

Weather

Different weather conditions bring with them different buffs and debuffs.

- Clear
- Cloudy
- Dense Fog
- Rain
- Lightning
- Heavy Rain
- Heat Wave
- Sandstorm
- Thunderstorm
- Electromagnetic Storm
- Rising Energy Mist
- Energy Mist
- Brimstone Rain
- Aurora
- Crimson Aurora
- Spores
- Meteor Shower
- Rainbow

Clear

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
-	-	-	-

Cloudy

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
-	-	-	-

Dense Fog

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Ranged Accuracy Down</u>	IV	I	II
<u>Melee Accuracy Down</u>	III	I	II
<u>Critical Chance Down</u>	III	I	II

Rain

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Ranged Accuracy Down</u>		-	
<u>Beam Attack Down</u>		-	
<u>Critical Chance Down</u>		-	

Lightning

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Electric Attack Up</u>	III	I	I
<u>Beam Attack Up</u>	I	I	I

Heavy Rain

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Ranged Accuracy Down</u>	III	I	II
<u>Beam Attack Down</u>	III	I	II
<u>Critical Chance Down</u>	II	I	II

Heat Wave

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Ranged Accuracy Down</u>	II	-	II
<u>Melee Power Down</u>	V	-	III
<u>Thermal Attack Up</u>	III	I	II

Sandstorm

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Ranged Accuracy Down</u>	IV	II	III
<u>Melee Accuracy Down</u>	III	I	III
<u>Ranged Power Down</u>	V	II	III
<u>Beam Attack Down</u>	IV	II	III

Thunderstorm

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Ranged Accuracy Down</u>	II	-	I
<u>Electric Attack Up</u>	III	I	I
<u>Beam Attack Down</u>	I	-	I

Electromagnetic Storm

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Ranged Accuracy Down</u>	IV	II	II
<u>Ranged Power Down</u>	V	II	III
<u>Electric Attack Up</u>	V	III	III
<u>Weather Damage: Lightning</u>	I	II	I

Rising Energy Mist

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Ether Attack Up</u>	III	I	I
<u>Max TP Down</u>	I	II	-
<u>Potential Down</u>	III	I	I
<u>Fuel Recovery Up</u>	-	I	-

Energy Mist

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Ether Attack Up</u>	V	IV	IV
<u>Max TP Down</u>	III	IV	-
<u>Potential Down</u>	V	III	III
<u>Fuel Recovery Up</u>	-	III	-

Brimstone Rain

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Ranged Accuracy Down</u>	II	-	I
<u>Melee Power Down</u>	III	-	II
<u>Thermal Attack Up</u>	V	III	II
Weather Damage: Fire	III	-	-

Aurora

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Critical Chance Up</u>	III	I	I
<u>Potential Up</u>	III	I	I
<u>Ether Attack Up</u>	III	I	I

Crimson Aurora

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Critical Chance Up</u>	IV	II	II
<u>Potential Down</u>	IV	I	I
<u>Ether Attack Up</u>	V	III	III
<u>Gravity Attack Up</u>	III	I	I

Spores

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Melee Power Down</u>	IV	II	I
<u>Ranged Power Down</u>	IV	II	I
<u>Potential Down</u>	V	III	III

Meteor Shower

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
Weather Damage: Meteorite	III	II	I
<u>Gravity Attack Up</u>	III	II	I
<u>Critical Chance Up</u>	III	I	I

Rainbow

Effect Name	Ground Unit Effect Level	Skell Effect Level	Enemy Effect Level
<u>Critical Chance Up</u>	V	III	III
<u>Potential Down</u>	III	I	II