

FINAL FANTASY ZERO STATUSES



Doctor: "Take two, and call me in the morning"

OVERVIEW

While simply trading blows and depleting HP are the basics of combat, they are not the whole of the thing. Statuses come into play as a more strategic manipulation of your enemies, your party, and the battle around you – with these effects, you can improve your attacks or defenses, or inhibit your enemies'. Statuses are power-ups and power-downs (sometimes called “buffs” and “debuffs”) that last over time, and that make certain actions easier or harder.

Statuses mostly feature as “riders” on offensive and defensive abilities. A certain attack might do some damage, and also inflict an ailment, making the next round for the afflicted individual more difficult to recover or deal damage themselves, for instance.

Statuses have the following traits:

Ongoing: A status lasts an amount of time. Generally, this time is one of three durations: Short (save ends, or 5 rounds), Medium (an encounter, or 5 minutes), or Long (until healed). The exact status will list its duration, but statuses are things you will need to track from round to round. If a save ends a state, then a creature who wants to be rid of it can roll 1d20 at the end of any turn that they have the state: If it is 10 or more, the ailment is removed; if it is less than 10, the enhancement or state is removed.

Non-Stacking: As usual, two things that affect a given score do not stack – the most powerful force takes primacy. For instance, if an enhancement grants WPW ×50%, and another grants WPW ×2, you only apply the latter.

Statuses come in three major types:

Enhancement: Enhancements improve your character in some way – Protect will reduce the physical damage you take, while Reflect will bounce spells back at an enemy, protecting you.

Ailment: Ailments will debilitate your character. Poison will cause them to lose HP gradually, while Disable prohibits you from using your job abilities.

State: States can be both positive and negative, in different respects. Berserk will greatly enhance your attack power, but it forces you to constantly attack; Vanish will render you immune to physical attack, but greatly vulnerable to magical assault.

IMMUNITIES AND VULNERABILITIES

Like the elements, statuses are things that creatures can possess a certain resistance or susceptibility to. Elite and boss monsters are the most common creatures that have resistances, but even standard monsters may be surprisingly adaptable. Generally, these apply against ailments or states – it is rare to find a creature who is Protect Proof, for instance.

Status Ward: A ward against a status makes it more difficult to take hold – when the status is applied, a warded creature gains an instant saving throw to shake it off.

Status Proof: A proof against a status makes the status completely ineffective – the creature is immune.

Status Eater: A status eater will actually transform the status into the corresponding enhancement (such as transforming the Slow status into Haste, or Poison into Regen).

Trade-Offs: More common than being status-proof or status-eating is a trade off system, such as that granted by the Insomniac ability, where you can avoid the status at a cost (such as HP, MP, or SPD).

Status Vulnerability: A vulnerability to a status may increase the duration of it, may add another vulnerability on top of it, or may add damage when it is applied.

STATUSES

The list below is a list of statuses arranged in alphabetical order. Each status has the following elements:

Type: The status can be an enhancement (a beneficial status), an ailment (a hampering status), or a state (a status with both positive and negative results).

Level: Each status has a “minimum level,” before which it generally does not appear in the game. This level shows its potency relative to other statuses, and can be used when building game elements to measure the effect that the status will have.

Duration: If the status is Short, Medium, or Long duration.

Element: Many statuses (but not all of them) are associated with an elemental energy.

Affect: A status can either affect a character's Mind or their Body.

Removal: How you can be rid of the status. If this area lists another status, the two are considered “opposites.” It is important to note that, unless otherwise mentioned, a KO will remove all other statuses.

STATUS LIST

Antimagick

State, LV 9, Special Duration, Non-Elemental, Mind

The affected is immune to magick – any magickal effect that targets them automatically misses. However, a physical attack will always hit, and, when it does, the state is ended.

Removal: A hit with a physical attack will remove the state. Otherwise, the state has a Long duration.

Berserk

State, LV 3, Short Duration, Non-Elemental, Mind

The affected multiplies WPW rolls by $\times 2$, and gains +2 SPD every turn. However, they must spend every turn making a melee attack.

Removal: The only way to remove Berserk is to wait until it wears off.

Blink

Enhancement, LV 7, Special Duration, Non-Elemental, Body

This illusion generates multiple images of the enhanced creature. The next 3 physical attacks against the creature miss automatically.

Removal: This enhancement lasts until the enhanced is missed by 3 physical attacks. Otherwise, this enhancement has a Medium duration.

Bravery

Enhancement, LV 3, Short Duration, Non-Elemental, Body

The affected multiplies WPW rolls by $\times 2$.

Removal: Bravery is removed when it wears off.

Bubble

Enhancement, LV 5, Medium Duration, Non-Elemental, Body

The maximum HP of the enhanced creature doubles.

Removal: Bubble is removed when it wears off.

Charm

Ailment, LV 15, Medium Duration, Non-Elemental, Mind

The one who inflicts this ailment gains control over the afflicted creature, able to dictate to them instructions as if they were an automaton. The one who inflicted the status can command the controlled creature to use any ability at the controlled creature's disposal.

Removal: Any damage on the inflicter or the afflicted will remove this ailment.

Confuse

Ailment, LV 5, Short Duration, Non-Elemental, Mind

The afflicted creature cannot select their actions – each round, they will use a physical attack against a random creature (assign each creature in the encounter an equal percentage chance to be targeted).

Removal: Any damage on the afflicted will remove the ailment.

Curse

Ailment, LV 15, Long Duration, Non-Elemental, Mind

The afflicted creature cannot use Limit Breaks or Espers.

Removal: The only way to remove Curse is to heal it – by the use of an *esuna* spell, a remedy, or by having a long rest.

Disable

Ailment, LV 9, Long Duration, Non-Elemental, Body

The afflicted creature cannot use any job abilities.

Removal: The only way to remove Disable is to heal it in one of the following ways: a long rest, an *esuna* spell, a remedy, or a bandage

Disease

Ailment, LV 13, Long Duration, Shadow Element, Body

The afflicted creature cannot heal HP.

Removal: The only way to remove Disease is to heal it in one of the following ways: a long rest, an *esuna* spell, or a remedy.

Doom

Ailment, LV 9, Special Duration, Shadow Element, Body

The afflicted creature suffers an Instant KO after 5 rounds have ended with them in this status.

A variant of this causes the Petrify status instead of the Instant KO status.

Removal: Doom wears off when the Instant KO status is applied.

Eject

Ailment, LV 13, Medium Duration, Non-Elemental, Body

The afflicted creature suffers Instant KO and also cannot be revived until the encounter is over.

Removal: Eject can only be removed at the end of the encounter.

Faith

Enhancement, LV 5, Short Duration, Non-Elemental, Mind

The enhanced creature multiplies MPW rolls by $\times 2$.

Removal: Faith is removed when it wears off.

Flying

Enhancement, LV 1, Medium Duration, Wind Element, Body

The enhanced creature will not trigger traps, and has a +10 bonus to Flee attempts.

Removal: Being hit with a Gravity-element effect will remove this status. Immobilize is this enhancement's opposite.

Frog

Ailment, LV 11, Long Duration, Water Element, Body

The afflicted creature turns into a frog. They cannot use any job abilities, and their WPW becomes 1.

Removal: The only way to remove Frog status is to have it healed by one of the following: a long rest, an *esuna* spell, a remedy or maiden's kiss item, or by being hit with the Frog status again.

Haste

Enhancement, LV 9, Medium Duration, Non-Elemental, Body

The enhanced creature moves much faster than normal. They gain +5 SPD on every turn, and any delays they suffer are halved.

Removal: The Slow ailment is Haste's opposite.

Immobilize

Ailment, LV 5, Medium Duration, Non-Elemental, Body

The afflicted creature cannot move. They cannot change rows, flee, or use any special movement.

Removal: The Flying state is this ailment's opposite. It can also be removed with a Bandage item.

Instant KO

Ailment, LV 11, Special Duration, Shadow Element, Body

The afflicted creature gains KO status. This is not an ongoing effect – it is applied once, and the KO is ongoing.

Removal: Because Instant KO is not ongoing, it cannot be removed. The KO that it causes can be undone in any of the typical ways (phoenix down, *raise* spell, etc.)

Invincible

Enhancement, LV 13, Short Duration, Non-Elemental, Body

The enhanced creature does not take damage.

Removal: Invincible is only removed when it wears off.

Mini

Ailment, LV 7, Long Duration, Cosmos Element, Body

The afflicted creature shrinks to diminutive size. Their WPW becomes 1.

Removal: The only way to remove Mini status is to have it healed by one of the following: a long rest, an *esuna* spell, a remedy or mallet item, or by being hit with the Mini status again.

Petrify

Ailment, LV 13, Long Duration, Earth Element, Body

The afflicted creature turns into stone, and cannot take actions.

Removal: The only way to remove Petrify status is to have it healed by an *esuna* spell or a golden needle item. No other effect in the game can remove Petrify status.

Poison

Ailment, LV 1, Medium Duration, Shadow Element, Body

The afflicted creature loses 10% of their Maximum HP every round. This is considered Shadow-elemental damage.

Removal: Poison will wear off by itself. It can also be healed with the Antidote item. The Regen enhancement is the opposite of Poison.

Protect

Enhancement, LV 3, Short Duration, Non-Elemental, Body

The enhanced creature only takes half physical damage.

Removal: Protect is removed when it wears off.

Reflect

Enhancement, LV 15, Short Duration, Non-Elemental, Mind

The enhanced creature takes no damage from any magickal source – instead, an attempt to inflict magickal damage on the creature inflicts that damage on the attempting creature instead. The creature is automatically hit, though immunities, absorptions, resistances, and the like still apply.

Removal: Reflect is removed when it wears off.

Refresh

Enhancement, LV 1, Medium Duration, Non-Elemental, Mind

The enhanced creature regains 10% of their Maximum MP every round.

Removal: Refresh is removed when it wears off.

Regen

Enhancement, LV 1, Medium Duration, Holy Element, Mind

The enhanced creature regains 10% of their Maximum HP every round. This is considered Holy-elemental healing.

Removal: Regen is removed when it wears off.

Reraise

Enhancement, LV 15, Special Duration, Holy Element, Body

If the enhanced creature gains the KO status, it is instantly negated. If you gained this status by dropping to 0 HP, you now have 1 hp.

Removal: Reraise is removed when the KO status is negated. Otherwise, it has a Medium duration.

Seal

Ailment, LV 7, Long Duration, Non-Elemental, Mind

The afflicted creature cannot use any spells.

Removal: The only way to remove the Seal status is to have it healed with one of the following: a long rest, an *esuna* spell, or a remedy or echo screen item.

Shell

Enhancement, LV 5, Short Duration, Non-Elemental, Mind

The enhanced creature takes only half magickal damage.

Removal: Shell is removed when it wears off.

Sleep

Ailment, LV 3, Short Duration, Non-Elemental, Mind

The afflicted creature cannot take turns.

Removal: Any damage on the afflicted creature will remove the ailment.

Slow

Ailment, LV 3, Medium Duration, Non-Elemental, Body

The afflicted creature suffers -5 SPD on every turn, and any delays the suffer are doubled.

Removal: The Haste enhancement is Slow's opposite. The Chronos Tear item also removes Slow.

Stop

Ailment, LV 11, Medium Duration, Non-Elemental, Body

The afflicted creature cannot take turns.

Removal: Stop will wear off by itself. It can also be removed by the Chronos Tear item.

Umbra

Ailment, LV 1, Medium Duration, Shadow Element, Body

The afflicted creature takes a -10 penalty on melee and ranged attack rolls.

Removal: Umbra will wear off by itself. It can also be removed by the Eye Drops item.

Vanish

State, LV 11, Special Duration, Non-Elemental, Body

The affected is immune to physical attacks – any magickal effect that targets them automatically misses. However, a magickal attack will always hit, and, when int does, the state is ended.

Removal: A hit with a magickal attack will remove the state. Otherwise, the state has a Long duration.

Zombie

State, LV 15, Long Duration, Shadow Element, Body

The affected creature is healed by Shadow energy, is weak against Holy-elemental effects, and takes Holy-elemental healing as Holy damage. The affected creature also executes a basic melee attack each round against a random target as if confused.

Removal: This status can only be removed with the Holy Water item. No other effect in the game can remove Zombie status.