

Debuffs

Debuffs are negative effects inflicted upon party members. Debuffs with higher levels have stronger effects and tend to last longer than debuffs with lower levels.

- Mobility Debuffs

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

- Status Debuffs

- 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

- Weather Debuffs

- Melee Accuracy Down
- Ranged Accuracy Down
- Melee Power Down
- Ranged Power Down
- Potential Down
- Critical Chance Down
- Beam Attack Down
- Weather Damage: Heat
- Weather Damage: Lightning

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.

Mobility Debuffs

Stagger

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

Mobility Debuffs

Topple

The character topples, opening them up to further attack.

Mobility Debuffs

Knockback

The character is shoved backwards a certain distance.

Mobility Debuffs

Launch

The character is sent flying away.

Flinch

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

Mobility Debuffs

Stun

The character faints.

Mobility Debuffs

Sleep

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

Mobility Debuffs

Bind

The character is pinned down by an enemy Skill.

Mobility Debuffs

Control

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

Status Debuffs

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

Status Debuffs

Taunt

Draws the attention of the target.

Status Debuffs

Blackout

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

Status Debuffs

Virus

The afflicted cannot use ranged weapons.

Status Debuffs

Fatigue

Decreases melee attack damage.

Status Debuffs

Slow Arts

Slows down Art cooldown speed.

Status Debuffs

Time Bomb

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

Status Debuffs

Debuff Res Down

Decreases resistance to all types of debuffs.

Status Debuffs

HP Recovery Down

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

Status Debuffs

Max TP Down

Reduces Maximum TP.

Status Debuffs

Blaze

Inflicts thermal damage at regular intervals.

Status Debuffs

Shock

Inflicts electric damage at regular intervals.

Status Debuffs

Physical Res Down

Increases the amount of physical damage taken.

Status Debuffs

Beam Res Down

Increases the amount of beam damage taken.

Status Debuffs

Ether Res Down

Increases the amount of ether damage taken.

Status Debuffs

Thermal Res Down

Increases the amount of thermal damage taken.

Status Debuffs

Electric Res Down

Increases the amount of electric damage taken.

Status Debuffs

Gravity Res Down

Increases the amount of gravity damage taken.

Weather Debuffs

Certain weather conditions inflict debuffs.

Weather Debuffs

Melee Accuracy Down

Reduces melee attack accuracy.

Weather Debuffs

Ranged Accuracy Down

Reduces ranged attack accuracy.

Weather Debuffs

Melee Power Down

Reduces melee attack damage.

Weather Debuffs

Ranged Power Down

Reduces ranged attack damage.

Weather Debuffs

Potential Down

Decreases the amount of HP recovered by Soul Voices and Arts, as well as damage dealt by tension Arts.

Weather Debuffs

Critical Chance Down

Reduces the character's chance to score a critical hit.

Weather Debuffs

Beam Attack Down

Reduces beam attack damage.

Weather Debuffs

Weather Damage: Heat

Inflicts thermal damage at regular intervals.

Weather Debuffs

Weather Damage: Lightning

Inflicts electric damage at regular intervals.