

Kingdom Hearts: Birth by Sleep Command Charge List

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Kingdom Hearts - Birth By Sleep
Command Charge List Guide (Translated)
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- Interpretation Errors fixed
- REVENGE COMMANDS updated
- SHOOT LOCKS added
- GUARD COMMANDS added
- SLIDE COMMANDS added
- EXPLANATION OF ADDED EFFECTS added
- RARE OCCURRENCES added
- Guide alphabetized (Excluding for MAGIC COMMANDS)
- MAGIC COMMANDS ordered

****THIS GUIDE USES NAMES TRANSLATED FROM THE JAPANESE GAME, THUS MANY WILL BE DIFFERENT FROM THE AMERICAN RELEASED GAME. IF YOU ARE LOOKING FOR THE AMERICAN NAMES, GO TO MY OTHER GUIDE TITLED "SYNTHESIS GUIDE"****

First, one major thing, most of THIS INFORMATION IS NOT MINE.
I AM SIMPLY TRANSLATING.

The original information is here:

<http://enigmawiki.com/kingdombbs/1.html>

I would suggest using popiah01's Translation Guide
(<http://www.gamefaqs.com/psp/943347-kingdom-hearts-birth-by-sleep/faqs/58719>)
because it tells you the functions of everything.
So, if you're not sure what you're making,
just check this guide and make sure it's what you want :]

If you are looking for which Unversed drops which crystal, use this:
<http://www.gamefaqs.com/boards/943347-kingdom-hearts-birth-by-sleep/53109756?page=36>

Please contact me at akumaxneko@gmail.com if there
is a problem or error in my guide,
or if you just wish to express your gratitude
:] No spam or hate mail please.

Current Authorized Sites:

gamefaqs.com
neoseeker.com

I have alphabetized the guide, and ordered the Magic Command sections
(See Table of Contents), but I think it'll still be faster to find
what you want using the find function (Ctrl+F or Command+F).

NOTE: For most commands, there are multiple ways to synthesize.
These will be marked with a number after them :]

How to Use:

FINAL PRODUCT (Japanese Game)
Command Material + Command Material
> Add Glitter Crystal (GC): Effect
> Add Time Crystal (TC): Effect
> Add Power Crystal (PC): Effect
> Add Rise Crystal (RiC): Effect
> Add Moisture Crystal (MC): Effect
> Add Serenity Crystal (SC): Effect
> Add Rotational (Rotating) Crystal (RoC): Effect
Note: Note

(Please email me if I am wrong. Do NOT E-mail me with English names.
I have them already. Go to my other guide.)

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- Attack Commands (Alphabetized)
- Magic Commands (Ordered same as above)

Explanation of Added Effects

ATTACK COMMANDS

AERIAL SLAM (1)

Fire Blitz + Aero

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Leaf Veil
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: N/A

AERIAL SLAM (2)

Fire Strike + Aerora

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up

> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: Rare Occurrence - Last Arcanum

BIND STRIKE (1)

Bind + Aerial Break
> (GC): Thunder Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP UP
> (SC): Draw
> (RoC): Link Prize Up
Note: N/A

BIND STRIKE (2)

Bind + Strike Raid
> (GC): Dark Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): Luck Up
Note: N/A

BIND STRIKE (3)

Zero Gravity + Stun Blade
> (GC): Thunder Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: N/A

BRUTAL BLAST (1)

Stun Blade + Detonate Shield
> (GC): Dark Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): Luck Up
Note: Terra Only // Rare Occurrence - Quake

BRUTAL BLAST (2)

Bind Strike + Detonate Square
> (GC): Thunder Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Luck Up
Note: Terra Only // Rare Occurrence - Quake

CHAOS RAVE

Dark Haze + Sonic Rave

- > (GC): Fire UP
- > (TC): Reload Boost
- > (PC): Command Finish Up
- > (RiC): Combo Live (Final Stand)
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): EXP Chance

Note: Terra Only // Rare Occurrence - Solo Arcanum

CONFUSE STRIKE (1)

Confuse + Aerial Break

- > (GC): Dark Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): Luck Up

Note: N/A

CONFUSE STRIKE (2)

Confuse + Strike Raid

- > (GC): Blizzard Guard
- > (TC): Attack Haste
- > (PC): Leaf Veil
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): HP Prize Up
- > (RoC): Luck Up

Note: N/A

CONFUSE STRIKE (3)

Zero Gravity + Strike Raid

- > (GC): Thunder Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: N/A

DARK HAZE (1)

Zero Gravira + Fire Dash

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Leaf Veil
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Terra Only

DARK HAZE (2)

Black Out + Fire Dash

- > (GC): Fire Up
- > (TC): Magic Haste

> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: Terra Only

FINAL BREAK (1)

Slot Blade + Aerial Break

> (GC): Dark Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): Luck Up

Note: Rare Occurrence (Ven Only) - Last Arcanum

FINAL BREAK (2)

Wish Blade + Reflect Blitz

> (GC): Dark Guard
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): EXP Walk

Note: Aqua Only // Rare Occurrence - Time Splicer

FINAL BREAK (3)

Stun Blade + Slot Blade

> (GC): Thunder Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up

Note: N/A

FIRE BLITZ (1)

Bind Strike + Fire

> (GC): Thunder Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up

Note: N/A

FIRE BLITZ (2)

Fire Dash + Snipe Burning

> (GC): Fire Guard
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): N/A
> (SC): HP Prize Up
> (RoC): N/A

Note: N/A

FIRE DASH

Slide Dash OR Confuse Strike + Fire

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Leaf Veil
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: N/A

FREEZE RAID

Strike Raid + Blizzara

- > (GC): Thunder Up
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: N/A

FIRE STRIKE (1)

Poison Blade + Fira

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Leaf Veil
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: N/A

FIRE STRIKE (2)

Wish Blade + Snipe Burning

- > (GC): Fire Up
- > (TC): Magic Haste
- > (PC): Leaf Veil
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Aqua Only

GAIA BREAK

Brutal Blast + Brutal Blast

- > (GC): Cure Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Combo Plus
- > (MC): Defender
- > (SC): Draw
- > (RoC): Luck Up

Note: Terra Only // Rare Occurrence - Quake

HOLY RISE

Wind Raid + Curaga

- > (GC): Cure Up

> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): Combo Plus
> (MC): Defender
> (SC): Draw
> (RoC): Luck Up
Note: Ven Only // Uses 2 Slots

LAST ARCANUM

Final Break + Aerial Slam

> (GC): Blizzard Up
> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): Air Combo Plus
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): Luck Up

Note: Ven Only // Uses 2 Slots // Rare Occurrence - Lightning Ray

LIMIT STORM (1)

Confuse Strike + Brutal Blast

> (GC): Blizzard Guard
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): HP Prize Up
> (RoC): Luck Up

Note: Terra Only

LIMIT STORM (2)

Bind Strike + Brutal Blast

> (GC): Fire Guard
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up

Note: Terra Only

MAGIC HOUR (1)

Reflect Blitz + Aeroga

> (GC): Cure Up
> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): Combo Plus
> (MC): Defender
> (SC): Draw
> (RoC): Luck Up

Note: Aqua Only // Rare Occurrence - Meteor Shower

MAGIC HOUR (2)

Final Break + Zero Graviga

> (GC): Dark Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): Draw

> (RoC): Luck Up

Note: Aqua Only // Rare Occurrence - Meteor Shower

MAGNET CRUSH (1)

Magnet + Zero Gravira

> (GC): Thunder Up

> (TC): Magic Haste

> (PC): Combo Finish Up

> (RiC): Air Combo Plus

> (MC): HP Up

> (SC): Draw

> (RoC): Link Prize Up

Note: Rare Occurrence - Magnet Spiral

MAGNET CRUSH (2)

Magnera + Stun Blade

> (GC): Thunder Guard

> (TC): Attack Haste

> (PC): Command Finish Up

> (RiC): Combo Plus

> (MC): HP Up

> (SC): Draw

> (RoC): Luck Up

Note: N/A

MAGNET CRUSH (3)

Magnera + Aerial Break

> (GC): Thunder Guard

> (TC): Attack Haste

> (PC): Command Finish Up

> (RiC): Combo Plus

> (MC): HP Up

> (SC): Draw

> (RoC): Link Prize Up

Note: Rare Occurrence - Magnet Spiral

MAGNET SPIRAL (1)

Bind Strike + Magnega

> (GC): Thunder Up

> (TC): Reload Boost

> (PC): Combo Finish Up

> (RiC): Combo Live (Final Stand)

> (MC): Defender

> (SC): Draw

> (RoC): EXP Chance

Note: N/A

MAGNET SPIRAL (2)

Bind Strike + Magnet Crush

> (GC): Thunder Guard

> (TC): Reload Boost

> (PC): Command Finish Up

> (RiC): Combo Plus

> (MC): HP Up

> (SC): Draw

> (RoC): Link Prize Up

Note: N/A

METEOR BURST (1)

Final Break + Quake

> (GC): Cure Up
> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): Combo Plus
> (MC): Defender
> (SC): Draw
> (RoC): Luck Up
Note: Terra Only

METEOR BURST (2)
Fire Strike + Brutal Blast
> (GC): Fire Guard
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: Terra Only

METEOR BURST (3)
Reflect Blitz + Wish blade
> (GC): Dark Guard
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): EXP Walk
Note: Aqua Only

POISON BLADE (1)
Aerial Break + Poison
> (GC): Dark Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): Luck Up
Note: Rare Occurrence - Bio Barrage

POISON BLADE (2)
Slide Dash + Poison
> (GC): Thunder Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: Rare Occurrence - Bio Barrage

POISON BLADE (3)
Aerial Break + Blizzara
> (GC): Blizzard Guard
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): HP Up

> (SC): Draw
> (RoC): EXP Walk
Note: N/A

REFLECT BLITZ (1)
Fire Dash + Reflect
> (GC): Fire Guard
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: Aqua Only

REFLECT BLITZ (2)
Stun Blade + Reflect
> (GC): Thunder Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: Aqua Only

SLOT BLADE (1)
Blizzard Blade + Cura
> (GC): Blizzard Guard
> (TC): Attack haste
> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): HP Prize Up
> (RoC): Luck Up
Note: Rare Occurrence (Ven Only) - Last Arcanum

SLOT BLADE (2)
Poison Blade + Cura
> (GC): Dark Guard
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): EXP Walk
Note: N/A

SLOT BLADE (3)
Restore Guard + Curaga
> (GC): Cure Up
> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): Combo Plus
> (MC): Defender
> (SC): Draw
> (RoC): Luck Up
Note: Terra and Ven Only // Rare Occurrence - Break Time

SLOT BLADE (4)

Wish Blade + Cure

- > (GC): Dark Guard
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): EXP Walk

Note: Aqua Only

SLOT BLADE (5)

Restore Barrier + Curaga

- > (GC): Cure Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Combo Plus
- > (MC): Defender
- > (SC): Draw
- > (RoC): Luck Up

Note: Aqua Only

SLOT BLADE (6)

Charge Barrier + Curaga

- > (GC): Dark Guard
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): EXP Walk

Note: Aqua Only

SONIC RAVE (1)

Final Break + Dark Haze

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Leaf Veil
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Rare Occurrence - Lightning Ray

SONIC RAVE (2)

Final Break + Air Slide

- > (GC): Cure Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Combo Plus
- > (MC): Defender
- > (SC): Draw
- > (RoC): Luck Up

Note: Rare Occurrence - Lightning Ray

SONIC RAVE (3)

Fire Dash + Thunder Blitz

- > (GC): Thunder Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Live (Final Stand)

- > (MC): HP Up
 - > (SC): Draw
 - > (RoC): Link Prize Up
- Note: Rare Occurrence - Lightning Ray

SOUL RELEASE (1)

Dark Haze + Warp (Banish/Dezone)

- > (GC): Fire Up
- > (TC): Reload Boost
- > (PC): Command Finish Up
- > (RiC): Combo Live (Final Stand)
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): EXP Chance

Note: Terra Only

SOUL RELEASE (2)

Poison Blade + Warp (Banish/Dezone)

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Leaf Veil
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Terra Only

SPARK RAID (1)

Treasure Raid + Magnega

- > (GC): Cure Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Combo Plus
- > (MC): Defender
- > (SC): Draw
- > (RoC): Luck Up

Note: Ven Only

SPARK RAID (2)

Freeze Raid + Magnega

- > (GC): Thunder Up
- > (TC): Reload Boost
- > (PiC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: Ven Only

STRIKE RAID

Aerial Break + Slide Dash

- > (GC): Dark Guard
- > (TC): Attack Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): Luck Up

Note: N/A

STUN BLADE (1)

Slide Dash + Thunder

- > (GC): Thunder Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: Rare Occurrence (Terra Only) - Solo Arcanum

STUN BLADE (2)

Strike Raid + Thunder

- > (GC): Thunder Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Luck Up

Note: N/A

STUN BLADE (3)

Strike Raid + Thundara

Slide Dash + Thunder

- > (GC): Thunder Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: Rare Occurrence (Terra Only) - Solo Arcanum

TIME SPLICER (1)

Aerial Slam + Stopga

- > (GC): Blizzard Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Air Combo Plus
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): Luck Up

Note: Ven Only

THUNDER BLITZ (1)

Freeze Raid + Thundara

- > (GC): Blizzard Guard
- > (TC): Attack Haste
- > (PC): Leaf Veil
- > (RiC): Combo Plus OR Air Combo Plus
- > (MC): Item Up
- > (SC): HP Prize Up
- > (RoC): Luck Up

Note: N/A

THUNDER BLITZ (2)

Confuse Strike + Thundara

- > (GC): Thunder Up
- > (TC): Magic Haste

> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: Rare Occurrence (Terra Only) - Solo Arcanum

TORNADO STRIKE (1)
Bind Strike + Aeroga
> (GC): Blizzard Up
> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): Air Combo Plus
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): Luck Up
Note: Ven Only

TORNADO STRIKE (2)
Confuse Strike + Aeroga
> (GC): Blizzard Guard
> (TC): Attack haste
> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): Item Boost
> (SC): HP Prize Up
> (RoC): Luck Up
Note: Ven Only

TREASURE RAID (1)
Slot Blade + Strike Raid
> (GC): Dark Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): Luck Up
Note: Ven Only // Rare Occurrence - Time Splicer

TREASURE RAID (2)
Slot Blade + Magnera
> (GC): Thunder Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: Ven Only // Rare Occurrence - Time Splicer

WIND CUTTER (1)
Bind Strike + Aeroga
> (GC): Blizzard Up
> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): Air Combo Plus
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): Luck Up

Note: Terra Only

WIND CUTTER (2)

Confuse Strike + Aeroga

- > (GC): Blizzard Up
- > (TC): Attack Haste
- > (PC): Leaf Veil
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): HP Prize Up
- > (RoC): Luck Up

Note: Terra Only

WIND RAID (1)

Aeroga + Freeze Raid

- > (GC): Fire Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Combo Live (Final Stand)
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): EXP Chance

Note: Ven Only

WIND RAID (2)

Aeroga + Treasure Raid

- > (GC): Blizzard Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Air Combo Plus
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): Luck Up

Note: Ven Only

WISH BLADE (1)

Strike Raid + Reflect Blitz

- > (GC): Dark Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): Luck Up

Note: Aqua Only

WISH BLADE (2)

Stun Blade + Reflect Blitz

- > (GC): Thunder Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: Aqua Only

WISH BLADE (3)

Stun Blade + Bind Strike

- > (GC): Thunder Up

> (TC): Reload Boost
> (PC): Combo Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): Defender
> (SC): Draw
> (RoC): EXP Chance
Note: Aqua Only

ZANTETSUKEN (1)

Stopga + Dark Haze
> (GC): Fire Up
> (TC): Reload Boost
> (PC): Command Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): EXP Chance
Note: Terra Only // Rare Occurrence - Solo Arcanum

ZANTETSUKEN (2)

Stopga + Sonic Rave
> (GC): Blizzard Up
> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): Air Combo Plus
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): Luck Up
Note: Terra Only // Rare Occurrence - Solo Arcanum

MAGIC COMMANDS

FIRA (1)

Fire Strike + Fire
> (GC): Fire Guard
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: N/A

FIRA (2)

Fire Dash + Fire
> (GC): Fire Guard
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: N/A

FIRA (3)

Fire + Fire
> (GC): Fire Up
> (TC): Magic Haste
> (PC): Leaf Veil

> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: N/A

FIRA (4)

Snipe Burning + Fire
> (GC): Fire Guard
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: N/A

FIRAGA (1)

Fire Dash + Fira
> (GC): Fire Guard
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): N/A
Note: N/A

FIRAGA (2)

Fire + Fira
> (GC): Fire Up
> (TC): Magic Haste
> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: Rare Occurrence (Aqua Only) - Raging Storm

FIRAGA (3)

Fira + Fira
> (GC): Fire Up
> (TC): Reload Boost
> (PC): Command Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): EXP Chance
Note: Rare Occurrence (Aqua Only) - Raging Storm

DARK FIRAGA (1)

Dark Haze + Firaga
> (GC): Fire Up
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: Terra Only

DARK FIRAGA (2)

Black Out + Firaga

- > (GC): Fire Up
- > (TC): Reload Boost
- > (PC): Command Finish Up
- > (RiC): Combo Live (Final Stand)
- > (MC): Damage Aspil
- > (SC): HP PRize Up
- > (RoC): EXP Chance

Note: Terra Only

TRIPLE FIRAGA (1)

Firaga + Firaga

- > (GC): Fire Up
- > (TC): Reload Boost
- > (PC): Command Finish Up
- > (RiC): Combo Live (Final Stand)
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): EXP Chance

Note: Aqua Only // Rare Occurrence - Raging Storm

TRIPLE FIRAGA (2)

Firaga + Fira

- > (GC): Fire Up
- > (TC): Magic Haste
- > (PC): Leaf Veil
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Aqua Only // Rare Occurrence - Raging Storm

CRACKER FIRAGA (1)

Fira + Aeroga

- > (GC): Fire Up
- > (TC): Magic Haste
- > (PC): Leaf Veil
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Rare Occurrence (Aqua Only) - Firaga Burst

CRACKER FIRAGA (2)

Firaga + Aeroga

- > (GC): Fire Up
- > (TC): Reload Boost
- > (PC): Leaf Veil
- > (RiC): Combo Live (Final Stand)
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): EXP Chance

Note: Rare Occurrence (Aqua Only) - Firaga Burst

CRACKER FIRAGA (3)

Firaga + Aerora

- > (GC): Fire Up
- > (TC): Magic Haste

> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: Rare Occurrence (Aqua Only) - Firaga Burst

BARRAGE FIRE (1)
Firaga + Stopra
> (GC): Fire Guard
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: N/A

BARRAGE FIRE (2)
Firaga + Slow
> (GC): Fire Up
> (TC): Magic Haste
> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: N/A

BARRAGE FIRE (3)
Firaga + Stopga
> (GC): Fire Up
> (TC): Reload Up
> (PC): Command Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): EXP Chance
Note: N/A

MEGAFLARE
Cracker Firaga + Barrage Fire
> (GC): Fire Up
> (TC): Reload Boost
> (PC): Command Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): EXP CHance
Note: Uses 2 Slots

SNIPE BURNING (1)
Bind + Fire
> (GC): Fire Up
> (TC): Magic Haste
> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up

Note: N/A

SNIPE BURNING (2)

Bind + Fira

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: N/A

BLIZZARA (1)

Blizzard + Blizzard Blade

- > (GC): Blizzard Guard
- > (TC): Attack Haste
- > (PC): Leaf Veil
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): HP Prize Up
- > (RoC): Luck Up

Note: N/A

BLIZZARA (2)

Blizzard + Strike Raid

- > (GC): Blizzard Up
- > (TC): Magic Haste
- > (PC): Leaf Veil
- > (RiC): Air Combo plus
- > (MC): Item Up
- > (SC): HP Prize Up
- > (RoC): Luck Up

Note: N/A

BLIZZARA (3)

Blizzard + Blizzard

- > (GC): Blizzard Up
- > (TC): Magic Haste
- > (PC): Leaf Veil
- > (RiC): Combo Plus
- > (MC): Item Up
- > (SC): HP Prize Up
- > (RoC): Luck Up

Note: N/A

BLIZZARA (4)

Blizzard + Aero

- > (GC): Blizzard Guard
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): EXP Walk

Note: N/A

BLIZZAGA (1)

Blizzara + Blizzard Blade

- > (GC): Blizzard Guard

> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): HP Prize Up
> (RoC): Luck Up
Note: N/A

BLIZZAGA (2)

Blizzara + Blizzard
> (GC): Blizzard Up
> (TC): Magic Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): Item Up
> (SC): HP Prize Up
> (RoC): Luck Up
Note: N/A

BLIZZAGA (3)

Blizzara + Blizzara
> (GC): Blizzard Up
> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): Air Combo Plus
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): Luck Up
Note: N/A

TRIPLE BLIZZAGA (1)

Blizzaga + Blizzara
> (GC): Blizzard Up
> (TC): Magic Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): Item Up
> (SC): HP Prize Up
> (RoC): Luck Up
Note: Aqua Only

TRIPLE BLIZZAGA (2)

Blizzaga + Final Break
> (GC): Blizzard Guard
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): HP Prize Up
> (RoC): Luck Up
Note: Aqua Only

TRIPLE BLIZZAGA (3)

Blizzaga + Blizzaga
> (GC): Blizzard Up
> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): Air Combo Plus
> (MC): Damage Aspil
> (SC): HP Prize Up

> (RoC): Luck Up

Note: Aqua Only

ICE BARRAGE (1)

Blizzaga + Detonate Square

> (GC): Blizzard Up

> (TC): Reload Boost

> (PC): Last Live (Last Chance)

> (RiC): Air Combo Plus

> (MC): Damage Aspil

> (SC): HP Prize Up

> (RoC): Luck Up

Note: Aqua Only // Uses 2 Slots

ICE BARRAGE (2)

Blizzaga + Detonate Shield

> (GC): Blizzard Guard

> (TC): Magic Haste

> (PC): Combo Finish Up

> (RiC): Air Combo Plus

> (MC): Item Up

> (SC): HP Prize Up

> (RoC): EXP Walk

Note: Aqua Only // Uses 2 Slots

FREEZE (1)

Blizzaga + Bind Strike

> (GC): Blizzard Guard

> (TC): Magic Haste

> (PC): Combo Finish Up

> (RiC): Air Combo Plus

> (MC): Item Up

> (SC): HP Prize Up

> (RoC): EXP Walk

Note: Uses 2 Slots

FREEZE (2)

Blizzaga + Freeze Raid

> (GC): Blizzard Guard

> (TC): Attack Haste

> (PC): Leaf Veil

> (RiC): Air Combo Plus

> (MC): Item Up

> (SC): HP Prize Up

> (RoC): Luck Up

Note: Uses 2 Slots

GLACIER ARTS (1)

Freeze + Triple Blizzaga

> (GC): Blizzard Up

> (TC): Reload Boost

> (PC): Last Live (Last Chance)

> (RiC): Air Combo Plus

> (MC): Damage Aspil

> (SC): HP Prize Up

> (RoC): Luck Up

Note: Aqua Only // Uses 2 Slots

GLACIER ARTS (2)

Freeze + Blizzaga

- > (GC): Blizzard Up
- > (TC): Reload Boost
- > (PC): Leaf Veil
- > (RiC): Combo Plus
- > (MC): Item Up
- > (SC): HP Prize Up
- > (RoC): Luck Up

Note: Aqua Only // Uses 2 Slots

THUNDARA

Thunder + Thunder

- > (GC): Thunder Up
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: Rare Occurrence - Lightning Ray

THUNDAGA (1)

Thundara + Bind Strike

- > (GC): Thunder Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: Rare Occurrence - Lightning Ray

THUNDAGA (2)

Thundara + Thunder

- > (GC): Thunder Up
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: Rare Occurrence - Lightning Ray

THUNDAGA (3)

Thundara + Thundara

- > (GC): Thunder Up
- > (TC): Reload Boost
- > (PC): Combo Finish Up
- > (RiC): Combo Live (Final Stand)
- > (MC): Defender
- > (SC): Draw
- > (RoC): EXP Chance

Note: Rare Occurrence - Lightning Ray

THUNDAGA SHOT (1)

Thundaga + Firaga

- > (GC): Fire Up OR Thunder Up
- > (TC): Magic Haste
- > (PC): Leaf Veil
- > (RiC): Air Combo plus
- > (MC): HP Up

> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: Aqua Only // Rare Occurrence - Meteor Shower

THUNDAGA SHOT (2)

Thundaga + Strike Raid

> (GC): Thunder Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up

Note: Aqua Only // Rare Occurrence - Meteor Shower

THUNDAGA SHOT (3)

Thundaga + Freeze Raid

> (GC): Blizzard Up
> (TC): Magic Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): Item Up
> (SC): HP Prize Up
> (RoC): Luck Up

Note: Aqua Only // Rare Occurrence - Meteor Shower

THUNDAGA SHOT (4)

Thundaga + Thundaga

> (GC): Fire Up
> (TC): Magic Haste
> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up

Note: Aqua Only

CURA (1)

Cure + Cure

> (GC): Cure Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): Luck Up

Note: N/A

CURA (2)

Thunder + Cure

> (GC): Thunder Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up

Note: N/A

CURA (3)

Aero + Cure

- > (GC): Dark Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Luck Up

Note: N/A

CURAGA (1)

Cura + Cura

- > (GC): Cure Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Combo Plus
- > (MC): Defender
- > (SC): Draw
- > (RoC): Luck Up

Note: N/A

CURAGA (2)

Cura + Cure

- > (GC): Cure Up
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): Luck Up

Note: N/A

DETONATE SHIELD (1)

Stop + Snipe Burning

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Leaf Veil
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: N/A

DETONATE SHIELD (2)

Fira + Zero Gravity

- > (GC): Fire Up
- > (TC): Magic Haste
- > (PC): Leaf veil
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: N/A

DETONATE SHIELD (3)

Fira + Reflect Guard

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Leaf Bracer
- > (RiC): Combo Plus

> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: Terra and Ven Only

DETONATE SHIELD (4)
Stopra + Reflect Guard
> (GC): Cure Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): Luck Up
Note: Terra and Ven Only

DETONATE SQUARE (1)
Fira + Stop
> (GC): Fire Up
> (TC): Magic Haste
> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: N/A

DETONATE SQUARE (2)
Aerora + Snipe Burning
> (GC): Fire Guard
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: N/A

DETONATE SQUARE (3)
Reflect + Fira
> (GC): Fire Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: Aqua Only

DETONATE SQUARE (4)
Reflect + Stopra
> (GC): Cure Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): Luck Up
Note: Aqua Only

DETONATE CHASER (1)

Detonate Square + Magnega

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Leaf Veil
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Aqua Only

DETONATE CHASER (2)

Detonate Shield + Magnega

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Aqua Only

DETONATE CHASER (3)

Detonate Shield + Detonate Square

- > (GC): Fire Up
- > (TC): Reload Boost
- > (PC): Command Finish Up
- > (RiC): Combo Live (Final Stand)
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): EXP Chance

Note: Aqua Only

ZERO GRAVIRA (1)

Zero Gravity + Zero Gravity

- > (GC): Cure Up
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): Luck Up

Note: Rare Occurrence (Terra Only) - Warp (Banish/Dezone)

ZERO GRAVIRA (2)

Zero Gravity + Thunder

- > (GC): Thunder Up
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: N/A

ZERO GRAVIRA (3)

Magnet + Aero

- > (GC): Dark Guard
- > (TC): Magic Haste
- > (PC): Combo Finish Up

- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): EXP Walk

Note: N/A

ZERO GRAVIGA (1)

Zero Gravira + Zero Gravity

- > (GC): Cure Up
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): Luck Up

Note: Rare Occurrence - Warp (Banish/Dezone)

ZERO GRAVIGA (2)

Zero Gravira + Zero Gravira

- > (GC): Cure Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Combo Plus
- > (MC): Defender
- > (SC): Draw
- > (RoC): Luck Up

Note: Rare Occurrence - Warp (Banish/Dezone)

ZERO GRAVIGA (3)

Zero Gravira + Thundara

- > (GC): Thunder Up
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: N/A

MAGNERA (1)

Magnet + Magnet

- > (GC): Cure Up
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): Luck Up

Note: N/A

MAGNERA (2)

Thunder + Magnet

- > (GC): Thunder Up
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: N/A

MAGNERA (3)

Stun Blade + Magnet

- > (GC): Thunder Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: N/A

MAGNEGA

Magnera + Magnera

- > (GC): Thunder Up
- > (TC): Reload Boost
- > (PC): Combo Finish Up
- > (RiC): Combo Live (Final Stand)
- > (MC): Defender
- > (SC): Draw
- > (RoC): EXP Chance

Note: N/A

ENERGY MAGNET (1)

Magnera + Cure

- > (GC): Cure Up
- > (TC): Magic Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): Luck Up

Note: Aqua Only

ENERGY MAGNET (2)

Magnera + Cura

- > (GC): Cure Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Combo Plus
- > (MC): Defender
- > (SC): Draw
- > (RoC): Luck Up

Note: Aqua Only

MUNNY MAGNET (1)

Magnera + Wish Blade

- > (GC): Thunder Guard
- > (TC): Attack Haste
- > (PC): Combo Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: Aqua Only

MUNNY MAGNET (2)

Magnera + Thundara

- > (GC): Thunder Up
- > (TC): Magic Haste

> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: Aqua Only

D-LINK MAGNET (1)
Magnera + Stopra
> (GC): Thunder Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: Aqua Only

D-LINK MAGNET (2)
Magnera + Zero Gravira
> (GC): Thunder Guard
> (TC): Attack Haste
> (PC): Combo Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Luck Up
Note: Aqua Only

AERORA (1)
Aero + Aero
> (GC): Blizzard Up
> (TC): Magic Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): Item Up
> (SC): Draw OR HP Prize Up
> (RoC): Luck Up
Note: Rare Occurrence (Ven Only) - Tornado

AERORA (2)
Aero + Aerial Break
> (GC): Blizzard Guard
> (TC): Attack Haste
> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): HP Prize Up
> (RoC): Luck Up
Note: Rare Occurrence (Ven Only) - Tornado

AERORA (3)
Aero + Thunder
> (GC): Thunder Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up

Note: Rare Occurrence (Ven Only) - Tornado

AEROGA (1)

Aerora + Aerial Break

- > (GC): Dark Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): Luck Up

Note: N/A

AEROGA (2)

Aerora + Aerora

- > (GC): Cure Up
- > (TC): Reload Boost
- > (PC): Combo Finish Up
- > (RiC): Combo Plus
- > (MC): Defender
- > (SC): Draw
- > (RoC): Luck Up

Note: N/A

AEROGA (3)

Aerora + Aero

- > (GC): Cure Up
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): Luck Up

Note: Rare Occurrence (Ven Only) - Tornado

TORNADO

Aeroga + Magnega

- > (GC): Cure Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Combo Plus
- > (MC): Defender
- > (SC): Draw
- > (RoC): Luck Up

Note: Ven Only // Uses 2 Slots

QUAKE (1)

Brutal Blast + Zero Gravity

- > (GC): Fire Up
- > (TC): Reload Boost
- > (PC): Command Finish Up
- > (RiC): Combo Live (Final Stand)
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): EXP Chance

Note: Terra Only // Rare Occurrence - Meteor

Quake (2)

Brutal Blast + Magnega

- > (GC): Fire Guard

> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: Terra Only // Uses 2 Slots

METEOR

Gaia Break + Quake
> (GC): Fire Up
> (TC): Reload Boost
> (PC): Command Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): EXP Chance
Note: Terra Only // Uses 2 Slots

MINIMUM (1)

Bind + Magnega
> (GC): Thunder Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: N/A

MINIMUM (2)

Magnega + Magnega
> (GC): Thunder Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: N/A

BLACK OUT (1)

Confuse + Zero Gravity
> (GC): Cure Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): Luck Up
Note: N/A

BLACK OUT (2)

Poison + Zero Gravira
> (GC): Dark Guard
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): Draw

> (RoC): EXP Walk

Note: N/A

BLACK OUT (3)

Confuse + Zero Gravira

> (GC): Cure Up

> (TC): Reload Boost

> (PC): Last Live (Last Chance)

> (RiC): Combo Plus

> (MC): Defender

> (SC): Draw

> (RoC): Luck Up

Note: N/A

STOPRA (1)

Slow + Slow

> (GC): Thunder Guard

> (TC): Attack Haste

> (PC): Command Finish Up

> (RiC): Combo Plus

> (MC): HP Up

> (SC): Draw

> (RoC): Luck Up

Note: N/A

STOPRA (2)

Stop + Slow

> (GC): Thunder Guard

> (TC): Magic Haste

> (PC): Command Finish Up

> (RiC): Combo Plus

> (MC): HP Up

> (SC): Draw

> (RoC): Link Prize Up

Note: N/A

STOPRA (3)

Stop + Stop

> (GC): Thunder Up

> (TC): Magic Haste

> (PC): Combo Finish Up

> (RiC): Air Combo Plus

> (MC): HP Up

> (SC): Draw

> (RoC): Link Prize Up

Note: N/A

STOPGA (1)

Stopra + Stop

> (GC): Thunder Up

> (TC): Magic Haste

> (PC): Combo Finish Up

> (RiC): Air Combo Plus

> (MC): HP Up

> (SC): Draw

> (RoC): Link Prize Up

Note: N/A

STOPGA (2)

Stopra + Stopra

> (GC): Thunder Up
> (TC): Reload Boost
> (PC): Combo Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): Defender
> (SC): Draw
> (RoC): EXP Chance
Note: N/A

WARP (BANISH/DEZONE)

Slide Dash + Magnera
> (GC): Dark Guard
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): HP Prize Up
> (RoC): EXP Walk
Note: N/A

ATMOS BREAK

Magnet Spiral + Zero Graviga
> (GC): Thunder Up
> (TC): Reload boost
> (PC): Combo Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): Defender
> (SC): Draw
> (RoC): EXP Chance
Note: Uses 2 Slots

HOLY

Wind Raid + Break Time
> (GC): Cure Up
> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): Combo Plus
> (MC): Defender
> (SC): Draw
> (RoC): Luck Up
Note: Ven Only // Uses 2 Slots

SLIDE COMMANDS

COMBO SLIDE

Air Slide + Slide Dash
> (GC): Thunder Guard OR Fire Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Luck Up
Note: Terra cannot do this

FIRE GLIDE (1)

Glide + Firaga
> (GC): Fire Up
> (TC): Reload Boost

- > (PC): Command Finish Up
- > (RiC): Combo Live (Final Stand)
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): EXP Chance

Note: Ven Only

FIRE GLIDE (2)

Glide + Fire Blitz

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Combo Finish Up
- > (RiC): Combo Live (Final Stand)
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Ven Only

FIRE WHEEL

Wheel Roll + Cracker Firaga OR Firaga

- > (GC): Fire Up
- > (TC): Reload Boost OR Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): Link Prize Up OR EXP Chance

Note: Aqua Only // Rare Occurrence - Raging Storm

ICE SLIDE (1)

Air Slide + Blizzard Blade

- > (GC): Blizzard Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Air Combo Plus
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): Luck Up

Note: N/A

ICE SLIDE (2)

Air Slide + Blizzaga

- > (GC): Blizzard Guard
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): HP Prize Up
- > (RoC): EXP Walk

Note: N/A

THUNDER ROLL (1)

Thunder Blitz + Dodge Roll

- > (GC): Dark Guard
- > (TC): Magic haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): EXP Walk

Note: Ven Only

THUNDER ROLL (2)

Thundaga + Dodge Roll

- > (GC): Thunder Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Luck Up

Note: Ven Only

GUARD COMMANDS

CONFUSE BARRIER (1)

Confuse Strike + Reflect

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Aqua Only

CONFUSE BARRIER (2)

Confuse + Reflect

- > (GC): Thunder Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Luck Up

Note: Aqua Only

POISON GUARD (1)

Poison Blade + Guard

- > (GC): Blizzard Guard
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): HP Prize Up
- > (RoC): EXP Walk

Note: Terra and Ven Only // Rare Occurrence - Bio Barrage

POISON GUARD (2)

Poison + Guard

- > (GC): Dark Guard
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): EXP Walk

Note: Terra and Ven Only // Rare Occurrence - Bio Barrage

RESTORE BARRIER (1)

Curaga + Reflect

- > (GC): Dark Guard
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): EXP Walk

Note: Aqua Only

RESTORE BARRIER (2)

Esuna + Reflect

- > (GC): Cure Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Combo Plus
- > (MC): Defender
- > (SC): Draw
- > (RoC): Luck Up

Note: Aqua Only

RESTORE GUARD (1)

Curaga + Guard

- > (GC): Dark Guard
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): EXP Walk

Note: Terra and Ven Only

RESTORE GUARD (2)

Esuna + Guard

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Terra and Ven Only

STOP BARRIER

Stopga + Reflect

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Aqua Only

STUN GUARD (1)

Stun Blade + Guard

- > (GC): Thunder Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up

> (RiC): Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Luck Up
Note: Terra and Ven Only

STUN GUARD (2)

Thundaga + Guard

> (GC): Thunder Up
> (TC): Reload Boost
> (PC): Combo Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): Defender
> (SC): Draw
> (RoC): EXP Boost

Note: Terra and Ven Only

REVENGE COMMANDS

REVENGE BLITZ (1)

Fire Blitz + Slide Dash

> (GC): Fire Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up

Note: Aqua Only

REVENGE BLITZ (2)

Thunder Blitz + Slide Dash

> (GC): Thunder Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Luck Up

Note: Aqua Only

REVENGE FANG

Revenge Thunder + Slide Dash

> (GC): Dark Guard
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): EXP Walk

Note: Terra Only

REVENGE RAID

Strike Raid + Slide Dash

> (GC): Dark Guard
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up

> (SC): Draw
> (RoC): EXP Walk
Note: Ven Only

SHOOT LOCKS [All Rare Occurrences]

BIO BARRAGE (1)
Aerial Break + Poison
Note: Rare

BIO BARRAGE (2)
Poison Blade + Guard
Note: Terra and Ven Only // Rare

BIO BARRAGE (3)
Poison + Guard
Note: Terra and Ven Only // Rare

LIGHTNING RAY (1)
Final Break + Dark Haze
Note: Terra Only // Rare

LIGHTNING RAY (2)
Final Break + Aerial Slam
Note: Ven Only // Rare

LIGHTNING RAY (3)
Thundara + Bind Strike
Note: Rare

LIGHTNING RAY (4)
Fire Dash + Thunder Blitz
Note: Rare

LIGHTNING RAY (5)
Thunder + Thunder
Note: Rare

LIGHTNING RAY (6)
Thundara + Thunder
Note: Rare

METEOR SHOWER (1)
Final Break + Zero Graviga
Note: Aqua Only // Rare

METEOR SHOWER (2)
Thundaga + Strike Raid
Note: Aqua Only // Rare

METEOR SHOWER (3)
Thundaga + Freeze Raid
Note: Aqua Only // Rare

METEOR SHOWER (4)
Thundaga + Firaga
Note: Aqua Only // Rare

RARE OCCURRENCES (Attack Commands)

BREAK TIME

Restore Guard + Curaga

- > (GC): Cure Up
- > (TC): Reload Boost
- > (PC): Last Live (Last Chance)
- > (RiC): Combo Plus
- > (MC): Defender
- > (SC): Draw
- > (RoC): Luck Up

Note: Terra and Ven Only // Rare // Original: Slot Blade (3)

LAST ARCANUM (1)

Fire Strike + Aerora

- > (GC): Fire Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Ven Only // Rare // Original: Aerial Slam

LAST ARCANUM (2)

Slot Blade + Aerial Break

- > (GC): Dark Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): Luck Up

Note: Ven Only // Rare // Original: Final Break (1)

LAST ARCANUM (3)

Blizzard Blade + Cura

- > (GC): Blizzard Guard
- > (TC): Attack haste
- > (PC): Leaf Veil
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): HP Prize Up
- > (RoC): Luck Up

Note: Ven Only // Rare // Original: Slot Blade (1)

SOLO ARCANUM (1)

Dark Haze + Sonic Rave

- > (GC): Fire UP
- > (TC): Reload Boost
- > (PC): Command Finish Up
- > (RiC): Combo Live (Final Stand)
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): EXP Chance

Note: Terra Only // Rare // Original: Chaos Rave

SOLO ARCANUM (2)

Slide Dash + Thunder

- > (GC): Thunder Guard

> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: Terra Only // Rare // Original: Stun blade (1)

SOLO ARCANUM (3)
Strike Raid + Thundara
Slide Dash + Thunder
> (GC): Thunder Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: Terra Only // Rare // Original: Stun Blade (3)

SOLO ARCANUM (4)
Confuse Strike + Thundara
> (GC): Thunder Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: Terra Only // Rare // Original: Thunder Blitz (2)

SOLO ARCANUM (5)
Stopga + Dark Haze
> (GC): Fire Up
> (TC): Reload Boost
> (PC): Command Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): N/A
Note: Terra Only // Rare // Original: Zantetsuken (1)

SOLO ARCANUM (6)
Stopga + Sonic Rave
> (GC): Blizzard Up
> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): N/A
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): N/A
Note: Terra Only // Rare // Original: Zantetsuken (2)

TIME SPLICER (1)
Wish Blade + Reflect Blitz
> (GC): Dark Guard
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): Item Up

> (SC): Draw
> (RoC): EXP Walk
Note: Aqua Only // Rare // Original: Final Break (2)

TIME SPLICER (2)
Slot Blade + Strike Raid
> (GC): Dark Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Air combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): Luck Up
Note: Ven Only // Rare // Original: Treasure Raid (1)

TIME SPLICER (3)
Slot Blade + Magnera
> (GC): Thunder Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): LInk Prize Up
Note: Ven Only // Rare // Original: Treasure Raid (2)

RARE OCCURRENCES (Magic Commands)

RAGING STORM (1)
Fire + Fira
> (GC): Fire Up
> (TC): Magic Haste
> (PC): Leaf Veil
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): HP Prize Up
> (RoC): Link Prize Up
Note: Aqua Only // Rare // Original: Firaga (2)

RAGING STORM (2)
Fira + Fira
> (GC): Fire Up
> (TC): Reload Boost
> (PC): Command Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): EXP Chance
Note: Aqua Only // Rare // Original: Firaga (3)

RAGING STORM (3)
Firaga + Firaga
> (GC): Fire Up
> (TC): Reload Boost
> (PC): Command Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): EXP Chance

Note: Aqua Only // Rare // Original: Triple Firaga (1)

RAGING STORM (4)

Firaga + Fira

- > (GC): Fire Up
- > (TC): Magic Haste
- > (PC): Leaf Veil
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Aqua Only // Rare // Original: Triple Firaga (2)

RAGING STORM (5)

Wheel Roll + Cracker Firaga OR Firaga

- > (GC): Fire Up
- > (TC): Reload Boost OR Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): Link Prize Up OR EXP Chance

Note: Aqua Only // Rare // Original: Fire Wheel

FIRAGA BURST (1)

Fira + Aeroga

- > (GC): Fire Up
- > (TC): Magic Haste
- > (PC): Leaf Veil
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Aqua Only // Rare // Original: Cracker Firaga (1)

FIRAGA BURST (2)

Firaga + Aeroga

- > (GC): Fire Up
- > (TC): Reload Boost
- > (PC): Leaf Veil
- > (RiC): Combo Live (Final Stand)
- > (MC): Damage Aspil
- > (SC): HP Prize Up
- > (RoC): EXP Chance

Note: Aqua Only // Rare // Original: Cracker Firaga (2)

FIRAGA BURST (3)

Firaga + Aerora

- > (GC): Fire Up
- > (TC): Magic Haste
- > (PC): Leaf Veil
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): HP Prize Up
- > (RoC): Link Prize Up

Note: Aqua Only // Rare // Original: Cracker Firaga (3)

MAGNET SPIRAL (1)

Magnet + Zero Gravira

- > (GC): Thunder Up

> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Air Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: Rare // Original: Magnet Crush (1)

MAGNET SPIRAL (2)
Magnera + Aerial Break
> (GC): Thunder Guard
> (TC): Attack Haste
> (PC): Command Finish Up
> (RiC): Combo Plus
> (MC): HP Up
> (SC): Draw
> (RoC): Link Prize Up
Note: Rare // Original: Magnet Crush (3)

WARP (BANISH/DEZONE) (1)
Zero Gravity + Zero Gravity
> (GC): Cure Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): Luck Up
Note: Terra Only // Rare // Original: Zero Gravira (1)

WARP (BANISH/DEZONE) (2)
Zero Gravira + Zero Gravity
> (GC): Cure Up
> (TC): Magic Haste
> (PC): Combo Finish Up
> (RiC): Combo Plus
> (MC): Item Up
> (SC): Draw
> (RoC): Luck Up
Note: Terra Only // Rare // Original: Zero Graviga (1)

WARP (BANISH/DEZONE) (3)
Zero Gravira + Zero Gravira
> (GC): Cure Up
> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): N/A
> (MC): Defender
> (SC): Draw
> (RoC): Luck Up
Note: Terra Only // Rare // Original: Zero Graviga (2)

TORNADO (1)
Aero + Aero
> (GC): Blizzard Up
> (TC): Magic Haste
> (PC): Leaf Veil
> (RiC): Combo Plus
> (MC): Item Up
> (SC): Draw OR HP Prize Up

> (RoC): Luck Up
Note: Ven Only // Rare // Original: Aerora (1)

TORNADO (2)

Aero + Aerial Break

- > (GC): Blizzard Guard
- > (TC): Attack Haste
- > (PC): Leaf Veil
- > (RiC): Air Combo Plus
- > (MC): Item Up
- > (SC): HP Prize Up
- > (RoC): Luck Up

Note: Ven Only // Rare // Original: Aerora (2)

TORNADO (3)

Aero + Thunder

- > (GC): Thunder Up
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Air Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Link Prize Up

Note: Ven Only // Rare // Original: Aerora (3)

TORNADO (4)

Aerora + Aero

- > (GC): Cure Up
- > (TC): Magic Haste
- > (PC): Combo Finish Up
- > (RiC): Combo Plus
- > (MC): Item Up
- > (SC): Draw
- > (RoC): Luck Up

Note: Ven Only // Rare // Original: Aeroga (3)

QUAKE (1)

Stun Blade + Detonate Shield

- > (GC): Dark Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Air Combo Plus
- > (MC): Item (Up?)
- > (SC): Draw
- > (RoC): N/A

Note: Terra Only // Rare // Original: Brutal Blast (1)

QUAKE (2)

Bind Strike + Detonate Square

- > (GC): Thunder Guard
- > (TC): Attack Haste
- > (PC): Command Finish Up
- > (RiC): Combo Plus
- > (MC): HP Up
- > (SC): Draw
- > (RoC): Luck Up

Note: Terra Only // Rare // Original: Brutal Blast (2)

QUAKE (3)

Brutal Blast + Brutal Blast

> (GC): Cure Up
> (TC): Reload Boost
> (PC): Last Live (Last Chance)
> (RiC): Combo Plus
> (MC): Defender
> (SC): Draw
> (RoC): Luck Up
Note: Terra Only // Rare // Original: Gaia Break

METEOR

Brutal Blast + Zero Gravity
> (GC): Fire Up
> (TC): Reload Boost
> (PC): Command Finish Up
> (RiC): Combo Live (Final Stand)
> (MC): Damage Aspil
> (SC): HP Prize Up
> (RoC): EXP Chance
Note: Terra Only // Rare // Original: Quake (1)

ADDED EFFECTS

NOTE: The number in [] is the total number that can be equipped. Effect increases with the number that is equipped.

GLITTER CRYSTAL

Blizzard Up: Increase power of Blizzard Type commands. [3]
Blizzard Guard: Increase resistance against Blizzard Type attacks. [2]
Cure Up: Increase power of Cure Type commands. [3]
Dark Guard: Increase resistance against Dark Type attacks. [2]
Fire Up: Increase power of Fire Type commands. [3]
Fire Guard: Increase resistance against Fire Type attacks. [3]
Thunder Up: Increase power of Thunder Type Commands. [3]
Thunder Guard: Increase resistance against Thunder Type attacks. [2]

TIME CRYSTAL

Attack Haste: Decrease reloading time for Attack Commands. [5]
Magic Haste: Decrease reloading time for Magic Commands. [5]
Reload Boost: Decrease deck reloading time when HP is under 25%. [1]

POWER CRYSTAL

Combo Finish Up: Improves damage dealt by combos. [2]
Command Finish Up: Increase power of commands. [2]
Last Live (Last Chance): Also called "Last Chance." If HP is 2+, 1 HP will be left after taking fatal damage instead of 0. [1]
Leaf Veil: Damage cannot be taken while using Cure Command. [1]

RISE CRYSTAL

Air Combo Plus: Air combos increase by 1. [3]
Combo Plus: Ground combos increase by 1. [3]
Combo Live (Final Stand): Also called "Final Stand." Character will stay alive with 1 HP after taking fatal damage from combo. Character will be invincible until the end of the combo. [1]

MOISTURE CRYSTAL

Damage Aspil: FOCUS will be restored when character is damaged. [1]
Defender: Defense increases when HP is under 25%. [1]
HP Up: Increase max HP. [3]
Item Up: Increase effect of recovery items. [3]

SERENITY CRYSTAL

Draw: Attracts nearby prizes dropped by enemies. [5]

HP Prize Up: Increase drop rate of HP prizes. [3]

ROTATIONAL CRYSTAL

EXP Chance: When HP is under 25%, EXP will be doubled. [1]

EXP Walk: 1 EXP is earned per step taken. [1]

Link Prize Up: Increase drop rate of D-Link Prizes. [3]

Luck Up: Increases drop rate of rare items. [5]

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