

Condition Effects

Overview

Condition effects are used in:

- [Item Data](#)
- [Monster Data](#)
- [Spell Data](#)

Event Commands:

Command	ASM Offset	Description
88 XX C1 C4	\$C0AE2D	Remove all but condition effects 1 and 4 (C1 and C4) from character XX
89 XX C1 C4	\$C0AE47	Inflict condition effects 1 and 4 (C1 and C4) on character XX
8A XX C1 C4	\$C0AE61	Toggle condition effects 1 and 4 (C1 and C4) for character XX

Data

Offset	Description
\$00	Condition Effect 1
	\$01 Dark
	\$02 Zombie
	\$04 Poison
	\$08 Enable Magitek
	\$10 Vanish
	\$20 Imp
	\$40 Petrify
	\$80 Death
\$01	Condition Effect 2
	\$01 Condemned
	\$02 Kneeling
	\$04 Blink
	\$08 Silence
	\$10 Berserk
	\$20 Confusion
	\$40 HP Drain
	\$80 Sleep

Offset	Description
\$02	Condition Effect 3
	\$01 Dance, but Float for Equip
	\$02 Regen
	\$04 Slow
	\$08 Haste
	\$10 Stop
	\$20 Shell
	\$40 Safe
	\$80 Reflect
\$03	Condition Effect 4
	\$01 Rage
	\$02 Frozen
	\$04 Protection from Death
	\$08 Morph into Esper
	\$10 Casting Spell
	\$20 Removed from Battle
	\$40 Randomly defended by Interceptor
	\$80 Float

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Last update: **2019/02/12 10:49**

