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Patch data

Name: Fixed Regen
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 patch is an alternative for the damage algorithm for *regen*, *poison*, *seizure* and *phantasm*. The damage is calculated based on the target's max HP or MP. The time of the triggers wasn't altered. In summary:

- *Poison* takes 4/16 of the target's max HP by trigger;
- *Regen* heals 2/16 of the target's max HP by trigger;
- *Seizure* and *Phantasm* takes 1/16 of the target's max MP by trigger.

As a side effect, all spells based on current HP will always use the target's max HP instead. It includes spells like *Quartz*, *Demi* and *W Wind*.

Notes

- Internally, the bit #$04 of $11A7 was used as a flag. When the bit is set and the damage is based on HP or MP, the final damage value is capped at 999.
- The max damage value for *poison*, *regen*, *seizure* and *phantasm* is capped at 999. The cap isn't applied for normal spells like *Quartz* and *Demi.*
- *Phantasm* is actually *seizure* with different timer for trigger.
- Stamina isn't used to calculate damage.

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