# Crisis Core：Final Fantasy VII Experience／Level Up／Stats Chart 

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｜｜Foreword：Introduction to the FAQ｜｜
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This is a brief document with the sole purpose of clarifying how EXP，Levels， and Stats are gained in Crisis Core．This is done through the use of the DMW Slot Machine，but it＇s not random as you＇ll see．In this document you＇ll find a chart which shows all possible levels，the EXP Value you need in order to reach that Level，and the fixed（natural）stats that go with that Level．

May it be to good use of you．
－Absolute Steve

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The Stats:
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Zack has a few stats which are the following:

Strength: This is your Physical Attack power.
Vitality: This is your defense versus enemy Physical Attacks.
Magic : This is your Magical power.
Spirit : This is your defense versus enemy Magical Attacks.
Luck : The higher your Luck, the more critical hits and better item drop rates. Critical Hit Rate $=$ (Attacker's Luck - Defender's Luck) / 2.56 (\%).
Attacks from behind are Auto-Critical Hits.

## Leveling Up

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- Levelling up is NOT *COMPLETELY* RANDOM.
- The game has an invisible EXP Counter, and enemies give EXP.
- EXP is not the same as SP.
- Stats are not random, but fixed. The chart below is definitive.
- When you have reached enough EXP, the DMW can spin to 777, Levelling you up.
- This does NOT mean that you *WILL* Level Up if you have enough EXP, only that you CAN Level Up.
- You have an Available Level and a Current Level. The Available Level is the Level you have reached enough EXP for (see table below). The Current Level is the Level you are currently at. The higher the difference between these two, the higher your chance for Levelling Up.

Level Up Chance Formula:
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- Your chance of Levelling Up is determined by the formula below. The Available Level stands for the Level you can theoretically achieve, which you can also check in the table below. You need EXP to increase your Available Level. Your Current Level is the Level you're currently at.

AVLevel = Available Level
CurLevel = Current Level
[] = Round down

Probability $=[20$ * (AVLevel - CurLevel) * [AVLevel*100/CurLevel]/100]/2.56

Example:
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You have gained 10011 Exp so far. Your Available Level is 15 (see table). Your Current Level is 10, for example. Fill them in at the formula.

So you have nearly $60 \%$ chance of levelling up.

Now say you Level Up 3 times, and your Current Level becomes 13.
Assume your Available Level stays 15. What is the chance you Level Up now?
$[20$ * (15-13) * [15*100/13]/100]/2.56 = 17.96\%

Since your Current Level is closer to your Available Level, you now notice a significant drop in chance. Your chance to Level Up is now only 18\%.

The Level Up Chart:

- The chart below shows the EXP needed to Level Up for each Available Level.
- You can find enemy EXP Values in the Enemy Enceclopedia.
- Early levels are the most important, as stats will start to stall at higher Levels. They are raised much slower in the high Level ranges.


| $\mid$ | 42 | $\mid$ | 334072 | $\mid$ | 3049 | $\mid$ | 222 | $\mid$ | 238 | $\mid$ | 48 | $\mid$ | 46 | $\mid$ | 46 | $\mid$ | 45 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| $\mid$ | 34 | $\mid$ |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| $\mid$ | 43 | $\mid$ | 362915 | $\mid$ | 3115 | $\mid$ | 225 | $\mid$ | 241 | $\mid$ | 49 | $\mid$ | 47 | $\mid$ | 47 | $\mid$ | 46 |
| $\mid$ | 35 | $\mid$ |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| $\mid$ | 44 | $\mid$ | 393548 | $\mid$ | 3181 | $\mid$ | 228 | $\mid$ | 244 | $\mid$ | 50 | $\mid$ | 47 | $\mid$ | 47 | $\mid$ | 46 |
| $\mid$ | 35 | $\mid$ |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| $\mid$ | 45 | $\mid$ | 426041 | $\mid$ | 3247 | $\mid$ | 231 | $\mid$ | 247 | $\mid$ | 51 | $\mid$ | 49 | $\mid$ | 48 | $\mid$ | 47 |
| $\mid$ | 36 | $\mid$ |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| $\mid$ | 46 | $\mid$ | 460466 | $\mid$ | 3313 | $\mid$ | 234 | $\mid$ | 250 | $\mid$ | 51 | $\mid$ | 49 | $\mid$ | 48 | $\mid$ | 47 |
| $\mid$ | 36 | $\mid$ |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| $\mid$ | 47 | $\mid$ | 496896 | $\mid$ | 3379 | $\mid$ | 237 | $\mid$ | 253 | $\mid$ | 52 | $\mid$ | 50 | $\mid$ | 49 | $\mid$ | 48 |
| $\mid$ | 37 | $\mid$ |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| $\mid$ | 48 | $\mid$ | 535406 | $\mid$ | 3445 | $\mid$ | 240 | $\mid$ | 256 | $\mid$ | 52 | $\mid$ | 50 | $\mid$ | 49 | $\mid$ | 49 |$|$

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