

Weapon Experience

Mega Man Zero 2 features a weapon experience system like Zero "1". The more you use a weapon, the better Zero can use it.

Information here was originally posted in a pastebin by Kuriban - <https://pastebin.com/AFeyKueR>

It should be noted - Damage done during the intro stage does not affect weapon experience.

Z-Saber

Levels

Level	XP needed	Effect
1 (Start)	0	Single sword slash. Normal jump slash. No elemental effects
2	30	2 standing slash combo
3	90	3 standing slash combo
4	290	Can Charge saber attack and apply elemental chip damage
5	850	"Quick Charge" (for saber)

XP Table

Attack	XP Gained
Second Combo Slash	2
Third Combo Slash	4
Charge Slash	8
Everything Else	1

Z-Buster

Level Table

Level	XP needed	Effect
1 (Start)	0	
2	200	Full charge shot, Elemental effects
3	600	Quick Charge (for buster)

XP Table

Attack	XP Gained
Lemons	1 (including boss iframes)
Half Charge	2
Full Charge	4

Chain Rod

Level Table

Level	XP needed	Effect
1 (Start)	0	
2	50	Full charge, Elemental effects
3	210	Quick Charge (for chain)

XP Table

Attack	XP Gained
Normal	1
Charged	2 (per hit)

Shield Boomerang

Level Table

Level	XP needed	Effect
1 (Start)	0	
2	30	Mid Range throw
3	80	Long Range throw

XP Table

Attack	XP Gained
Charge Attack	1
"Point Blank" Charge Attack	2-3

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