Two Person Techniques

SCREENSHOT

There are a total of fifteen combinations of the six characters and each combination has three techniques. Let's completely list the total of forty-five techniques.

①   Crono + Marle

Rotating Aura   Rotating Cut + Aura

While rotating, it releases an aura and restores the HP of all allies (Small).

Ice Sword   Full-Power Cut + Ice

Attacks one enemy with an ice magic covered katana.

Ice B Sword   Confusion Cut + Ice B

Attacks a circular range of enemies with an Ice B Magic covered katana.

②   Crono + Lucca

Flame Wheel   Rotating Cut + Flamethrower

Attacks a circular range of enemies with a fire enveloped rotating cut.

Fire Sword   Full-Power Cut + Fire

Attacks one enemy with a fire magic covered katana.

Fire B Sword   Confusion Cut + Fire B

Attacks a circular range of enemies with a Fire B Magic covered katana.

③   Crono + Robo

High Speed Rotation   Rotating Cut + Rotating Laser

Attacks all enemies with a full rotation laser.

Big Rotating Cut   Full-Power Cut + Rotating Laser

Robo spins Crono and attacks enemies in Robo's surroundings.

Super Electricity   Thunder B + Electric Attack

Attacks all enemies with a full power electric shock that absorbed Thunder B.

④　　　Crono + Kaeru

X Cut　　　　　　　Rotating Cut + Slurp Cut

Crono and Kaeru cross and attack one enemy.

Sword Waterfall　　　Full-Power Cut + Water

Crono drops from a waterfall while he thrusts his katana and attacks one enemy.

Chrono Trigger

Techniques & Magic Introduction

④　　　Crono + Kaeru (Frog)

Lightning Rod　　　Thunder B + Jump Cut

Stabs a sword into one enemy and there Thunder B falls.

⑤　　　Crono + Ayla

Drill Kick　　　　　Rotating Cut + Round (Arma)dillo Kick

Ayla rotates while coming down, and drill kicks one enemy.

Thunder Bite　　　Thunder + Scratch and Bite

Ayla absorbs Thunder then scratches and bites one enemy.

Falcon Cut　　　　Full-Power Cut + Boulder Throw

Crono, in a horizontal direction, flies in a straight line and attacks enemies in that horizontal line.

⑥　　　Marle + Lucca

Reaction Bomb　　　Ice + Fire

Attacks a circular range of enemies with magic produced by the clash of water and fire.

Reaction Bomb 2　　　Ice B+ Fire B

Damages a circular range of enemies with a powerful edition of "Reaction Bomb."

Reaction Bomb 3　　　Ice B + Fire

Damages all enemies with a powerful edition of "Reaction Bomb 2."

⑦   Marle + Robo

Aura Beam   Aura + Cure Beam

Releases Aura in a circular shape and restores the HP of all allies (Small).

Ice Tackle   Ice + Robo Tackle

Robo, his body clad in ice, tackles one enemy.

Cure B Wind   Cure B + Heal Beam

Releases Cure B in a circular shape and restores the HP of all allies (Large).

⑧   Marle + Kaeru (Frog)

Ice Water   Ice + Water

An ice shower rains down and deals damage to all enemies.

Glacier

Deals damage to all enemies with an extra large icicle.

Double Cure B   Cure B + Cure B

Completely restores the HP, KO's, and status abnormalities of all allies.

⑨   Marle + Ayla

Double (Seductive) Charm   Provocation + (Seductive) Charm

Two people provoke and there is a considerable likelihood that they steal an item from one enemy.

Ice Throw   Ice + Boulder Throw

Many ice lumps are thrown at a circular range of enemies.

Glacier Throw   Ice B + Boulder Throw

An extra large ice lump is thrown at a circular range of enemies.

⑩   Lucca + Robo

Fire Punch   Fire + Rocket Punch

Attacks a circular range of enemies with a flame punch.

Fire B Tackle   Fire B + Robo Tackle

Robo, his body clad in Fire B, tackles one enemy.

Double Bomb   Megaton Bomb + Circle Bomb

Attacks enemies surrounding Robo with the strongest bomb.

⑪   Lucca + Kaeru

Red Needle   Fire + Jump Cut

Attacks one enemy with a flame jump cut.

Line Bomb   Megaton Bomb + Jump Cut

Drops a large quantity of bombs in a horizontal direction and deals damage to enemies on that line.

Frog Freya   Freya + Frog Drop

Attacks all enemies with a gigantic frog that absorbed Freya.

⑫   Lucca + Ayla

Flame Kick   Fire + Round (Arma)dillo Kick

With her leg clad in fire, Ayla flame kicks one enemy.

Flame Tornado   Fire B + Tail Tornado

Attacks all enemies with a tornado that contained Fire B.

Flame Triple Kick　　　　　Fire B + Triple Kick

From a big jump, Ayla flame kicks one enemy.

⑬　　Robo + Kaeru

Sword Throw　　　　　Rotating Laser + Slurp Cut

Robo throws Kaeru and he attacks one enemy.

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Technique & Magic Listings

Concerning the MP expenditure of linked techniques

SCREENSHOT

Crono

MP Consumption　　　2

		Rotating Aura	2
Marle		Ice Sword	4
		Flame Wheel	2
MP Consumption	1	Fire Sword	4
		High-speed Rotation	2
		Big Rotating Cut	4
		X Cut	2
		Sword Waterfall	4

Restores the HP of all allies/ Small

About the MP consumption of linked techniques, the MP consumption of the combined techniques or magic is applied without change. For example, in the case of Crono and Marle's two person technique

"Rotating Aura," it's been decided that, respectively, Crono expends his "Rotating Cut's" two MP and Marle expends her "Aura's" one MP.

⑬   Robo + Kaeru

Soap Press   Robo Tackle + Water

Enveloped in bubbles, Robo drops and deals damage to one enemy.

Cure B Wave   Heal Beam + Cure B

Releases Cure B in a circular shape and restores the HP of all allies (Large).

⑭   Robo + Ayla

Dance Platform   Robo Tackle + Charm

Ayla provokes from on top of Robo and all enemy movement stops.

Big Rotating Kick   Robo Tackle + Round (Arma)dillo Kick

Ayla, while rotating, drill kicks one enemy.

Hell Throw   Machine Gun Punch + Bolder Throw

Robo and Ayla throw one enemy back and forth to each other and deal damage.

⑮   Kaeru + Ayla

Slurp Kiss   Slurp + Kiss

Restores the HP (Restoration Small) and cures status abnormalities of all allies.

Soap Tackle   Water + Round (Arma)dillo Kick

Ayla, wrapped in bubbles, drops and deals damage to one enemy.

Seated Vow Cut   Jump Cut + Triple Kick

Kaeru and Ayla jump high and pierce one enemy with a sword.

In the technique introduction on P38-45, there are techniques that have any of the attributes (→P47): sky, dark, water, and fire. About techniques that have attributes, they respectively display as Sky = Yellow, Dark = Grey, Water = Water Color, and Fire = Red inside the table.

SCREENSHOT

Three Person Techniques

The final linked technique is the three person technique and overall there are ten of them. With the following, let's list all of them.

①   Crono + Marle + Lucca

Mix Delta

Thunder B + Ice B + Fire B

Deals damage to all enemies with a magic that is the union of sky, water, and fire.

②   Crono + Marle + Robo

Keep Arise

Rotating Cut + Arise + Rotating Laser

Automatic KO recovery of all allies only one time

③   Crono + Marle + Kaeru

 Arc Impulse

Full-Power Cut + Ice B + Jump Cut

After you've jumped, you attack one enemy with a sword of ice magic.

④   Crono + Marle + Ayla

Final Kick

Thunder B + Ice B + Triple Kick

Effects one enemy. A drill kick with a sky and water energy ball attached.

⑤   Crono + Lucca + Robo

Fire B Circle

Full-Power Cut + Fire B + Rotating Laser

Spins Crono and attacks enemies in Robo's surroundings.

⑥　　　Crono + Lucca + Kaeru

Delta Storm

Thunder B + Fire B + Water B

Deals damage to all enemies with a magic that is the union of sky, fire, and water.

⑦　　　Crono + Lucca + Ayla

Gatling Kick

Thunder B + Fire B + Triple Kick

Affects one enemy. A drill kick with a sky and fire energy ball attached.

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Concerning the range of techniques

Among techniques you unleash against enemies, there are ranges stated as one enemy and all enemies, and there are techniques with ranges not clearly determined. Such techniques, according the location of the enemy you put the cursor over (which becomes the target) and the characteristics of the technique you use at that time, the range goes and changes. To the right, we have given and introduced an example for future use, so please decide to consult it. Also, among Robo's linked techniques, there are things that deal damage against enemies within a circle that's centered on Robo. In this case, if there are no enemies in Robo's surroundings, you cannot use that technique.

-Example　　　Unleash Rotating Cut on 3 Enemies

?Put cursor on left side enemy

Because you rotate centered on the enemy you put the cursor on, it is also effective against the middle enemy, but it doesn't reach the enemy on the right side.

?Put cursor on center enemy

If you center on the middle enemy, the enemies on both sides are within range at the same time and you can attack three enemies simultaneously.

⑧ Crono + Robo + Kaeru

Triple Attack

Rotating Cut + Robo Tackle + Slurp Cut

The three characters cross and simultaneously attack one enemy.

⑨ Crono + Robo + Ayla

Big Tornado

Rotating Cut + Rotating Laser + Tail Tornado

All three people rotate and a tornado is generated. Damage on all enemies.

⑩ Crono + Kaeru + Ayla

Three Dimension Attack

Rotating Cut + Slurp Cut + Triple Kick

Ayla is added to X Cut. One enemy damaged.

About techniques, other than those listed on P38-45, several are prepared.

MAGIC

Magic that comes into being from the four attributes

In magic, there are four attributes, and each character that can learn them is decided. Also, there are characters that cannot learn magic.

Sky

Magic by means of sacred power which dwells in the sky

SCREENSHOT

About the "Sky" magic that Crono can learn, he deals damage to enemies by the power of lightning and wind.

Thunder	MP 2	Casts lightning on one enemy (Damage Small)
Thunder B	MP 8	Casts lighting on all enemies (Damage Big)
Raise	MP 10	Cures one ally's KO
Shining	MP 20	Hits all enemies with a sacred and strong magic

Fire

A fire magic that burns evil things down to nothing

SCREENSHOT

Attack	Attack
Linking	Linking
Item	Item

About the "Fire" magic that burns down all things, Lucca can learn it.

Fire	MP 2	Throws flames at one enemy (Damage Small)
Protect	MP 6	Increases one ally's physical defense

Fire B	MP 8	Throws flames at all enemies (Damage Big)
Freya	MP 20	Attacks all enemies with an intense light and heat

Dark

An unknown wrapped in darkness that becomes magic

A magic that uses the power of darkness that resides in the underworld, it is the opposite being of Crono's "Sky" magic. Furthermore, it's details, practitioners, etc. are entirely wrapped up in mystery.

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Water

Magic that uses nature's water.

About "Water" magic, both Marle and Kaeru can learn it but the details respectively differ.

SCREENSHOT

Attack   Attack   Crono

Linking Linking Lucca

Item   Item   Marle

-Marle

Ice	MP 2	Throws ice at one enemy (Damage Small)
Cure	MP 2	Restores one ally's HP (Medium)
Haste	MP 6	Halves one ally's action waiting time
Ice B	MP 8	Throws ice at all enemies (Damage Big)
Cure B	MP 5	Restores one ally's HP (Big)
Arise	MP 15	Cures on ally's KO and restores all of their HP

-Kaeru

Water	MP 2	Throws bubbles at one enemy (Damage Small)
Heal	MP 2	Restores the HP of all allies (Medium)
Water B	MP 8	Throws bubbles at all enemies (Damage Big)
Cure B	MP 5	Restores one ally's HP (Big)

SCREENSHOT

Crono

MP Consumption 4

	Rotating Aura	2
Lucca	Ice Sword	4
	Flame Wheel	2
MP Consumption 1	Fire Sword	4
	High-speed Rotation	2
	Big Rotating Cut	4

A fire magic sword cut on a single enemy/ Fire

Full-power Cut +   Fire

SCREENSHOT

Lucca

MP Consumption 1	Flame Wheel	1
	Fire Sword	1
Marle	Reaction Bomb	1
MP Consumption 2	Fire Punch	1

Fire and Water Bomb Magic on a circular area of enemies / Dark

Fire   +   Ice

Concerning Attributes of Linked Techniques

In magic, 4 attributes exist but, for techniques, in the basics, attributes don't exist. However, because of the combination of techniques and magic in linked techniques, the combining magic's attribute is attached. Also, in the case of a linked technique from the combination of magic moves where attributes differ, they're changed to an entirely different attribute (For example, Fire+ Water changes to Dark).

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