

Status Debuffs

These affect either a party member's or enemy's stats.

- Taunt
- Blackout
- Virus
- Fatigue
- Slow Arts
- Time Bomb
- Debuff Res Down
- HP Recovery Down
- Max TP Down
- Blaze
- Shock
- Physical Res Down
- Beam Res Down
- Ether Res Down
- Thermal Res Down
- Electric Res Down
- Gravity Res Down

Taunt

Draws the attention of the target.

Blackout

Reduces accuracy, evasion, and the amount of damage dealt by ranged weapons.

Virus

The afflicted cannot use ranged weapons.

Fatigue

Decreases melee attack damage.

Slow Arts

Slows down Art cooldown speed.

Time Bomb

Inflicts a large amount of damage after a certain amount of time.

Debuff Res Down

Decreases resistance to all types of debuffs.

HP Recovery Down

Reduces the amount of HP recovered by Soul Voices and Arts.

Max TP Down

Reduces Maximum TP.

Blaze

Inflicts thermal damage at regular intervals.

Shock

Inflicts electric damage at regular intervals.

Physical Res Down

Increases the amount of physical damage taken.

Beam Res Down

Increases the amount of beam damage taken.

Ether Res Down

Increases the amount of ether damage taken.

Thermal Res Down

Increases the amount of thermal damage taken.

Electric Res Down

Increases the amount of electric damage taken.

Gravity Res Down

Increases the amount of gravity damage taken.