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Patch data

Name: Half Health Warning
Version: 1.0
Author: HatZen08

File data

SHA1: ea1dc87ecb3ba90bbfb8c122f8ee23ca426f5991
Console: Super Nintendo Entertainment System (SNES)
Official name: Final Fantasy 3 (USA) / Final Fantasy 6 (JPN)
Language: English
Version: 1.0
Header: Yes

Introduction

The *near death* status is set when the character is below 1/8 of his maximum HP. Unfortunately, this value is too low. The character can die without triggering the *near death* status. When it is triggered, he is only one hit from death.

This patch changes the *near death* status activation from 1/8 to 1/2. It should rise the usefulness of the spells triggered by *near death* status and the *True Knight* effect. Indirectly, it should also rise the activation of desperation attacks.

Bug Tracker

If you have found a bug, you can post it in the forum:

<http://www.romhacking.net/forum/index.php/topic,15577.0.html>