

# 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.