





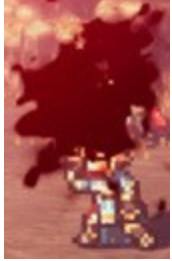

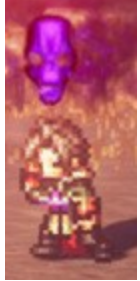













































Status Icon	Status Effect Name and Details	Image of Status In-Game
	<p>Poison - Causes damage to the character after each of their turns (Cured using Herb of Healing)</p>	
	<p>Dehabilitation - Toxin that deals damage like Poison, but also damages SP and BP as well (Can be cured with Herb of Healing, has the same visual effect, and will 'override' Poison if targeted character is already Poisoned)</p>	<p>N/A</p>
	<p>Silence - Prevents the character from using Skills (Cured using Herb of Clamor)</p>	
	<p>Blindness - Decreases the Accuracy of physical attacks (Cured using Herb of Light)</p>	
	<p>Terror - Unable to Boost with BP (and prevented from naturally gaining BP) (Cured using Herb of Valor)</p>	
	<p>Unconscious - Unable to perform any actions (Cured using Herb of Revive)</p>	

	<p>Sleep - Unable to perform any actions (woken if attacked) (Cured using Herb of Awakening)</p>	
	<p>Confusion - Random actions, but ends if attacked by another character (Can attack enemies, allies, or even themselves) (Cured using Herb of Clarity)</p>	
	<p>Petrification - Character is turned to stone and cannot perform any actions (Cured via a rather specific item, but the status is only encountered in very specific situations)</p>	
	<p>Physical Attack Increased</p>	<p>N/A</p>
	<p>Physical Attack Decreased</p>	<p>N/A</p>
	<p>Physical Defense Increased</p>	<p>N/A</p>
	<p>Physical Defense Decreased</p>	<p>N/A</p>
	<p>Elemental Attack Increased</p>	<p>N/A</p>
	<p>Elemental Attack Decreased</p>	<p>N/A</p>
	<p>Seal Magic - Prevents the character from casting spells</p>	<p>N/A</p>

	Elemental Defense Increased	N/A
	Elemental Defense Decreased	N/A
	Accuracy Increased	N/A
	Accuracy Decreased	N/A
	Critical Increased	N/A
	Critical Decreased	N/A
	Speed Increased	N/A
	Speed Decreased	N/A
	Evasion Increased	N/A
	Evasion Decreased	N/A
	Sidestep - Auto-Evades physical attacks equal to the number shown	N/A
	Auto-Revive - Will automatically revive the character with 25% of their health when their HP drops to 0	N/A
	HP Regen - Character will regenerate HP after each of their turns	N/A

	SP Regen - Character will regenerate SP after each of their turns	N/A
	Invincible - Character is immune to damage and effects (Same visual effect as Divine Aura)	
	Leghold Trap - Makes the target move last (Functions similar to Speed Reduction, but with a different icon)	N/A
	Incite - Causes enemies to focus their attacks on you	N/A
	Transfer Rune - Causes the character's self-targeting skills to also be applied to the rest of the party	N/A
	Divination - Guarantees critical hits for affected character	N/A
	BP Boost - Increases character's BP gain by 1 per turn. (Note that you still don't regenerate BP the turn after using BP)	N/A
	Celestial Intervention (On Foes, or Cast By Foes) - Prevents foe from receiving attribute augmentations	N/A
	Celestial Intervention (On Allies when cast by Allies) - Prevent ally from being inflicted with attribute penalties	N/A
	Moon's Reflection - Character will counter physical damage a number of times equal to the number shown (Same effect as Eye for an Eye)	N/A
	Reflective Veil - Reflects a number of elemental attacks against the character equal to the number shown	N/A
	Alephan's Enlightenment - Causes spells by the character that normally attack all to focus on a single foe, increasing their damage	N/A

	Aelfric's Auspices - Skills used by character will trigger twice (Doesn't affect Divine Skills)	N/A
	Dohter's Charity - Causes all items used by character will affect all	N/A
	Dreisang's Spell - Elemental attacks by the character will hit for critical damage	N/A
	Sealticge's Seduction - Skills used by character that normally target a single foe will affect all foes (and same for skills that normally target a single ally)	N/A
	Rehabilitate - Character is immune to status effects (But not stat-changing effects)	N/A
	Fire Rune - Attacks by the character will deal additional Fire damage (Also applies to skills that use a weapon)	
	Ice Rune - Attacks by the character will deal additional Ice damage (Also applies to skills that use a weapon)	
	Thunder Rune - Attacks by the character will deal additional Lightning damage (Also applies to skills that use a weapon)	
	Wind Rune - Attacks by the character will deal additional Wind damage (Also applies to skills that use a weapon)	
	Dark Rune - Attacks by the character will deal additional Dark damage (Also applies to skills that use a weapon)	
	Light Rune - Attacks by the character will deal additional Light damage (Also applies to skills that use a weapon)	