

# Skillchains, Magic Bursts, and Monsters

To help you put the Family version of the Bestiary into perspective, we've included a Skillchain Table. When you're out battling, there are three pieces of information that you need to become familiar with juggling automatically: (1) Skillchain/Magic Burst combos, (2) Monster Family elemental weaknesses and (3) which attacks and spells have which elemental attributes. Fortunately all three can be condensed into simple, easy to reference tables.

First of all, what are Skillchains and Magic Bursts? A Skillchain occurs when you chain together two or more Weapon Skill attacks. In order for a Skillchain to occur, you must combine the appropriate Weapon Skill attacks in the appropriate order, one right after the other. You cannot just try to combine *any* Weapon Skill attacks! Use the table below to help you figure out which ones combine into a Skillchain.

A Magic Burst occurs when a spellcaster in your party casts a magic spell at the end of a Skillchain that corresponds to the Skillchain's elemental attribute(s). A Fire spell at the end of a Liquefaction would cause a Magic Burst.

To maximize the damage dealt, perform a Skillchain + Magic Burst that corresponds to the monster's elemental weaknesses. That's more difficult to achieve when your party is at a lower level and has fewer Weapon Skills and Spells to work with.

For example: Your party is taking on a Maze Scorpion in the Maze of Shakhrami. Scorpions are weak to Fire and Light type attacks and spells. If you have a Monk and a Sword-User in your party, chain together the Sword WS Burning Blade with the Hand-to-Hand weapon skill, Combo to create a Fusion Skillchain. Fusion Skillchains have both Fire and Light as their elemental attributes—it's going to hurt the Maze Scorpion. A mage would be able to cast Fire on the Scorpion during the final WS animation to cause a Magic Burst and cause even more damage. Pretty cool, huh?

If you are serious about using Skillchains—you won't have the ability to do anything extraordinary until your party has more Weapon Skills and Magic Spells in their arsenal—use these charts until you can look at a monster and identify its weaknesses and how to exploit them from memory. Then you'll really be a fighting machine!

## ELEMENTAL EQUIVALENCIES

ELEMENT	SKILLCHAIN TYPE(S)		SPELL TYPE(S)
	LEVEL 1	LEVEL 2	
Fire	Liquefaction	Fusion	Fire, Burn, Ice Threnody
Light	Transfixion	Fusion	Cure, Holy, Dia, Banish, Dark Threnody
Wind	Detonation	Fragmentation	Aero, Choke, Silence, Earth Threnody
Lightning	Impaction	Fragmentation	Thunder, Shock, Stun, Water Threnody
Earth	Scission	Gravitation	Stone, Break, Slow, Rasp, Lightning Threnody
Dark	Compression	Gravitation	Bio, Blind, Dispel, Drain, Sleep, Absorb, Light Threnody
Water	Reverberation	Distortion	Water, Drown, Poison, Fire Threnody
Ice	Induration	Distortion	Blizzard, Frost, Freeze, Paralyze, Bind, Wind Threnody



You may hear the term Renkei used when discussing Skillchains on the internet or during the game. Renkei is the Japanese name for Skillchain.

## SKILLCHAIN CHART

Weapon Skill Class Abbreviations Used:

HTH = Hand to Hand

DAG = Dagger

SWD = Sword

GSD = Great Sword

AXE = Axe

GAX = Great Axe

SCY = Scythe

PLM = Polearm

CLB = Club

STF = Staff

KTN = Katana

GKT = Great Katana

BOW = Bow

GUN = Gun

## HOW TO READ THE SKILLCHAIN CHART

Locate the Weapon Skills you want to use on the chart. If arrows connect them, then you can use them in a Skillchain. The direction of the arrow between boxes indicates the order in which the Weapon Skills must be done. For example, to create a Fusion skill chain between Red Lotus and Combo, Red Lotus must be performed first then Combo. If the Weapon Skill name has a (1) or a (2) by it, that indicates that there are two possible combinations using that attack. The number indicates which Skillchain gets priority. For example, you want to perform a Skillchain with Wasp Sting and Red Lotus, Wasp Sting followed by Red Lotus can produce either a Detonation Skillchain or a Liquefaction Skillchain, but the Liquefaction version will always get priority over the other.

Level 2 Skillchains are indicated by a double arrow. These Skillchains are only more powerful in that they have two elemental attributes.

## MONSTER FAMILY WEAKNESSES AT A GLANCE

FAMILY NAME	ELEMENTS
Ahriman	
Bat	Light, Wind
Bee	Lightning
Beetle	Lightning, Earth
Bird	Lightning
Bomb	Fire
Cardian	Light
Cockatr	Lightning, Wind
Coerul	Fire
Crab	Lightning, Earth
Crawler	Lightning, Earth, Dark
Demon	Light
Dhalmel	Lightning, Earth
Doll	Lightning
Doomed	Fire, Light
Dragon	Light
Elemental	Based on Type
Evil Weapon	Fire, Light
Fly	Lightning
Funguar	Light
Ghost	Fire, Light
Gigas	
Goblin	Light
Golem	
Goobbue	
Hecteyes	
Hound	Fire, Light
Leech	Light
Lizard	Lightning, Wind
Magic Pot	
Mandragora	Fire, Light, Wind, Earth, Dark
Morbol	Fire
Orc	Lightning
Orcish Warmachine	Lightning
Pugil	Lightning, Earth
Quadav	Lightning
Rabbit	Lightning, Earth, Dark
Ram	
Raptor	Lightning
Sapling	Fire, Light
Scorpion	Lightning, Wind
Sea Monk	Lightning, Earth
Shadow	Fire, Light
Sheep	Lightning, Earth
Skeleton	Fire, Light
Slime	Fire
Tiger	Fire, Light, Wind
Treant	Fire, Light
Worm	Lightning, Wind
Wyvern	Lightning, Earth
Yagudo	Lightning

