



This is version 1.0 of the *Colorblaster* skill pack for Pictomancer, created by izumi.

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When the game gets patch updated in the future, you can directly download the latest version of modpack through your Ko-fi payment history. **If you got this mod from any other source, you won't not be able to receive future updates, bug fixes, or support.**

> izumi's Ko-fi Page: [@lzumi](#)

If you still have unanswered questions after reading this PDF, you can contact me via private messages on Ko-fi, or join our Discord server so ask: <https://discord.gg/Jn9EAYfRKW>

If you enjoy my work, feel free to support me on Ko-fi! This will be the Dynamis of my creation! (๑*~*๑)



How to Install

For players who try to install mods for the first time:

You are recommended to use Penumbra on Dalamud to install the mods. Dalamud is a plugin development framework of FFXIV, which is meant to be used in conjunction with FFXIVQuickLauncher.

Here is the page of FFXIVQuickLauncher (global server): <https://goatcorp.github.io/>

After installing the Launcher successfully, you can open the system menu in-game by pressing escape, and then you'll see "Dalamud Plugins" there. Click it and then you can search and install Penumbra in the pop-up menu.

For those who are familiar with mods:

Just simply installing "PCT pack.pmp" and "skill icon.pmp" in Penumbra. Remember to active the "skill icon.pmp" in your interface collection.



Attention

1. Game patch updates can cause this mod pack to become not working or behave abnormally. In such cases, please check for updates and notifications on our discord, my ko-fi or my YouTube channel.
2. Options for skills and icons will affect the same-named skills in both PVE and PVP.
3. Do not resell this mod, and do not distribute it without asking me.
4. Not sure whether this mod will conflict with mods from other authors or whether it will become not working after game patch update. But I will make effort to fix this!





Frequently Asked Questions

1. VFX texture or skill sounds are not working as expected.

- Make sure you have Dawntrail expansion.
- If this occurs after a new game patch update, first check my [Ko-fi](#) or our [Discord](#) for announcements regarding the latest patch. If not, try adjusting the mod and collection settings in Penumbra or reinstall the mod.
- If this is due to a conflict with another mod, you will need to adjust the mods' priority to resolve this conflict.

2. Skill icons or job gauge are not working correctly.

- Please activate the imported "skill icons.pmp" in the [Interface](#) collection in Penumbra. Then, switch your jobs or relog in the game to refresh your game data.
 - *In the "Collection" tab in Penumbra, you can add or select any mod collection on the left, and then activate the corresponding tabs on the right to set it to the corresponding collection.*

3. Skill VFXs are too bright, or the screen is shaking too strong.

- It's recommended to set [Battle Effects Settings](#) of party members and others to [Simple](#) or [None](#) in [Character Config](#) to prevent battle effects overlays. And you can also turn off [Radial Blur](#) (Blur the graphics around an object in motion) in the game's [Graphics Settings](#) under [System Config](#).
- Besides, in [Character Settings](#) under [Character Config](#), you can disable [Camera effects when initiating actions](#) to stop screen shaking (NOTE: this will also disable all screen shaking effects from enemy boss skills).
- Of course, you can also use the VFXeditor plugin to customize effects yourself.

4. I heard this mod was updated. Where can I get the latest version?

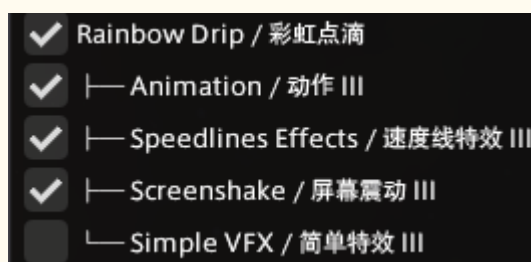
- Simply access your previous orders on website (your [ko-fi payment history](#)) and download the latest file there. The attachments will be automatically replaced with the latest files when the mods are updated.



Option Explanation

Each skill comes with its own option group, containing several customizable sub-options (most of them are enabled by default). Adjust them however you like — just remember to hit [Redraw](#) afterward to refresh your character data.

Using the [Rainbow Drip](#) option group as an example:



- The first row - the skill name itself - **must be checked** if you want this skill's VFX to be replaced.
- If you disable [Animation](#), the skill will use its original animation instead of the replaced one.
- If you disable [Speedlines Effects](#), the speedline effect of the VFX will be removed (making the effect cleaner).
- If you disable [Screenshake](#), the VFX will no longer include screen shake. (Some skills have built-in shake effects in game that cannot be fully removed.)
- [Simple VFX](#) is disabled by default. If you enable it, the skill will switch to a simplified version of the VFX - fewer spark particles, less decorative fluff, or smaller VFX model size. It's less flashy and blocks less visibility. Note that the first-row skill name option still needs to remain checked.
- If you don't want to replace a particular skill at all, simply turn off all its options, including the first-row skill name option.

◆ **Compatibility with Custom Motif Mods**

This skill pack is compatible with custom motif mods created by other authors. All you need to do is:

1. Adjust the [Priority](#) of this skill pack in Penumbra so that it is higher than the priority of the custom motif mod;
2. In this pack's Motif options, select [Vanilla](#) (except for [Landscape Motif](#), which must be set to [Custom](#).)

The adaptation results are like this:



◆ Job Change

In the **Others** option category, there's an extra option called **Job Change**, which can change the VFX that shows when you switch your jobs.

This effect applies to **all jobs**, unless you use another plugin (such as **Glamourer**) to control this mod and let it only be active when you are **Pictomancer**.



Namingway

Namingway is plug-in on Dalamud that can rename your skills and status in game. Some players tend to use this to enhance the immersion of skill mods. So, I present here a preset table for your reference. You can also choose not to use Namingway or use the Edit mode to delete or edit some names by yourself.

Click [\[here\]](#) or see the **TXT file** in this pack to get the preset.

To import this preset, you need to copy the code, select **Pack** in the menu of **Namingway**, and then select **Import**, paste the code in and press **Import**. Then, you will see the imported naming table in the **Custom** list. Tick to activate.



If you have any questions, please contact me on ko-fi or our DC.

Thanks for your support!

