

# 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
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# 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>	I	-	I
<u>Beam Attack Down</u>	I	-	I
<u>Critical Chance Down</u>	I	-	I

# 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

# Electromagentic 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