

FF7/Battle/Status Effects

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Status Effects

There are 31 Status effects in FF7. In attacks and items they are referred to as a 32-bit longword. In Materia they are only 24-bits so the last 8 cannot be affected. In weapons and armors they are represented as an index. Weapons have a low inflict chance.

Bit	Index	Status
0x00000001	00	Death
0x00000002	01	Near Death
0x00000004	02	Sleep
0x00000008	03	Poison
0x00000010	04	Sadness
0x00000020	05	Fury
0x00000040	06	Confu
0x00000080	07	Silence
0x00000100	08	Haste
0x00000200	09	Slow
0x00000400	0A	Stop
0x00000800	0B	Frog
0x00001000	0C	Small
0x00002000	0D	Slow Numb
0x00004000	0E	Petrify
0x00008000	0F	Regen
0x00010000	10	Barrier
0x00020000	11	M.Barrier
0x00040000	12	Reflect
0x00080000	13	Dual
0x00100000	14	Shield
0x00200000	15	D.Sentence
0x00400000	16	Manipulate
0x00800000	17	Berserk
0x01000000	18	Peerless
0x02000000	19	Paralysis
0x04000000	1A	Darkness
0x08000000	1B	Dual Drain
0x10000000	1C	DeathForce
0x20000000	1D	Resist
0x40000000	1E	"Lucky Girl"
0x80000000	1F	Imprisoned

If "Dual Drain" is inflicted without "Dual", the game will crash. Section 4 of Terence Fergusson's [[Battle Mechanics FAQ](#) (<http://www.gamefaqs.com/console/psx/file/197341/22395>)] (a little more than half-way through) describes each of these statuses with great detail.

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This page was last edited on 23 May 2019, at 05:11.