)	2	4	6	8	10	-	-	-	-	-
Dodge	Melee	Increase defense (DEF)	2	4	6	8	10	-	-	-	-	-
Rigor	Sharpshooters	Increase defense (DEF)	2	4	6	8	10	-	-	-	-	-
Stagger	Cavalry	Increase defense (DEF)	2	4	6	8	10	-	-	-	-	-
Unyielding	Melee	Increase health (DEF)	2	4	6	8	10	-	-	-	-	-
Concentration	Sharpshooters	Increase health (DEF)	2	4	6	8	10	-	-	-	-	-
Endurance	Cavalry	Increase health (DEF)	2	4	6	8	10	-	-	-	-	-

Development

RECRUIT SYSTEM - TECH TREE

For Developers

Name	Buff	Level (% Increase)									
		1	2	3	4	5	6	7	8	9	10
Farm Hands 1	Veggie production increase	1	2	3	4	5	-	-	-	-	-
Fast Builder 1	Construction speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Veggie Scavenger 1	Veggie gathering speed increase	1	2	3	4	5	-	-	-	-	-
Lumber 1	Lumber production increase	1	2	3	4	5	-	-	-	-	-
Innovator 1	Research Speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Lumber Scavenger 1	Lumber gathering speeds	1	2	3	4	5	-	-	-	-	-
Water Producer 1	Water prodcution increase	1	2	3	4	5	-	-	-	-	-
Fast Builder 1	Construction speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Water Scavenger I	Water gathering speed increase	1	2	3	4	5	-	-	-	-	-
Meat Butcher I	Meat production increase	1	2	3	4	5	-	-	-	-	-
Innovator I	Research Speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Game Hunter I	Meat gathering speeds	1	2	3	4	5	-	-	-	-	-
Bullet Forger II	Bullet production increase	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5
Faster Fighter Training	Melee fighter training speed increase	1	2	3	4	5	-	-	-	-	-
Fighter Group Training	Melee fighter training group size increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Healing Cost Reduction	Healing cost reduction	1	2	3	4	5	-	-	-	-	-
Fast Sharpshooter Training	Sharpshooter training speed increase	1	2	3	4	5	-	-	-	-	-
Sharpshooter Group Training	Sharpshooter training group size increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Healing Speed Increase	Healing speed increase	1	2	3	4	5	-	-	-	-	-
Fast Cavalry Training	Cavalry training speed increase	1	2	3	4	5	-	-	-	-	-
Cavalry Group Training	Cavlary training group size increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Hospital Extension	Hospital capacity increase	1	2	3	4	5	-	-	-	-	-
All formations march speed	All formations march speed	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5
Farm Hands 1	Veggie production increase	1	2	3	4	5	-	-	-	-	-
Fast Builder 1	Construction speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Veggie Scavenger 1	Veggie gathering speed increase	1	2	3	4	5	-	-	-	-	-
Lumber 1	Lumber production increase	1	2	3	4	5	-	-	-	-	-
Innovator 1	Research Speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Lumber Scavenger 1	Lumber gathering speeds	1	2	3	4	5	-	-	-	-	-
Water Producer 1	Water prodcution increase	1	2	3	4	5	-	-	-	-	-
Fast Builder 1	Construction speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Water Scavenger I	Water gathering speed increase	1	2	3	4	5	-	-	-	-	-
Meat Butcher I	Meat production increase	1	2	3	4	5	-	-	-	-	-
Innovator I	Research Speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Game Hunter I	Meat gathering speeds	1	2	3	4	5	-	-	-	-	-
Stamina recovery speed	Stamina recovery speed	1	2	3	4	5	6	7	8	9	10
Farm Hands 1	Veggie production increase	1	2	3	4	5	-	-	-	-	-
Fast Builder 1	Construction speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Veggie Scavenger 1	Veggie gathering speed increase	1	2	3	4	5	-	-	-	-	-
Lumber 1	Lumber production increase	1	2	3	4	5	-	-	-	-	-
Innovator 1	Research Speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Lumber Scavenger 1	Lumber gathering speeds	1	2	3	4	5	-	-	-	-	-
Water Producer 1	Water prodcution increase	1	2	3	4	5	-	-	-	-	-
Fast Builder 1	Construction speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Water Scavenger I	Water gathering speed increase	1	2	3	4	5	-	-	-	-	-
Meat Butcher I	Meat production increase	1	2	3	4	5	-	-	-	-	-
Innovator I	Research Speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Game Hunter I	Meat gathering speeds	1	2	3	4	5	-	-	-	-	-
Bullet Forger II	Bullet production increase	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5
Faster Fighter Training	Melee fighter training speed increase	1	2	3	4	5	-	-	-	-	-
Fighter Group Training	Melee fighter training group size increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-

Correct as of 3.14.2

Revision #1
Created 10 November 2022 15:11:10 by Origin
Updated 15 May 2023 12:36:56 by Origin