

Final Fantasy IX Status Effect FAQ

by supernova232

Updated to v1.0 on Sep 22, 2001

Final Fantasy IX
Status Effect FAQ
Version 1.0
North American Version of FF IX
Author - Supernova232
Email - supernova_232@hotmail.com
Website - www.geocities.com/nivtheman

Finished on : 22/9/01

---Best Viewed in WordPad ---

One small note:

Feel Free to put this on your site, just make sure it is un altered and all credit is given to me. This FAQ is allowed to be put on all (without Permission) the sites at the bottom of the page.

Supernova232

Table of contents

- 0- Revision History
 - 1.0- What this faq is for
 - 1.1- What are Status Effects
 - 1.2- Some notes
 - 2.0- Status Effects
 - 2.1- Small Chart (containing SE info)
 - 2.2- The statuses and their effects
 - 3.0- Suggestions?
 - 4.0- Conclusion

0 - Revision History

Being the first release of this faq, I can only tell you whats in it. Being such a small FAQ, there won't be too many updates. This is because, most of the information needed is already here.

Version 1.0 - 20/09/01

Information containing Status effects (*possibly complete*)
Status effects and there effects (*Complete*)
Classification of statuses (*a small chart*)
Misc info (pretty much complete)

Later Versions

I have been informed of other magic spells, that you can't get during the game. I guess you need a gameshark. I have one, and im gonna test them. They just might be altered graphix that sucked, so they changed them a bit. But, i dont think

that there are any different status effects. E-mail me if there are!

1.0- What is this FAQ for

This FAQ is for for either beginners to The Final Fantasy Series, and have no clue what Status effects are, or just for some people who Are mixed up with the new Effects in the game, Such as Heat, or freeze.

1.1- What are status effects

Status effects are a characters condition in The game. This would mean that if a character in The game, lets say Zidane, had the status effect Doom on him, his condition would be very bad, Because he would only have about a minute until he Was knocked out. In the end, status effects are what Makes this game tough.

1.2- Some notes

Here are a couple of notes that will help you With Status Effects.

First of all, characters that have the statuses KO, Virus, Petrified, or Zombie will not receive any AP or EXP. Now, If all your characters have one of Those statuses on, it will be game over. This will Be because you can not wait these status effects out Like you can with sleep and Freeze.

A tip with many bosses is that when someone casts Reflect on themselves, (such as an boss) if you attack Them with magic, it will bounce off them and hit you. A way to get around this is just cast reflect on yourself Then cast the magic you want to hit the enemy with on Yourself. It should bounce off your reflect and damage The enemy. Be careful though, Reflect runs out after a While.

I will add more notes in later versions

2.0- Status Effects

I have made a table consisting of all the status Effects in the game. I have also made a chart with Special characters, that you will need to check before Using this part of the Faq.

2.1 - Small chart:

- * - before a status means that the status will go away after the battle
- @ - before a status means that the status will stay with you after the battle
- # - before a status means that it will Increase effectiveness of a property of something during a battle.
- ^ - Extremely bad. Can kill you right on the spot

2.2 - The statuses and their Effects:

=====
Status: * CONFUSE
Effect Lose control of character. Character begins
 To do things at random
Pose: Character Spins around in circles
Cure: Esuna, or a physical attack
=====

=====
Status: * BERSERK
Effect: You lose control of your character, but your
 Strength goes way up.
Pose: Character turns red
Cure: Gysahl Greens
=====

=====
Status: * STOP
Effect: Character can not act. Can't Move
Pose: Active Time Battle bar for character stops
 Moving up for next attack. Turns Gray.
 Character stops moving
Cure: Dispel, Remedy
=====

=====
Status: * POISON
Effect: HP begins to deplete
Pose: Purple Cloud over Head.
Cure: Antidote, Esuna, Panacea, Remedy, or you can
 Wait it out
=====

=====
Status: * Sleep
Effect: Character can't take action
Pose: Character is asleep. "Zzz" over head
Cure: Physical attack, or you can wait it out
=====

=====
Status: * Slow
Effect: Active Time Battle Gauge fills slower than
 Normal
Pose: Arrows pointing to the ground over
 Characters head
Cure: Dispel, Haste, Wait it out
=====

=====
Status: * Heat
Effect: Character is KO ed if he/she tries to take
 Any action.
Pose Characters head is on fire. Very red skin.
Cure Esuna
=====

=====
Status: * Freeze
Effect: Character is frozen. If he/she is attacked
 Again, the impact instantly causes a KO
Pose: Character turns Blue, and stops moving.
Cure Esuna, or you can wait it out
=====

=====
Status: * Mini
=====

Effect: Character turns very, very small. Attack and
Defence are badly effected by this

Pose: Character is very small

Cure: Mini, Remedy, Esuna

Status: @ Petrify

Effect: Character is turned to stone and cannot move

Pose: Character turns to stone, and can't move

Cure: Soft, Remedy, Stona

Status: @ Venom

Effect: HP and MP slowly deplete. Character Can't
Move

Pose: Purple and Black clouds over head

Cure: Antidote, Remedy, Panacea, Esuna, Angels
Snack

Status: @ Virus

Effect: No EXP or AP after the battle

Pose: Nothing

Cure: Vaccine

Status: @ Silence

Effect: Cannot use magic

Pose: "... " appear over head

Cure: Echo Screen, Remedy, Esuna

Status: @ Darkness

Effect: Attack accuracy is lowered

Pose: Cloud infront of characters face

Cure: Eye Drops, Esuna

Status: @ Trouble

Effect: Damage done to Character with trouble is
Transferred to someone else

Pose: Trouble Icon over head

Cure: Annoyntment

Status: @ Zombie

Effect: Healing magic or items damage the zombied
Character

Pose: The Character turns to a darker shade

Cure: Magic Tag

Status: Auto-life

Effect: When KO ed, character is automatically
Brought back to battle

Status: # Regen

Effect: Hp gradually goes up

=====
Status: # Haste
Effect: ATB Gauge Raises faster than ever
=====

=====
Status: Float
Effect: Character does not get damaged by earth
Attacks
=====

=====
Status: # Shell
Effect: Magic attack damage is lowered
=====

=====
Status: # Protect
Effect: Physical attack damage is lowered
=====

=====
Status: # Vanish
Effect: Character turns invisible, and is never
Hit by Physical attacks
=====

=====
Status: Reflect
Effect: Magic is bounced off you and hits the enemy
=====

=====
Status: ^ Doom
Effect: When time limit above head reaches 0,
Character is KO ed.
=====

=====
Status: ^ KO
Effect: Character is knocked out and is unable
To be used
Pose: Lying on the ground
Cure: Pheonix down, life, full life
=====

If you have any Questions, comments or suggestions,
please email me at :

supernova_232@hotmail.com

Have I missed anything. Informe me. I'll change it.

www.neoseekers.com / neoseekers
www.Gamefaqs.com / gamfaqs
www.FFOnline.com / FF online
www.Playonline.com / playonline
www.geocities.com/nivtheman / my site
www.ffgurus.net / final fantasy gurus
www.ffgurus.org / final fantasy gurus

-End of File- (Final_Fantasy_IX_SEFAQ.txt)

Supernova232

This document is copyright supernova232 and hosted by VGM with permission.