

Bufs

Bufs are temporary positive effects granted to party members. Bufs with higher levels have stronger effects and tend to last longer than buf s with lower levels.

- Melee Accuracy Up
- Ranged Accuracy Up
- Evasion Up
- Melee Power Up
- Ranged Power Up
- Potential Up
- Physical Res Up
- Beam Res Up
- Ether Res Up
- Thermal Res Up
- Electric Res Up
- Gravity Res Up
- Barrier
- Supercharge
- Decoy
- Critical Power Up
- Effect Stasis
- Defending
- Aura
- Invincible
- Weather Immunity
- Terrain Immunity
- Weather and Battle Probe Bufs
 - All Attribute Res Up
 - Critical Chance Up
 - Ether Attack Up

- Thermal Attack Up
- Electric Attack Up
- Gravity Attack Up
- Res Down
- Skell Fuel Recovery
- Skell Fuel Recovery Speed Up

Melee Accuracy Up

Increases melee attack accuracy.

Ranged Accuracy Up

Increases ranged attack accuracy.

Evasion Up

Increases the character's chance of evading enemy attacks.

Melee Power Up

Increases melee attack damage.

Ranged Power Up

Increases ranged attack damage.

Potential Up

Increases the amount of HP recovered by Soul Voices and Arts, and increases damage dealt by tension Arts.

Physical Res Up

Decreases the amount of physical damage the character will take.

Beam Res Up

Decreases the amount of beam damage the character will take.

Ether Res Up

Decreases the amount of ether damage the character will take.

Thermal Res Up

Decreases the amount of thermal damage the character will take.

Electric Res Up

Decreases the amount of electric damage the character will take.

Gravity Res Up

Decreases the amount of gravity damage the character will take.

Barrier

Surrounds the character with a barrier that absorbs a certain amount of damage.

Supercharge

Doubles the damage the character's next attack will do.

Decoy

The character will evade a certain number of enemy attacks.

Critical Power Up

Doubles the damage of the character's critical hits.

Effect Stasis

Buff effects will last longer.

Defending

Greatly decreases the amount of damage the character will take.

Aura

An aura becomes active. The effect of the aura varies depending on the Art used.

Invincible

The character becomes invincible for a certain amount of time.

Weather Immunity

The character will become immune to weather effects.

Terrain Immunity

The character will become immune to terrain damage.

Weather and Battle Probe Buffs

These are positive effects gained from either the weather or from placing battle-related probes.

Weather and Battle Probe Buffs

All Attribute Res Up

Decreases all damage the character is taking.

Weather and Battle Probe Buffs

Critical Chance Up

Increases the character's chance of scoring a critical hit.

Weather and Battle Probe Buffs

Ether Attack Up

Increases ether attack damage.

Weather and Battle Probe Buffs

Thermal Attack Up

Increases thermal attack damage.

Weather and Battle Probe Buffs

Electric Attack Up

Increases electric attack damage.

Weather and Battle Probe Buffs

Gravity Attack Up

Increases gravity attack damage.

Weather and Battle Probe Buffs

Res Down

Reduces the enemy's resistance to debuffs and makes it easier to inflict Stagger and Topple.

Weather and Battle Probe Buffs

Skell Fuel Recovery

Recovers Skell fuel constantly.

Weather and Battle Probe Buffs

Skell Fuel Recovery Speed Up

Parked Skells recover fuel more quickly.