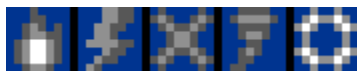


# RESISTANCE & PROWESS MENU

Season 2 introduces a Prowess Menu. You can access this by viewing any ally or enemies character menu. It will display on the left side, below their Map Sprite preview. It will show colored icons for resistances and display the prowess stats of the character.

## RESISTANCES

Characters can have WEAKNESS, NONE, MINOR, MAJOR, or IMMUNITY resistance. This affects how much a spell damages them or in the case of status spells how successful it is.



WEAKNESS (Fire, Ice, Lightning, Wind, Neutral resist only) causes the spell to do about +25% damage. This is indicated by a gray icon in the Prowess Menu.



MINOR causes the spell to do about +25% damage, or be less successful with status spells. This is indicated by a colored icon in the Prowess Menu.



MAJOR causes the spell to do about +50% damage, or be significantly less successful with status spells. This is indicated by a colored icon with a white border.



IMMUNITY (Status resist only) this makes it so status spells have a 0% success rate. This is indicated by a colored icon with a red border.

NONE has no effect on the spell, this isn't displayed and just left blank.

## SPELLS

Fire

Spells: Apollo, Blaze, Ignite

Ice

Spells: Freeze, Ice, Neptun

Lightning

Spells: Bolt, Chain,

Wind

Spells: Blast, Dao, Storm

Neutral

Spell: Atlas, Aura, Egress, Grace, Heal, Katon, Mend, Okami, Raijin, Renew, Saisei, Spirit, Surge

\*In season 2 nothing has Neutral resistance, so these should be unaffected.

Status

Spells: Attack, Boost, Desoul, Detox, Dispel, Drain, Muddle, Sleep, Slow

\*Status spells that benefit a player should be unaffected

## PROWESS

Characters have three Prowesses: Critical, Double, and Counter.

## CRITICAL EFFECT

Critical determines how much extra damage you do with a critical and the chances to score a critical hit.

125 You'll do 25% extra damage with a critical.

150 You'll do 50% extra damage with a critical.



Stun You'll do normal damage and inflict the Stun condition. This is indicated with a shaky hand, known as the Stun Icon.



Poison You'll do normal damage and inflict poison. This is indicated with a green bottle known as the Poison Icon.



Drain You'll do normal damage and inflict SPOIT, SPOIT removes a small random amount of MP from the enemy and restore that amount MP. This is indicated with a black skull, known as the CURSE ICON.



MUDDLE You'll do normal damage and inflict MUDDLE2, MUDDLE 2 gives the unit 50% miss debuff and confuses them. This is indicated by some swirling stars, known as the Confuse Icon.



SLEEP You'll do normal damage and inflict the Sleep condition. This is indicated with some sleepy "Z"s, known as the Sleep Icon.



SILENCE You'll do normal damage and inflict the Silence condition. This is indicated with a white "X", known as the Silence Icon.



SLOW You'll do normal damage and inflict the Slow condition. This is indicated with a ball and chain, known as the Slow Icon.

## CRITICAL RATE

Criticals also have a rate which indicates the chance of landing a critical hit. Shown as 2 numbers with a divider line between them. Such as 1/4 This gives you the rate at which you'll do a critical hit.

1/32 a 3.125% chance.

1/16 a 6.25% chance.

1/8 a 12.5% chance.

1/4 a 25% chance.

Many things affect critical, such weapons, rings, and what class you are. Make sure to check the prowess menu when equipping new gear.

When equipping an item that increases your critical, it will increase your Critical effect, then your critical rate as shown below (Special critical are separated and can't be effected) So if you have a 150\_1in32 critical and something increases you critical by 2 it would become 150\_1in16

125\_1in32 >

150\_1in32 >

125\_1in16 >

150\_1in16 >

125\_1in8 >

150\_1in8 >

125\_1in4 >

150\_1in4 -> 150\_1in4

## DOUBLE RATE

Doubles allow the critical to get a second attack, this extra attack can also be a critical. Shown as 2 numbers with a divider line between them. Such as 1/4 this gives you the rate at which you'll do a double hit. See critical's table for the percentages.

Many things can change your double, such as weapons, rings and what class you are. Make sure to check the prowess menu when equipping new gear. When equipping an item that increases your double, it will increase the rate as shown below. So if you have a 1in16 double and something increases it 2 it would become 1in8.

1in32 >

1in16 >

1in8 >

1in4 > 1in4

## COUNTERS RATE

Counters gives you a chance to do a counter attack when another character attacks you, counter attacks are at 50% damage, counter attack rates follow the same thing as doubles, see doubles on how they work.