

Second number in parentheses: damage at close range
only one number in parentheses: damage at any range
(#+\$) multiple-hit combo: # - 1st hit, \$ - 2nd hit, etc.
#-shot: will fire # of shots in a row
#-way: will fire in # directions
homing: follows the enemy

Level 1 magic:

Tidu - Wind Cutter (8-16) (2-shot)
Est - Air Blast (22) (2-shot, homing)
Foh - Gust (22)

Level 2 magic:

Tidu-Tidu - (12-24) (2-shot)
Tidu-Est - (11-22) (3-shot)
Tidu-Foh - (17-26) (5-way)
Est-Tidu - (28) (2-shot, homing)
Est-Est - (37) (2-shot, homing)
Est-Foh - (37) (5-way, homing)
Foh-Tidu - (30)
Foh-Est - (53)
Foh-Foh - (27)

Level 3 magic:

Tidu-Tidu-Tidu - (23-40) (2-shot)
Tidu-Tidu-Est - (23-28) (2-shot)
Tidu-Tidu-Foh - (33-36) (3-way)
Tidu-Est-Tidu - (16-27) (4-shot)
Tidu-Est-Est - (22-31) (5-shot)
Tidu-Foh-Tidu - (29) (5-way)
Tidu-Foh-Foh - (26) (7-way)
Est-Tidu-Tidu - (33) (2-shot)
Est-Tidu-Est - (39) (2-shot)
Est-Est-Tidu - (42) (2-shot)
Est-Est-Est - (55) (2-shot)
Est-Est-Foh - (58) (3-way, homing)
Est-Foh-Est - (53) (5-way, homing)
Est-Foh-Foh - (42) (7-way)
Foh-Tidu-Tidu - (38)
Foh-Tidu-Foh - (35)
Foh-Est-Est - (59)
Foh-Est-Foh - (48)
Foh-Foh-Tidu - (35)
Foh-Foh-Est - (43)
Foh-Foh-Foh - (32)

Special Magic Attack: Tornado (48)

Close-Range Attacks:

Square - Quick attack
- Hit this rapidly to form a combo
Triangle - Strong attack
- Can knock down the enemy in a single hit
Circle - Sidestep attack
- dodges the opponent, then attacks

Square - (9)
Squarex2 - (9+11)
Squarex3 - (9+11+11)

Squarex4 - (9+11+11+13)

Square + Triangle - (9+15)

Squarex2 + Triangle - (9+11+16)

Squarex3 + Triangle - (9+11+11+17)

Triangle - (17)

Circle - (18)

Charge Dash - (8)

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