

Mobility Debuffs

These debuffs will either forcefully move a character or affect that character's ability to move. The affected character will not be able to move until the debuff is removed or wears off on its own.

- Stagger
- Topple
- Knockback
- Launch
- Flinch
- Stun
- Sleep
- Bind
- Control

Stagger

Knocks the character off balance, making them susceptible to Topple and Bind.

Topple

The character topples, opening them up to further attack.

Knockback

The character is shoved backwards a certain distance.

Launch

The character is sent flying away.

Flinch

The character flinches, unable to act for a certain period of time.

Stun

The character faints.

Sleep

The character is put to sleep but will wake upon being attacked.

Bind

The character is pinned down by an enemy Skill.

Control

The character seizes control of the target and turns it into an ally.