

## Secrets of Toanium - Support #95

### Create condition system

03/10/2021 07:01 PM - Jay Gischer

<b>Status:</b>	Closed	<b>Start date:</b>	03/10/2021
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Jay Gischer	<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>Spent time:</b>	0.00 hour
<b>Description</b>			
Make the initial implementation.			

#### History

##### #1 - 12/16/2021 09:32 PM - Administrator Administrator

- Status changed from New to Resolved

Conditions are now available, and have basic manipulators implemented on Combatant. Manipulations are exposed to the scripting environment as well. The conditions implemented with this checkin are:

Bufs: Strengthened, Enhanced, Bolstered, Fortified, Emboldened, Sharpened, Heightened, Empowered

Debuffs: Weakened, Diminished, Dispirited, Dulled, Hindered, Rejected

##### #2 - 12/30/2021 03:38 PM - Administrator Administrator

- Status changed from Resolved to Closed

Implemented in 0.16.2