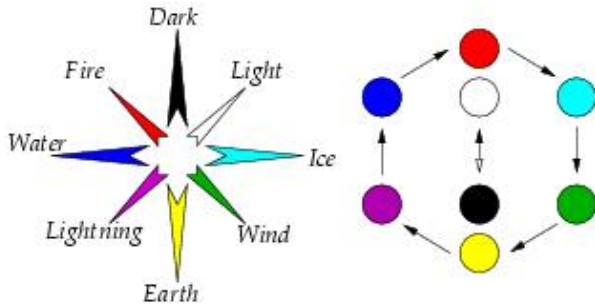


Vana'diel Week days

Firesday → **Earthday** → **Watersday** → **Windsday** → **Iceday** → **Lightingday** → **Lightsday** → **Darksday**



Fire melts **Ice**
Ice Blocks **Wind**
Wind erodes **Earth**
Earth absorbs **Lightning**
Lightning shocks **Water**
Water puts out **Fire**

Light illuminates **Dark**
Dark snuffs out Light

Lv. 1 Skillchains

Liquefaction – burst **Fire** based spells

Induration – burst **Ice** based spells

Detonation – burst **Wind** based spells

Scission – burst **Earth** based spells

Impaction – burst **Lightning** based spells

Rverbration – burst **Water** based spells

Transfixion – burst Light based spells

Compression – burst **Dark** based spells

Lv. 2 Skillchains

Fusion – burst **Fire** & **Light** based spells

Fragmentation – burst **Lightning** & **Wind** based spells

Distortion – burst **Water** & **Ice** based spells

Gravitation – burst **Earth** & **Dark** based spells

Lv. 3 Skillchains

Light – burst **Fire** & Light & **Lightning** & **Wind** based spells

Dark – burst **Water** & **Ice** & **Earth** & **Dark** based spells

Elemental Spell & Ninja Cycle

The full cycle from an elemental perspective is: **Ice** > **Fire** > **Water** > **Lightning** > **Earth** > **Wind** >

Ninjutsu cycle is: **Hyoton: Ichi** > **Katon: Ichi** > **Suiton: Ichi** > **Raiton: Ichi** > **Doton: Ichi** > **Huton: Ichi** >