

# 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.

Mobility Debuffs

# 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.