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# **THE UNOFFICIAL FINAL FANTASY XIV: A REALM REBORN CLASS GUIDE**

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The Unofficial FFXIV Class Guide

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# FFXIV CLASS/JOB OVERVIEW

## How Class-Switching Works

When creating a new character in Final Fantasy XIV: A Realm Reborn, you're asked to choose between a Disciple of War and the Disciple of Magic. These two Disciples are two of the four possible Disciples-- or categories of classes-- in FFXIV. Upon beginning a new character, you'll only have access to the 8 classes that are all combat-oriented. There are also two crafting/gathering Disciples in the game which contain another 11 classes. You'll have access to these later.

It's possible to level up all 19 classes to the maximum level of 50 on a single character. The system lets you switch between classes at will and gives you the ability to spec into multiple classes and grab multiple abilities from each class. This system becomes even more complex when you add in Jobs, which are advanced versions of the combat-oriented classes that require specific class combinations and levels. Spec'ing in multiple classes at a time offers greater versatility while spec'ing in a Job focuses on a specialized role that's often most useful in a dungeon/raid environment. For now, let's start with the basic class information.

## Switching Between Classes

After leveling up your base class to level 10 and completing the level-appropriate class quest, the Armoury system in FFXIV unlocks. This lets you talk to another Guildmaster and learn a new class. You can learn an unlimited amount of classes in this manner, but you must level each class separately. They all start at level 1.

By talking to a Guild Receptionist, completing the simple quest and choosing to learn that class, you're given a weapon. For crafting/gathering classes, you're given a tool to equip. Upon equipping that weapon/tool, you automatically change your class and unequip all other gear.



Due to the fact that you can't travel between the main cities and all of the class Guildmasters at level 10, it's often best to wait until level 15 to begin leveling various combat-oriented classes. This lets you switch to a new level 1 class in an unfamiliar city and gain a few easy levels by completing that city's prerequisite quests.

Crafting/gathering classes can be leveled up anywhere and at any level. These are not combat-based, but rather leveled through running around and harvesting nodes or crafting items. It's often best to work on gathering classes first.

At any time, you can switch back to your main class by equipping the main-hand weapon that class uses. Your level and quest progress is saved right where you left it.

### **Gear Sets and Tips**

Upon gaining access to the Armoury system, you're also given the ability to save gear sets. This makes switching between classes a snap. Open up your character window, select the "Gear Set" button above your character's UI frame, then select "Create a new gear set." This saves a setting of your current gear and lists which class it corresponds to.

One issue with leveling new classes is the fact that you're not given any gear except a main-hand weapon. For this reason, it's sometimes a good idea to save your low-level gear as you level your first class. The Armoury Chest has plenty of room during these early levels, and you won't have to worry about buying much extra gear.

When leveling a new crafting/gathering class, you won't really need gear that's suitable for combat. It's possible to just run around naked while gathering raw materials. Upon leveling up a bit and completing a couple class quests, you'll be given useful gear.



## BASIC CLASS OVERVIEW

### Disciples Of War

The following classes are combat-based melee and physical ranged fighters.

#### Gladiator

**Guildmaster location.** Ul'dah

**Primary role.** Tank

**Primary job (at level 30).** Paladin

**Jobs that also require it (at level 15).** Warrior

Gladiators fight with a one-handed sword and a shield and wear heavy armor. They focus on dealing melee damage and protecting their friends with a wide range of defensive abilities and maneuvers. They are one of the two tanking classes in FFXIV.

The three main leveling attributes for Gladiators are Strength, Dexterity and Vitality. Strength ups melee damage (and threat) as well as the amount of damage reduction parry and block grant. Dexterity ups parry/block rates. Vitality adds to the Gladiator's maximum HP.

Gladiators are sworn protectors who wield sword and shield and charge into battle fearless. They're one of the two early tanking classes in FFXIV. ARR and specialize in single-target threat and maximum mitigation. They use melee combo actions and a myriad of defensive abilities and enmity-raising abilities to keep the attention of mobs and survive under pressure.



### Levels 1-15

The first 10 levels of Gladiator come quickly and essentially help you understand the game. After that, the world opens up and you're given the chance to explore other classes. You should stick to Gladiator until at least level 15 in order to unlock airship travel. Make sure to keep as current as possible on your class quests and story scenarios. Class quests usually become obtainable every 5 or 10 levels. These grant you large gear upgrades and even new abilities. The level 15 class quest is vitally important, as it grants you your one ranged ability-- Shield Lob.

Your starting rotation is Fast Blade -> Savage Blade and repeat. When you get Riot Blade, you'll then want to switch out Savage Blade and use Riot Blade instead except when you're tanking and need the threat (also known as Enmity). Riot Blade does more damage, however. Also, if you're new to tanking in MMORPGs, don't hesitate to queue up for the training Guildhest that becomes available at level 10. This will help you learn how to hold enmity and work with other players.

### Levels 15+

After reaching level 15, if you're current on your story scenarios, you'll gain access to the first 4-man dungeon. This is where you'll get some real tanking practice! Tanking as a Gladiator can be a little challenging at times due to our lack of area-of-effect (AoE) damage. Make sure you initiate every pull yourself and pull with Shield Lob and a Flash just as soon as the mobs reach you.

Flash increases threat on mobs that are in range of you. After the initial pull, make sure to use it between every Fast Blade -> Savage Blade rotation. Practice makes perfect when tanking, so don't feel bad about having a bit of a rough time if you're new to it. Add in Rage of Halone when you get it (and ditch Riot Blade unless you need the MP), as this third combo packs a ton of enmity.



Make sure to do each dungeon as they become available, as this will advance the main story. The quickest way to level is to generally take advantage of every source of EXP around you-- quests, FATEs and Leves. As a tank, it's a great idea to group with others and run dungeons as often as possible. When it comes to gathering your Grand Company seals for your Chocobo, Grand Company Leves and FATEs are both good to farm.

### Recommended secondary classes.

Conjurer for the Paladin requirements and Marauder. Pugilist, Lancer and Archer offer interesting cross-class choices as well.

### Recommended solo cross-class skills.

- **Cure** (level 2 in Conjurer) - A heal with a cast time that's great for use in between fights. It can also be used mid-fight while running from AoE effects or during a Shield Bash stun. Pair it with Convalescence for maximum effect.
- **Protect** (level 8 in Conjurer) - A great survivability buff for soloing.
- **Straight Shot** (level 2 in Archer) - An attack that grants a buff enabling you to do extra critical hits (and thus killing things quicker) while soloing. Use it before your other abilities and keep the buff active.
- **Keen Flurry** (level 6 in Lancer) - A useful survivability cooldown.
- **Foresight** (level 2 in Marauder) - A useful survivability cooldown.
- **Fracture** (level 6 in Marauder) - A minimal damage-over-time effect. Every bit can help at times.
- **Bloodbath** (level 8 in Marauder) - An ability that grants you self-heals based on your HP that can make a large difference over the course of a long fight. Pair with Convalescence for best effect.



- ***Mercy Stroke*** (level 20 in Marauder) – A great way to finish off a fight. Try and time it so it is the killing blow, which will give you a self-heal.
- ***Second Wind*** (level 8 in Pugilist) – A handy emergency self-heal.
- ***Haymaker*** (level 10 in Pugilist) – An attack that's usable every time you evade an attack. A decent alternative to the much better Paladin ability you'll get later.
- ***Internal release*** (level 12 in Pugilist) – A solid DPS cooldown

**Recommended group cross-class skills.**

- ***Cure*** (level 2 in Conjurer) – This one won't see a lot of use with a good healer, but every now and then you may find time to squeeze one in.
- ***Stoneskin*** (level 34 in Conjurer) – A barrier that blocks all types of damage. Has a cast time when first used. Decent to toss on before a boss pull or during a fight where is no physical damage rolling around. Note: Has a high level requirement, so you probably won't have this until after Paladin.
- ***Feint*** (level 2 in Lancer) – Attack that applies Slow, which lowers the frequency mobs attack and cast. This is decent for dungeons if no one else in your group is applying the debuff.
- ***Keen Flurry*** (level 6 in Lancer) – A useful survivability cooldown.
- ***Foresight*** (level 2 in Marauder) – A useful survivability cooldown.
- ***Bloodbath*** (level 8 in Marauder) – An ability that grants you self-heals based on your HP that can make a large difference over the course of a long fight. Pair wit Convalescence.



- ***Mercy Stroke*** (level 20 in Marauder) – A great way to finish off a fight. Try and time it so it is the killing blow, which will give you a self-heal.
- ***Featherfoot*** (level 4 in Pugilist) – An evasion buff. Not one of a Gladiator's best survivability cooldowns, but every bit helps at times.
- ***Second Wind*** (level 8 in Pugilist) – A handy emergency self-heal.

### **Recommended attribute build.**

You'll want to focus on Strength and Vitality. Dexterity is useful on gear due to the fact that it ups the chances of Parry and Dodge, but Strength is a far better attribute in comparison. Strength increases your damage and therefore enmity (threat) as well as the amount of mitigation provided by parry and block. Vitality increases your maximum health (HP).

You can choose to place all your free points in Strength, all of them in Vitality or choose a mix between the two stats. While threat is important, survivability is often more important, especially later on when the dungeons get more difficult. I'd recommend either a mix of Vitality and Strength or full Vitality.

For secondary stats on gear, Parry, Determination and Skill Speed are all decent. Parry boosts survivability, of course, while Determination ups all damage done by a small amount and therefore threat. Skill Speed lets you use abilities quicker by lowering your global cooldown (GCD). This in turn lets you do more damage, cause more threat and use reactive/survivability abilities quicker.

## **Pugilist**

**Guildmaster location.** Ul'dah

**Primary role.** Damage dealer

**Primary job (at level 30).** Monk

**Jobs that also require it (at level 15).** Bard



Pugilists fight with two fist weapons that are made of bone or metal and wear cloth or leather armor. They focus on dealing melee damage and specialize in dealing brutal blows from behind the enemy where they can unleash powerful combo attacks. They are a pure damage dealing class that has some area-of-effect utility but shines when up against a single enemy.

As far as leveling attributes go, Pugilists will want to focus on Strength and a bit of Vitality. Their damage all comes from Strength while Vitality will come in handy where survivability may be an issue.

Pugilists are fast and furious and strike opponents with fist weapons using brutal martial arts moves that utilize various forms and can hit an enemy where it hurts most. Pugilists focus on pure melee DPS and gain advantages for attacking enemies from behind.

### Levels 1-15

Starting out as a Pugilist at level 1, you'll have to gain the first 10 levels in Pugilist before you can branch off and learn another class. These first 10 levels come easily. Prioritize your class quests and main scenario (story) quests, as these will move you forward and grant you new abilities.

Focus on becoming comfortable with the basic ability chain of Bootshine -> True Strike -> Snap Punch, as this is the basic combo you'll be using for a while. Keep up Touch of Death when you get it at level 15 and add in Haymaker when it lights up on your ability bar. Remember to continue your combo chain when switching between defeated opponents.

### Levels 15+

After you gain access to airship travel at level 15, you can travel to Gridania and take up the Lancer class if you're interested in advancing to Monk. Monk requires 30 levels in Pugilist and 15 in Lancer, so whichever order you choose to level up both of these classes is up to you. I'd recommend gaining a few levels in Lancer to at least unlock the first few Lancer abilities which will expand your overall arsenal.



At level 15, be sure to start queueing up for dungeons as they are required to further advance the main story. While you wait for the Duty Finder queue up pop, you can work on advancing your Hunting Log, take part in FATEs or complete quests and Leves to keep the leveling pace rolling. FATEs and Grand Company Leves also work well when gathering Grand Company seals.

### Recommended secondary classes.

Lancer for the Monk requirements and Marauder. Archer also offers some interesting options and Conjurer offers great utility.

### Recommended solo cross-class skills.

- ***Straight Shot*** (level 2 in Archer) - Offers a nice boost to critical hit. Only use it to gain the buff and keep it up in order to maintain it.
- ***Raging Strikes*** (level 4 in Archer) - A nice DPS boost.
- ***Cure*** (level 2 in Conjurer) - A heal with a cast time. Great for healing yourself between fights and even during combat when things get messy.
- ***Protect*** (level 8 in Conjurer) - An added survivability buff when soloing.
- ***Bloodbath*** (level 8 in Marauder) - A cooldown that adds a small self-heal every time you deal damage. Every bit of healing helps.
- ***Mercy Stroke*** (level 26 in Marauder) - A nice "execute" ability that you can use to receive a self-heal if the mob dies when the ability is used.
- ***Invigorate*** (level 22 in Lancer) - A cooldown you can use to gain TP. Great for emergencies.



### Recommended group cross-class skills.

- ***Straight Shot*** (level 2 in Archer) - Offers a nice boost to critical hit. Only use it to gain the buff and keep it up in order to maintain it.

***Raging Strikes*** (level 4 in Archer) - A nice DPS boost.

- ***Bloodbath*** (level 8 in Marauder) - A cooldown that adds a small self-heal every time you deal damage. Every bit of healing helps.
- ***Mercy Stroke*** (level 26 in Marauder) - A nice "execute" ability that you can use to receive a self-heal if the mob dies when the ability is used.
- ***Invigorate*** (level 22 in Lancer) - A cooldown you can use to gain TP. Great for emergencies.
- ***Blood for Blood*** (level 34 in Lancer) - A DPS cooldown that increases your damage done by 30% and your damage taken by 25%. Good for those times when you know you won't be taking much damage. Note: You probably won't get this one until Monk.

### Recommended attribute build.

Pugilists are all about Strength, as that is our main source of damage. It's recommended to place all of your free attribute points into Strength and maximize the amount of strength on your gear. Vitality increases your maximum health (HP), but you generally won't need to place extra points in it since it will naturally appear on gear.

You should even place Strength above all secondary attributes. When it does come to secondary attributes, however, you'll want to focus on Critical Hit Rate the most, followed by Determination and Skill Speed. Critical Hit Rate ups your chances of dealing critical damage while Determination ups all of your damage by a small amount and Skill Speed quickens your global cooldown (GCD). In general, Skill Speed sees damage returns that are quite low.



Accuracy also comes into play at level 50, but since it naturally occurs on most gear, by the time you gain some gear from level 50 group content, you should have plenty.

## **Marauder**

**Guildmaster location:** Limsa Lominsa

**Primary role:** Tank

**Primary job (at level 30):** Warrior

**Jobs that also require it (at level 15):** Dragoon

Marauders fight with a two-handed axe and wear heavy armor. They focus on dealing melee damage and have a large amount of attacks and moves that specialize in area-of-effect damage. They also have a solid amount of abilities that help control fights and boost their own survivability. This allows them to tank for teammates. They are one of the game's two tanking classes.

While leveling, Marauders will want to focus on Strength and Vitality as far as attributes go. Strength ups their damage and therefore threat. Vitality increases their maximum health points and helps increase survivability.

Marauders are powerful melee fighters that fight with a two-handed axe and lay waste to any enemy they encounter. They are one of the two starting tank classes in FFXIV. ARR and tank while unleashing a whole lot of damage. They are masters of area-of-effect damage and even gain a few self-healing abilities as they level.

### **Levels 1-15**

The first 10 levels of Marauder come quick. You'll become comfortable with using Heavy Swing -> Skull Sunder, which is the first starting combo attack. Keep an eye out for mobs that are part of your Hunting Log and have a special half-circle icon above their heads. Completing Hunting Log objectives grants you nice EXP bonuses.



As you level, you'll gain Fracture, which is a damage-over-time ability you should always keep up. Bloodbath is a great ability that will heal you as you deal damage. Use this when your health starts dropping or when you gather all of the attention of mobs during a hectic FATE event.

Prioritize class quests and scenario (story) quests as you level. These advance the story and grant you extra abilities and equipment items. The level 15 class quest is especially important, as it grants you your ranged pulling ability-- Tomahawk.

### Levels 15+

At level 15 as you finish the main story in Limsa Lominsa you're given airship access. This will let you travel and pick up other classes to try. You'll also be able to queue up for your first dungeon at level 15. Make sure and do these dungeon quests as they are required to advance the story. Other quests, FATEs, Grand Company Leves and Leves can be done on the side for extra EXP and Grand Company seals.

You're only given the option to tank for dungeons as a Marauder, but tanking is quite easy once you gain Overpower at level 12. Make sure to engage first, gather enemies in a cone in front of you and utilize cooldowns if your health starts dropping. Keep dealing damage while maintaining your survivability and tanking becomes simple.

### Recommended secondary classes.

Gladiator for the Warrior requirements. Pugilist, Lancer and Archer offer added utility and cooldowns/debuffs. Conjurer offers added support for solo situations.

### Recommended solo cross-class skills.

- ***Straight Shot*** (level 2 in Archer) - Offers a nice critical hit rate buff. Only use it to apply the buff and keep it active.
- ***Raging Strikes*** (level 4 in Archer) - A DPS cooldown.



- **Cure** (level 2 in Conjurer) - A heal with a cast time you can use in between fights or mid-fight when need be.
- **Protect** (level 8 in Conjurer) - A great buff that will reduce the amount of damage you take when solo.
- **Second Wind** (level 8 in Pugilist) - A handy emergency self-heal that scales with Attack Power.
- **Haymaker** (level 10 in Pugilist) - A decent ability that you can fire off when you evade an attack.
- **Invigorate** (level 22 in Lancer) - A handy cooldown that restores 500 TP. Great for use during long fights and FATE events.

**Recommended group cross-class skills.**

- **Flash** (level 8 in Gladiator) - An AoE enmity boost that affects enemies that are both behind and in front of you within a given area. It doesn't do damage, but its circle radius does come in handy quite often, especially in fights where adds are everywhere. The fact that Flash uses MP also makes it handy.
- **Convalescence** (level 10 in Gladiator) - A useful cooldown that increase HP restored by any heals going off during its duration. This affects both your own self-heals and any that the healer is casting.
- **Featherfoot** (level 4 in Pugilist) - A cooldown that temporarily boosts evasion.  
**Second Wind** (level 8 in Pugilist) - A handy emergency self-heal that scales with Attack Power.
- **Keen Flurry** (level 6 in Lancer) - A cooldown that temporarily boosts parry rate.



### **Recommended attribute build.**

A great number of a Marauder's abilities-- including your self-healing abilities-- scale directly off your maximum health. This means that Vitality is an excellent attribute for Marauders and most likely the best. Strength is also important, especially for keeping enmity (threat) and dealing damage. Dexterity isn't that important, but it does raise your chance to parry, so if it happens to be on gear, it's not a complete loss.

When it comes to secondary stats, you'll probably want to favor Parry in order to up your mitigation. Critical Hit Rate and Determination are both decent secondary stats as well. Critical Hit Rate scales with your Storm's Path ability, and Determination ups all of the damage and healing you dish out, which in turn boosts everything you do.

## **Lancer**

**Guildmaster location.** Gridania

**Primary role.** Damage dealer

**Primary job (at level 30).** Dragoon

**Jobs that also require it (at level 15).** Monk

Lancers are masters of lance and polearm weapons and wear a variety of different armor types including leather and heavier types of plate. They focus on melee damage and have a wide variety of attacks that help debuff their enemies and provide bonuses when they are attacking from the flank of an enemy. They are a pure damage dealing class.

Leveling attributes of interest for Lancers include Strength and Vitality. Strength will up a Lancer's damage while Vitality will boost their total health pool and survivability.

Lancers are masters of the spear and lance and concentrate on dealing as much damage as possible while utilizing flank and rear attacks and a host of useful debuffs. They are a pure damage dealing class that can advance to the iconic Dragoon. They also gain a useful self-heal and a solid amount of area-of-effect abilities.



### Levels 1-15

The first 10 levels of Lancer come quick if you concentrate on your class quests and main story (scenario) quests as well as keep up with normal quests, FATEs and the mobs that appear in your Hunting Log. Focus on taking part in numerous activities on the same map, as this will let you level up the quickest throughout all areas of the game.

At level 6, you'll gain your first primary melee combo: True Thrust -> Vorpall Thrust. Feint can be used if you're looking to lessen the amount of damage you're taking, but it generally isn't required on mobs that die quickly. Impulse Drive and Heavy Thrust are useful when another player is tanking a mob, but when you're solo it's often hard to use these abilities except when opening up combat on a non-aggressive monster.

### Levels 15+

Upon reaching level 15, you're able to travel around the world, explore other classes and join dungeons. When you gain the ability to queue for dungeons, make sure to do so as they are required to advance your main story. Around this time you can also consider learning Pugilist and grabbing some cross-class abilities since you'll need Pugilist level 15 for Dragoon anyway. Remember to do plenty of FATEs and Grand Company Leves to grab your Grand Company seals for your Chocobo.

#### Recommended secondary classes.

Marauder for the Dragoon requirements as well as Archer and Pugilist. Conjurer offers some healing and survivability options while solo.

#### Recommended solo cross-class skills.

- ***Straight Shot*** (level 2 in Archer) - Gives you a nice buff to critical hit rate. Only use the ability to keep up the buff and reapply it as necessary to keep it active.
- ***Raging Strikes*** (level 4 in Archer) - A nice DPS cooldown.



- **Cure** (level 2 in Conjurer) - A heal with a cast time. This is good to use in between fights or if your health is dropping dangerously low. You can stun an enemy and toss one quickly off.
- **Protect** (level 8 in Conjurer) - A nice mitigation buff that's useful to have available when solo.
- **Foresight** (level 2 in Marauder) - A survivability cooldown you can activate when things get messy.
- **Bloodbath** (level 8 in Marauder) - An excellent cooldown that heals you as you deal damage. The self-heals are rather small, but every bit often helps. The healing also scales off your Attack Power.
- **Mercy Stroke** (level 26 in Marauder) - An excellent ability that can be used when an enemy's about to die. If it dies to Mercy Stroke, you will also receive a small heal.
- **Second Wind** (level 8 in Pugilist) - A nice emergency heal that scales off your Attack Power.
- **Internal Release** (level 12 in Pugilist) - A critical hit chance cooldown that will up your DPS considerably.

**Recommended group cross-class skills.**

- **Straight Shot** (level 2 in Archer) - Gives you a nice buff to critical hit rate. Only use the ability to keep up the buff and reapply it as necessary to keep it active.
- **Raging Strikes** (level 4 in Archer) - A nice DPS cooldown.
- **Bloodbath** (level 8 in Marauder) - An excellent cooldown that heals you as you deal damage. The self-heals are rather small, but every bit often helps. The healing also scales off your Attack Power.



- ***Mercy Stroke*** (level 26 in *Marauder*) - An excellent ability that can be used when an enemy's about to die. If it dies to Mercy Stroke, you will also receive a small heal.
- ***Second Wind*** (level 8 in *Pugilist*) - A nice emergency heal.
- ***Internal Release*** (level 12 in *Pugilist*) - A critical hit chance cooldown.

#### **Recommended attribute build.**

Lanvers are all about maximizing Strength, since that is where your damage comes from. So put every point into Strength you can. When it comes to gear, Vitality and a bit of Dexterity are not bad, but you always want to concentrate on upping Strength. Vitality increases your maximum health (HP) and Dexterity increases your chance to parry.

As far as secondary attributes go, you will want to prioritize Critical Hit Rate. Stack as much of this secondary attribute as possible. Determination and Skill Speed are also decent, but Critical Hit Rate is better. Determination ups all of your damage by a minimal amount and Skill Speed quickens your global cooldown (GCD) and lets you use abilities faster.

Accuracy also comes into play at level 50, but since it naturally occurs on most gear, by the time you gain some gear from level 50 group content, you should have plenty.

### **Archer**

**Guildmaster Location:** Gridania

**Primary role:** Damage dealer

**Primary job (at level 30):** Bard

**Jobs that also require it (at level 15):** Black Mage

Archers specialize in ranged combat and are masters of the bow and arrow. They wear leather armor and can help out their teammates with enhancing buffs and support abilities. They are a pure damage dealing class.



As far as attributes go while leveling, Archers will want to focus on Dexterity and Vitality. Piety may be of interest if they choose to specialize in the Bard job. Dexterity is where an Archer's damage will come from. Vitality will boost their survivability. Piety will up a Bard's overall mana pool that will help them keep songs going.

Archers are quick and effective with a bow and set of arrows. They are the masters of physical ranged damage in FFXIV. ARR and are a pure damage dealing class. They also get a wide array of useful abilities that debuff enemies and help their teammates out. They are proficient in both single target damage and area-of-effect damage. They're also the only damage class that can cast abilities while on the run. This makes them excellent at kiting.

### Levels 1-15

Starting out in Gridania, an Archer will have an easy time leveling to level 10. Focus on keeping on top of your class quests and story-based scenario quests, as these quests move the story forward and grant you better gear and key abilities.

One key ability you'll need to maintain while leveling is Straight Shot, which gives you an excellent boost to critical hit rate. Keep the damage-over-time effect up on Venomous bite and Heavy Shot when the other two effects are not coming off cooldown. When you get Misery's End at level 8, use it whenever you are able to do so.

### Levels 15+

Upon reaching around level 15, you gain the ability to travel by airship if you are keeping up with your story quests. This is a good time to test out other classes if you wish to or continue along with the Archer. You can also start queuing for dungeons around this point. Running the dungeons is required to progress with the story and unlock a large portion of other side quests.



While in a dungeon, make sure to remember to listen to your groupmates and wait for the tank (the Gladiator or Marauder) to initiate the pulls. You have a longer range on your attacks than they do, but they need to build up as much threat (enmity) as possible before you let loose. While waiting for the Duty Finder queue to pop, you can experiment with other classes, complete FATE events or complete side quests, Leves and Grand Company Leves. Doing all of these activities is often the best way to level up quickly.

### Recommended secondary classes.

Pugilist for the Bard requirements. Lancer and Marauder offer a few interesting options for cooldowns. Conjurer is also another great choice, giving you the ability to heal and help support a little.

### Recommended solo cross-class skills.

- **Cure** (level 2 in Conjurer) – Gives you a heal with a cast time that's good for using in between fights or if you run extremely low on health and have a mob snared.
- **Protect** (level 8 in Conjurer) – A mitigation buff that only has to be reapplied once every 30 minutes and is great for soloing.
- **Bloodbath** (level 8 in Marauder) – A cooldown that lets your attacks heal you. The healing is minimal, but every bit helps at times.
- **Mercy Stroke** (level 26 in Marauder) – An "execute" ability that you can use to finish off monsters and gain a small self-heal. Useful if you often find yourself low on health after fights.
- **Featherfoot** (level 4 in Pugilist) – This grants you a temporary buff to evasion.
- **Second Wind** (level 8 in Pugilist) – A very handy emergency self-heal.



- **Internal Release** (level 12 in Pugilist) – A great DPS cooldown that increases your critical hit chance by 20% for 15 seconds.

#### Recommended group cross-class skills.

- **Bloodbath** (level 8 in Marauder) – A cooldown that lets your attacks heal you. The healing is minimal, but every bit helps at times.
- **Mercy Stroke** (level 26 in Marauder) – An "execute" ability that you can use to finish off monsters and gain a small self-heal. Useful if you often find yourself low on health after fights.
- **Second Wind** (level 8 in Pugilist) – A very handy emergency self-heal.
- **Internal Release** (level 12 in Pugilist) – A great DPS cooldown that increases your critical hit chance by 20% for 15 seconds.
- **Invigorate** (level 22 in Lancer) – A cooldown that instantly restores 500 TP. Not a bad idea if you ever find yourself low on TP during a long boss fight.

#### Recommended attribute build.

Archers are all about the Dexterity. This is where your damage will come from. Piety is also an interesting stat choice when you change into a Bard, since Piety will give you a larger mana pool (MP) to use for bard songs. Still, Dexterity should always be prioritized. A little Vitality isn't a bad thing, but the Vitality that appears on gear should be plenty.

For secondary stats, Archers will want to focus on Critical Hit Rate as much as possible. This is important due to the mechanic behind Bloodletter and damage-over-time abilities. Determination and Skill Speed are also decent, but both are not as good as Critical Hit Rate. Determination ups your overall damage by a minimal amount and Skill Speed lowers your global cooldown, which lets you use attacks quicker.



Skill Speed potentially has a lot to offer Bards and Archers due to how strong Enhanced Barrage is, but the attribute itself still has an extremely low return in comparison to Critical Hit Rate. This stat might be more interesting at a later time, however.

Accuracy also comes into play at level 50, but since it naturally occurs on most gear, by the time you gain some gear from level 50 group content, you should have plenty.

## Disciples Of Magic

The following classes are combat-based magicians and casters.

### Conjurer

**Guildmaster Location:** Gridania

**Primary role:** Healer

**Primary job (at level 30):** White Mage

**Jobs that also require it (at level 15):** Paladin, Scholar

Conjurers are masters of the natural elements and healing arts. Their magic is balanced with earth, wind and water elemental attacks along with plenty of support abilities and healing spells to keep themselves and their team alive and well. They are the main healing class of FFXIV, but can solo decently thanks to a decent range of offensive spells. They wear cloth armor and carry either a staff or a wand and shield.

While leveling, Conjurers will want to focus on Mind, Piety and a fair bit of Vitality. Mind increases the potency of a Conjurer's heals while Piety increases their maximum mana pool and Vitality helps them live a bit longer. A Conjurer who is concentrating on leveling as quickly as possible will still probably forgo Intelligence and keep stacking Mind, since Cleric Stance swaps the two stats.



The Conjurer is a spellcaster that is attuned to the elements of air, earth and water as well as the art of healing magicks. They are the main starting healing class in FFXIV: ARR and are in high demand for all aspects of group play due to their potent healing and supportive abilities. They can also solo decently thanks to a wide range of offensive spells.

### Levels 1-15

A Conjurer begins in Gridania and starts off with an arid of useful spells that will make the first 15 levels quite easy. Begin fights by casting Aero and following up with chain casts of Stone. Keep up Cleric Stance when soloing and keep up Protect at all times when you gain access to it.

As you level, make sure to prioritize your class quests and story-based scenario quests. These progress the main story and help unlock features of the game as well as help you gain new abilities and new equipment. When taking part in FATE events, it often helps to tab target between enemies and spam Aero. This lets you quickly tag enemies when solo as well.

### Levels 15+

Upon reaching level 15 and completing the final story objectives in Gridania, you'll gain access to the airship travel system as well as the ability to eventually unlock dungeons. When you gain access to the Duty Finder and the first dungeon, you should queue up and complete the dungeons in order. The dungeons are required to progress the story.

As a healer, you will have nearly instant Duty Finder queues and will always be in high demand. When healing in a dungeon, make sure to keep Protect up at all times and keep a close eye on the tank. The tank should be taking the majority of the damage and you should be able to keep them alive with the use of Cure. You don't need to constantly spam Cure on the tank, but if they start taking a lot of damage you may find it's necessary to chain cast it. Eventually, you can add in Cure II.



Save Medica for moments when everyone is taking damage. It has a much higher MP cost. If you notice you're not having to heal a lot, feel free to help damage enemies with Aero and Stone. Save Raise if someone dies, and be sure to use Esuna if you notice there is a debuff like Poison going out. While not in dungeons, you can run FATE events, Leves and complete side quests and Grand Company Leves in order to farm EXP and Grand Company seals as quickly as possible. Dungeons are a great source of EXP, however, especially since healers get super-quick queues.

### Recommended secondary classes.

Arcanist for the White Mage requirements and Thaumaturge. A few other classes offer an interesting cooldown or two.

### Recommended solo cross-class skills.

- **Convalescence** (level 10 in Gladiator) - This is a healing cooldown that affects all healing done to yourself only. As such, it's a decent ability to have handy when soloing, as it will give you more time to DPS. It may not be as useful during dungeons, however.
- **Foresight** (level 2 in Marauder) - This is a survivability cooldown that you may find a good use for.
- **Internal Release** (level 12 in Pugilist) - A cooldown that gives you 20% extra critical hit chance for 10 seconds. This affects both your DPS abilities and heals.
- **Thunder and Thunder II** (level 6 and level 22 in Thaumaturge) - A nice 15-second damage-over-time (DoT) effect that can easily be useful while soloing. Thunder II lasts a bit longer.
- **Surecast** (level 8 in Thaumaturge) - This makes the next spell cast within 10 seconds unable to be interrupted. A solid ability to use when you're facing an enemy that you know may interrupt you.



- **Swiftcast** (level 26 in Thaumaturge) - Allows your next spell to be cast instantly. Insanely useful for all areas of gameplay.
- **Bio** (level 2 in Arcanist) - Another DoT ability you may find a use for.
- **Virus** (level 10 in Arcanist) - A debuff that lowers a target's STR and DEX by 15% for 10 seconds. This may be useful during some of the hard-hitting scenario quests.

#### Recommended group cross-class skills.

- **Foresight** (level 2 in Marauder) - This is a survivability cooldown that you may find a good use for.
- **Internal Release** (level 12 in Pugilist) - A cooldown that gives you 20% extra critical hit chance for 10 seconds. This affects both your DPS abilities and heals.
- **Surecast** (level 8 in Thaumaturge) - This makes the next spell cast within 10 seconds unable to be interrupted. A solid spell to use if you end up near a mob that has a silence.
- **Swiftcast** (level 26 in Thaumaturge) - Allows your next spell to be cast instantly. Insanely useful for all areas of gameplay.
- **Virus** (level 10 in Arcanist) - A debuff that lowers a target's STR and DEX by 15% for 10 seconds. You may find a use for this if you don't have an Arcanist in your group.

#### Recommended attribute build.

Mind increases your healing power, so obviously that's what you should definitely prioritize as far as attributes go. Piety is also useful, which increases your maximum mana pool (MP), but Mind is still more useful, overall. Vitality in small amounts such as what is normally on gear is also not bad. Intelligence is not useful for a Conjurer at all.



For secondary stats, you'll want to focus on Determination first and foremost, as this adds a consistent amount of extra healing on every ability you have. Critical Hit Rate may sound nice on paper, but due to the consistency of Determination, Determination will generally come out on top 99% of the time. Spell Speed is useful, which lowers the amount of time between global cooldowns (GCDs). Due to the low returns on Spell Speed, however, Determination may still be favorable in most situations.

## Thaumaturge

**Guildmaster Location:** Ul'dah

**Primary role:** Damage dealer

**Primary job (at level 30):** Black Mage

**Jobs that also require it (at level 15):** Summoner

A Thaumaturge is a master of powerful offensive magic who weaves a destructive wave of fire, ice and lightning everywhere he/she walks. The class wears cloth armor and carries a staff. While they are one of the weakest classes defensively, they make up for it by the sheer amount of havoc they can cause on a battlefield. They are a pure damage dealing class.

While leveling, a Thaumaturge will want to concentrate on Intelligence and Vitality. Intelligence raises the offensive power of their spells while Vitality can be helpful if survivability does become an issue. Piety may also be of use, which will increase the Thaumaturge's maximum mana pool.

A Thaumaturge is a magician that is attuned to the elements of fire, lightning and ice. They are an unstoppable force of destruction and can turn a calm field into one that rains down thunder, ice storms and fire balls aplenty. They are a pure damage dealing class and are one of the squishiest classes. They deal a lot of damage, however. They also have one of the more complicated DPS rotations among the DPS classes.



### Levels 1-15

When starting out, a Thaumaturge will want to get accustomed to the basic single target rotation that can seem confusing at first. Once you get Transpose at level 4, you'll want to chain cast Fire repeatedly whenever possible, as this will deal the most amount of damage as quickly as possible.

The Astral Fire debuff will stack which will up Fire's damage but also quickly deplete your MP. When you're about out of MP, you'll hit Transpose and switch to chain casting Blizzard in order to regen your MP. When Transpose comes off cooldown, you then hit it again and switch back to Fire. Fights should also be started with Thunder for the damage-over-time effect.

Make sure to prioritize class quests and story-based scenarios in order to gain access to everything the game has to offer. Area-of-effect abilities like Blizzard II can be used during FATE events to tap multiple mobs at once, but be careful about drawing the attention of everything at once.

### Levels 15+

After reaching level 15 and completing the final scenario quest in Ul'dah, you'll gain access to airship travel, the expanded class system and the dungeon system after a few more story quests. One class you'll want to grab ASAP is the Conjurer class. The cross-class abilities of Cure and Protect will help out immensely. You'll need Conjurer level 8 for both abilities.

When you gain access to the first dungeon and the Duty Finder, make sure to do each dungeon in order. They are required in order to advance the story. While waiting for the dungeon queue, you can maximize your EXP gains and grab Grand Company seals by completing side quests, Leves and Grand Company Leves as well as by running FATE events. When AoEing in dungeons, try and wait for the tank to grab sufficient enmity (threat) before going all-out.



### Recommended secondary classes.

Archer for the Black Mage requirements. Arcanist and Conjurer both offer an excellent amount of survivability options and heals. Pugilist offers a critical hit cooldown.

### Recommended solo cross-class skills.

- ***Raging Strikes*** (level 4 in Archer) - A fantastic DPS cooldown.
- ***Cure*** (level 2 in Conjurer) - A heal with a cast time that will prove invaluable while soloing. Use it to heal yourself between fights or even mid-fight if necessary.
- ***Protect*** (level 8 in Conjurer) - A useful buff that helps you take less damage.
- ***Foresight*** (level 2 in Marauder) - A survivability cooldown that will let you take less damage for 20 seconds.
- ***Second Wind*** (level 8 in Pugilist) - A self-heal cooldown without a cast time. Won't be as useful on a Thaumaturge in comparison to a physical DPS due to its scaling, but still a decent ability.
- ***Bio*** (level 2 in Arcanist) - A damage-over-time (DoT) ability that might be useful to add to your arsenal.
- ***Virus*** (level 10 in Arcanist) - A debuff that reduces the STR and DEX of your target by 15% for 10 seconds. Useful for completing those solo scenario quests at times.

### Recommended group cross-class skills.

- ***Raging Strikes*** (level 4 in Archer) - A fantastic DPS cooldown.
- ***Cure*** (level 2 in Conjurer) - A heal with a cast time that will prove invaluable while soloing. Not a bad option for use during a dungeon as well, since it will scale so well.



- **Foresight** (level 2 in Marauder) – A survivability cooldown that will let you take less damage for 20 seconds.
- **Second Wind** (level 8 in Pugilist) – A self-heal cooldown without a cast time. Won't be as useful on a Thaumaturge in comparison to a physical DPS due to its scaling, but still a decent ability.
- **Virus** (level 10 in Arcanist) – A debuff that reduces the STR and DEX of your target by 15% for 10 seconds. Useful if there isn't an Arcanist in your group.

### Recommended attribute build.

A Thaumaturge will want to focus on Intelligence over every other attribute. This ups their damage. Piety is also an interesting attribute, since it ups your maximum health (HP) as well as allows you more time to cast Fire, which is where the bulk of your damage comes from. Intelligence is still most likely favorable, however. Vitality isn't bad since it increases your health (HP), but it's advisable to just take it as it comes naturally on gear.

As far as secondary attributes go, you'll want to focus on Critical Hit Rate. Make those spells hit even harder! Determination, which ups all of your damage by a minimal amount, is also decent, but not as good as Critical Hit Rate. Spell Speed, which lowers the time between your global cooldowns, isn't terrible, but isn't very good for Thaumaturges and Black Mages.

Accuracy also comes into play at level 50, but since it naturally occurs on most gear, by the time you gain some gear from level 50 group content, you should have plenty.

## Arcanist

**Guildmaster Location:** Limsa Lominsa

**Primary role:** Damage dealer

**Primary job (at level 30):** Scholar and Summoner

**Jobs that also require it (at level 15):** White Mage



Arcanists are casters who deal with magic that causes nasty status effects and deals damage over time to an enemy. They are also the pet class of FFXIV and befriend Carbuncle, a pet that can help deal damage as well as heal. An Arcanist is a very versatile and powerful ally due to their support abilities but also a dangerous foe. They utilize wands and grimoires and wear cloth armor. They primarily focus on dealing damage, but can eventually learn to heal as a Scholar.

As a leveling Arcanist, you should focus on Intelligence and perhaps a bit of Vitality. Intelligence increases the power of offensive magic spells while Vitality will provide a boost to maximum HP and survivability. If you intend on becoming a healing Scholar, you may wish to build up a gear set containing plenty of Mind as well, since that will boost your healing spells when you gain access to them.

The Arcanist is a spellcaster who specializes in magical ailments and status effects as well as supportive abilities. They are the only class currently capable of choosing between two advanced classes upon reaching level 30. They can advance to a Scholar or a Summoner. Scholars are healers while Summoners are pure damage dealers. This makes the Arcanist a great class for someone who is unsure of what they would like to do in FFXIV. ARR. They're also a pet class.

### Levels 1-15

From levels 1-15, Arcanists will want to focus on completing all class quests and main story (scenario) quests. These will help unlock important game features. Combat-wise, you'll want to begin fights with Bio, which is a damage-over-time (DoT) effect. Make sure your pet is summoned and spam Ruin when Bio doesn't need to be recasted.

Use Aetherflow as necessary, and be sure to follow up with Energy Drain when you gain access to it. As you level you'll gain additional spells that deal nasty status ailments to enemies. Make sure to keep these up. Upon reaching level 15, you'll get a new pet that will tank for you.



### Levels 15+

If you have been keeping up on your story quests, you'll also gain the ability to travel by airship, try out new classes and queue for dungeons around level 15. Make sure to run the dungeons as they are required to progress further in the story. You can complete side quests, FATE events, Leve quests and Grand Company Leves while waiting for the queue to pop in order to maximize your EXP gains.

While in a dungeon, you'll be a pure damage dealer even though you have a wide array of support abilities and helpful pets. Bring out the healing Carbuncle and make sure to keep your DoT abilities rolling. Debuff boss monsters as appropriate and help support the group if necessary.

#### Recommended secondary classes.

Conjurer or Thaumaturge for the Summoner/Scholar requirements. Grabbing the other one that's not required is an excellent idea as well. Pugilist, Archer and Gladiator offer other possible options including DPS cooldowns and buffs as well as survivability cooldowns.

#### Recommended solo cross-class skills.

- ***Raging Strikes*** (level 4 in Archer) – A DPS cooldown that increases your damage dealt by 20% for 20 seconds. Very handy, especially for future Summoners.
- ***Cure*** (level 2 in Conjurer) – A heal with a cast time that's great for healing yourself or your pet between fights. It can also be used mid-fight if things get messy.
- ***Protect*** (level 8 in Conjurer) – A buff that lasts for 30 minutes and makes you and your pet take less damage. Extremely useful while solo.
- ***Foresight*** (level 2 in Marauder) – A survivability cooldown that makes you take less damage.



- ***Second Wind*** (level 8 in Pugilist) - An emergency instant heal that won't be exceptionally useful for a caster, but will still have its uses.
- ***Internal Release*** (level 12 in Pugilist) - A DPS cooldown that gives you extra critical hit rate temporarily.
- ***Thunder and Thunder II*** (level 6 and level 22 in Thaumaturge) - A nice 15-second damage-over-time (DoT) effect that can easily be useful while soloing. Thunder II lasts a bit longer.
- ***Surecast*** (level 8 in Thaumaturge) - This makes the next spell cast within 10 seconds unable to be interrupted. A solid ability to use when you're facing an enemy that you know may interrupt you.
- ***Swiftcast*** (level 26 in Thaumaturge) - Allows your next spell to be cast instantly. Insanely useful for all areas of gameplay.

**Recommended group cross-class skills.**

- ***Raging Strikes*** (level 4 in Archer) - A DPS cooldown that increases your damage dealt by 20% for 20 seconds. Very handy, especially for future Summoners.
- ***Cure*** (level 2 in Conjurer) - A heal with a cast time that's great for healing yourself or your pet between fights. It's not a bad idea to have it during dungeons as well, since Arcanists provide a solid amount of group support.
- ***Foresight*** (level 2 in Marauder) - A survivability cooldown that makes you take less damage.
- ***Second Wind*** (level 8 in Pugilist) - An emergency instant heal that won't be exceptionally useful for a caster, but will still have its uses.



- **Internal Release** (level 12 in Pugilist) – A DPS cooldown that gives you extra critical hit rate temporarily.
- **Thunder and Thunder II** (level 6 and level 22 in Thaumaturge) – A nice 15-second damage-over-time (DoT) effect that can easily be useful while soloing. Thunder II lasts a bit longer.
- **Surecast** (level 8 in Thaumaturge) – This makes the next spell cast within 10 seconds unable to be interrupted. A solid ability to use when you're facing an enemy that you know may interrupt you.
- **Swiftcast** (level 26 in Thaumaturge) – Allows your next spell to be cast instantly. Insanely useful for all areas of gameplay.

#### Recommended attribute build.

##### Summoner.

A future Summoner will want to focus on lots of Intelligence, as that is where your damage will be coming from. Piety, which ups your maximum mana pool (MP) isn't bad, but not better than Intelligence. Vitality, which ups your total health (HP) is decent when it appears on gear.

For secondary attributes, a future Summoner will want to focus on Critical Hit Rate first and foremost, followed by Determination and Spell Speed. Critical Hit Rate will up your damage the most, overall. Determination ups all of your abilities by a minimal amount while Spell Speed will lower your global cooldown (GCD) and let you cast a little quicker. Both the gains of Determination and Spell Speed are rather small.

Accuracy also comes into play at level 50 if you advance to Summoner, but since it naturally occurs on most gear, by the time you gain some gear from level 50 group content, you should have plenty.



## Scholar

A future Scholar will want to focus on Mind first and foremost, as this will up the amount of healing you do when you switch to Scholar and gain your healing abilities. Piety is also decent, as it increases your maximum mana pool (MP), but Mind is still favorable. Vitality increases your total health pool (HP) and is decent, but generally appears enough on gear that it is never a large concern.

For secondary stats, a future Scholar should look for Determination first, followed by Critical Hit Rate then Spell Speed. Keep in mind that you can still wear gear with Intelligence on it for DPS purposes until switching to Scholar. Determination will up your overall heals and damage abilities by a small amount. This small amount adds up, however, and grants you larger heals that are consistent. Consistency is important as a healer.

## Rogue

**Guildmaster location.** Limsa Lominsa

**Primary role.** Melee DPS

**Primary job (at level 30).** Ninja

**Special Prerequisites.** You can't choose Rogue upon creating a new character. You'll need to level any class to level 10 and then choose Rogue after that point (if you already have a post-level 10 class, you won't have to do this). When creating a new character you should create a Pugilist (in order to maximize your cross-class potential) and level that to level 15 before choosing Rogue.

Rogues dual wield daggers (like Pugilist, both daggers count as one weapon) and fight toe-to-toe with their enemies, using poisons, combo abilities, and stun effects to avoid enemy attacks and bring down their opponents with deadly force. They are the only base class in Final Fantasy XIV: A Realm Reborn that can utilize stealth to sneak around the world without attracting attention from enemy mobs. They also gain quite a few utility abilities like the ability to cause mobs to drop more loot and the ability to recharge an ally's TP bar.



A Rogue's damage comes from Dexterity (DEX). As a Rogue you will want to place all 30 points to DEX. The only other attribute you will want is VIT which increases your HP pool. More on secondary stats later.

### Levels 1-20

If this is a new character, you'll need to level up another War/Magic class to level 10 before picking Rogue. Pugilist is recommended due to the fact that Ninja requires leveling Pugilist to level 15 anyways. As Pugilist, simply down opponents using your basic Bootshine -> True Strike -> Snap Punch combo. Upon reaching level 10/15 (or earlier if you have leveled other classes already), head over to Limsa Lominsa and speak to Lonwoerd who can be found in the Lower Decks. You'll be able to begin the Rogue quest.

Up to level 15, use the basic Spinning Edge -> Gust Slash combo to take down opponents. When you get Kiss of the Wasp at level 6, keep up this poison up at all times. Use Perfect Dodge to avoid harmful mechanics or when you're low on health. When you receive Mutilate at level 8, start every fight with it in order to keep up its damage-over-time effect. During short battles, the DoT may not be needed, however.

As with all other classes, there are Rogue quests every 5 levels. Do all of these, prioritizing the quest at level 15 due to the fact that it teaches you a new ability: Throwing Dagger. Throwing Dagger is your one ranged ability until switching to Ninja. It's extremely useful for tagging enemies, beginning combat, and finishing off mobs if you have to move away from melee range. Don't use this ability in your normal rotation, however. Only use it when you need the range.

Also be sure to prioritize the main story quests if this is your first character. Concentrating on story quests will unlock dungeons as you gain levels. The first dungeon unlocks at level 15 and subsequent dungeons unlock every couple of levels after that. Dungeons are a great source of EXP and loot and let you understand the basics of teamwork in the game. Alternatively, run FATE events as often as you can, since these will give you huge chunks of EXP.



At level 10, you'll gain Hide. This lets you stealth around and choose your targets with ease, getting in the first hit before they can. At this level, starting fights with Hide is optional, but you'll want to get into the habit of using Hide whenever possible since later on you'll gain new abilities when using Hide that hit for a lot harder.

At level 12, start using Assassinate to finish off enemies after they reach below 20% health. This ability hits for a ton and will light up on your bar when it can be used. Mug also becomes available at level 15. Use this on enemies before they die to receive extra items. This bonus is quite small, but any bit often helps when leveling.

### Levels 21-40

At level 22 you'll gain Sneak Attack which lets you deliver a potent blow from Hide. When solo, make sure to attack from the front of an enemy in order to maximize its damage. Then begin your normal rotation.

A new combo attack is added to your base rotation at level 26. It becomes Spinning Edge -> Gust Slash -> Aeolian Edge. Remember to execute any abilities from Hide as well as Mutilate before launching this rotation. For short fights you'll likely only need a few abilities.

When you reach level 30, you will want to complete the Ninja quest in order to become a Ninja. This quest can also be found in Limsa Lominsa. There is no point to not changing classes. The rest of this section will cover the remaining Rogue abilities you'll get in addition to the Ninja abilities.

At level 30 you'll gain another alternative poison to Kiss of the Wasp. It's called Kiss of the Viper and turns Mug into a self-heal. You should use Kiss of the Viper when soloing or when you need extra health regeneration. If you don't need the health regen, keep using Kiss of the Wasp.



Jugulate, gained at level 34, is your interrupt/silence ability. When paired with Kiss of the Wasp, it also stuns enemies. Use this to stop an enemy from casting a harmful spell or a healing spell. During dungeons or raids there will often be set abilities you'll need to reserve Jugulate for. Get used to using it early on.

Dancing Edge, gained at level 38, should only be used when you need to reduce the amount of healing an enemy does or reduce its slashing resistance. You'll likely not need to use this while leveling at all as long as you're smart about utilizing Jugulate.

### Levels 41-50

Upon reaching level 42, you'll gain your area-of-effect ability called Death Blossom. Use this when you're facing 3 or more enemies. It uses quite a bit of TP, so be careful about spamming it.

At level 46 you'll gain your final ability to your base Rogue rotation. Shadow Fang adds a new damage-over-time effect to the enemy. You'll only need to use Shadow Fang in most cases during long fights such as during a boss fight in a dungeon.

At level 50 you gain a second combat opener that you can use during Hide. Trick Attack hits for less damage than Sneak Attack, but it adds a 10% damage applies debuff to your opponent when attacking from the rear. When soloing, use Sneak Attack. When grouped up with a tank or when attacking a dungeon/raid boss, use Trick Attack.

Discounting Ninja abilities, your basic Rogue opening rotation should look something like this in a dungeon at level 50: Start with Hide active -> Trick Attack -> Mutilate -> Spinning Edge -> Gust Slash -> Aeolian Edge -> Shadow Fang -> (Repeat last 5 abilities as necessary) -> Prioritize Assassinate when boss is below 20% health.

### Recommended Secondary Classes.

Pugilist and Lancer for the Ninja requirements as well as Archer. Conjurer's also an option if you want additional self-healing and survivability tools.



### Recommended Cross-Class Skills.

As Rogue, you'll gain a few cross-class abilities you won't be able to access as Ninja. Make use of them until level 30. The best include many of the Archer skills including both Straight Shot (level 2) and Hawk's Eye (level 26). Both grant you large DPS buffs. If you're looking for additional solo survivability and self-healing, you can always choose Cure (level 2) and Protect (level 6) from Conjurer as well.

Make sure to prioritize leveling Pugilist and Lancer in order to prepare yourself for Ninja. The best Pugilist cross-class abilities include Featherfoot (level 4), Second Wind (level 8), Internal Release (level 12), and Mantra (level 42). The best Lancer cross-class abilities include Blood for Blood (level 34) and Invigorate (level 22).

Featherfoot increases your invasion while Second Wind is a useful self-heal. Internal Release is one of your most powerful DPS cooldowns since it increases your critical hit rate by 20%. Mantra is an interesting cooldown that effectively lets you give your group a little support by casting it on the tank to give them additional healing from the healers. It isn't as crucial as the other abilities, however, since it doesn't boost your personal damage.

Invigorate and Blood for Blood are both powerful DPS buffs that shouldn't be skipped. Just be careful about using Blood for Blood. You never want to use it while you're taking a lot of damage.

### Recommended Attribute Build.

You'll want to stack as much Dexterity (DEX) as possible. Place all your points into DEX. You'll want a little Vitality (VIT), but you'll never need more than what is naturally on your gear.

For secondary stats on gear, you'll want as much Crit as possible. Determination is decent. Skill Speed isn't that desired at the moment. Your priority should look something like this: Crit > Determination > Skill Speed.



## Disciples Of The Hand

The following classes are non-combat based crafters.

### Carpenter

**Guildmaster Location.** Gridania, in the Carpenters' Guild.

Carpenters use wood from Botanists and craft a large variety of wooden weapons, wands, masks, tools and other crafting/harvesting items.

Carpenters create the following combat-based class equipment: Lances, bows, staffs, wands, caster shields, Gladiator/Marauder arms and caster masks.

They can also craft the following crafting/harvesting items: Goldsmith grinding wheels, Weaver spinning wheels, crafting boots, fishing rods and gigs.

Additionally, they craft lumber which is used by other crafting classes.

Carpenters are ideal for players who play a Conjurer (White Mage), Lancer (Dragoon) or Archer (Bard) main.

Carpenters use wood from Botanists and craft a large variety of wooden weapons, wands, masks, tools and other crafting and harvesting items. Specific items they craft include lances, bows, staffs, wands, caster shields, Gladiator/Marauder weapons, caster masks, Goldsmith grinding wheels, Weaver spinning wheels, crafting boots, Fisher rods and Fisher gigs. They also craft lumber which is used by quite a few crafting classes.

To begin leveling a Carpenter, you begin at level 1 and must level through crafting. Open up your Crafting Log, ensure you have enough materials, and select "Basic Synthesis" on your hotbar to craft the item. If you're short on raw wood, it can be purchased from the nearby vendor. All low level items are on these vendors.



Pay attention to your progress meter and durability meter when crafting. Every time you use Basic Synthesis you lose 10 durability, even if the process fails. How much progress you gain per successful synthesis depends on the tier of gear you are making as well as your Craftsmanship attribute (there's also a slightly random variable at hand). If you run out of durability before the progress bar fills, the crafting attempt fails and you'll have to start over.

As you level, you'll gain abilities you can use to maximize your chances of succeeding during synthesis attempts. You'll also gain abilities that increase your chances of creating High Quality items. These abilities are used with CP, a new resource each crafting class has. CP resets each time you create a new item, which means you can use abilities like Steady Hand and Inner Quiet every time you craft.

You'll also gain Basic Touch, which increases your chances of getting a High Quality item but uses 10 durability per attempt. This can also fail, which still uses the durability. Make sure to use abilities like Steady Hand before using Basic Touch.

Maximizing your Control attribute also helps. Equip every piece of gear with Control and Craftsmanship possible when leveling a Carpenter. Food also helps. To maximize EXP, use food, craft all of the items in your Crafting Log and make as many High Quality items as possible.

To maximize your chances of creating High Quality items without breaking the bank, pay attention to how much progress you gain per successful synthesis. Divide that number by the total progress needed, then subtract that number from the item's total durability divided by 10. This will help you know how many times you can risk using Basic Touch. The math sounds complicated, but it's easier to explain with an example.

Let's say an item has 60 durability and requires 54 progress. If you average out at roughly 21 progress per synthesis, you can estimate that you may need as much as 3 synthesis successes. Since each success takes 10 durability, you'll get 6 attempts at crafting the item. Since you only need 3 successful attempts, you may want to leave 1 attempt free in case you fail. This leaves you 2 (or 3 if you feel brave) attempts for Basic Touch.



As you gain more levels, you'll gain a few Carpenter-specific abilities that are extremely useful for crafting rare items. If you reach a stumbling block when leveling, make sure to take advantage of crafting leves.

## Blacksmith

**Guildmaster Location:** Limsa Lominsa, in the Blacksmiths' Guild.

Blacksmiths use raw metal and use it to craft weapons like axes, swords and crafting hammers. They craft a large percentage of the crafting/harvesting items in the game.

Blacksmiths create the following combat-based class equipment: Two-handed axes and one-handed swords.

They can also craft the following crafting/harvesting items: Blacksmith hammers and files, Armorer hammers and pliers, Leatherworker knives and awls, Carpenter saws and claw hammers, Culinarian knives, Alchemist mortars, Goldsmith chaser hammers, Botanist hatchets and Miner pickaxes.

Additionally, they create ingots and rivets which are used by other crafting classes.

Blacksmiths are ideal for players who play a Gladiator (Paladin) or Marauder (Warrior) main. The wide range of crafting/gathering tools also make becoming a Blacksmith a smart all-around decision.

Blacksmiths take raw ore and refine it into metal weapons such as axes, swords and crafting tools. They craft a large percentage of crafting/harvesting items in the game including the following items: Blacksmith hammers and files, Armorer hammers and pliers, Leatherworker knives and awls, Carpenter saws and claw hammers, Culinarian knives, Alchemist mortars, Goldsmith chase hammers, Botanist hatchets and Miner pickaxes.



As a Blacksmith, you'll need plenty of raw ore. It's recommended that you pick up Miner to make gathering ore an easier task. You'll also use a fair amount of wood, so Botanist isn't a bad idea either. You can easily gain the first 5 levels or more with a decently-sized stash of copper and tin ore.

It's generally best to begin leveling Blacksmith by first turning raw ore into ingots and gaining all the EXP you can in this manner. The EXP from the easier tasks will quickly lessen. It also works out better this way since by the time you run out of raw ore to work with, you'll be higher skilled in order to craft items quicker.

Make sure to equip any items with Craftsmanship or Control as you gain levels. Make sure to also do any class quests that pop up. Every 5 levels or so you'll gain access to these. They reward equipment with useful stats as well as nice chunks of EXP.

You'll also want to learn how to best balance the new abilities you gain while leveling a Blacksmith. Try for High Quality items whenever possible, but make sure to not use all of your durability charges on Basic Touch without also allowing durability for Basic Synthesis. If there is a certain piece you want to make High Quality, try and ensure all materials are also High Quality. This will increase your chances of success by quite a large margin.

Abilities like Inner Quiet and Steady Hand can be used to increase the chances of both synthesis and Basic Touch. Also make sure to start utilizing food around level 10 or so, as this is when the EXP begins to slow down quite a bit. Around this time is when you can also start completing crafting leves for EXP. They are worth doing, especially if you need a change of pace.

## Armorer

**Guildmaster Location:** Limsa Lominsa, in the Armorer's Guild.

Armorers take raw metal and hammer it into sturdy armor for Gladiators and Marauders. They also create a handful of crafting/gathering items.



Armorsmiths create the following combat-based class equipment: Gladiator/Paladin shields, heavy armor (chest, legs, head and hands) for Gladiators (Paladins) and Marauders (Warriors).

They can also create the following crafting/harvesting items: Alchemist alembics and Culinarian skillets.

Additionally, they create ingots, rings, rivets and plates which are used by other crafting classes.

Armorsmiths are ideal for players who play a Gladiator (Paladin) or Marauder (Warrior) main.

An Armorsmith takes raw metal and ore and hammers it into armor for Paladins, Gladiators, Warriors and Marauders. Armorsmiths also create tanking shields and a small handful of useful crafting and gathering items. Specific items they create include Gladiator/Paladin shields, Gladiator/Paladin and Marauder/Warrior chestpieces, legs, headgear and hands, Alchemist alembics and Culinarian skillets.

You'll need quite a bit of tin ore and copper ore to get started with leveling an Armorsmith. Both can be purchased through the nearby NPC, but if you're short on cash, it's a better idea to spend a time leveling the Miner class and grabbing all the ore you need that way. For the level 10 Armorsmith quest, you'll need 12 sheets of bronze plate, so it might be a good idea to stockpile some before that point.

You'll also need a fair bit of wood as an Armorsmith, which makes picking up Botanist a good idea. Once you begin crafting, you'll have to pay attention to your progress bar as well as the durability each item has. Each time you use Basic Synthesis you lose 10 durability, even if the process fails. If you run out of durability, the crafting process fails and you'll have to begin again.



As you level, you'll want to start using abilities like Steady Hand and Inner Quiet to lessen your chances of failing during crafting armor. You'll also want to start using Basic Touch to help you gain a higher chance of creating High Quality items. High Quality items grant more EXP when made, but are also quite difficult to make.

Each use of Basic Touch takes away 10 durability, so make sure to balance out your uses of it along with how many synthesis attempts you'll need. Using High Quality raw materials such as ore and metal bits increases your chances of succeeding when making High Quality items.

You'll want to begin using food that grants extra crafting EXP around level 10. Around this time you'll also want to make sure you're using gear that adds Craftsmanship and Control. Both attributes help an Armorer. If you run out of raw ore or want a change of pace, you can also run crafting leves for extra EXP. Whichever Grand Company you belong to will also have supply missions you can take part in that grant you crafting EXP and seals.

## Goldsmith

**Guildmaster Location:** Ul'dah, in the Goldsmiths' Guild.

Goldsmiths use raw gold and other ores and fashion it into rare gems and jewels that are used to make a large portion of the finest accessory items such as earrings and necklaces in FFXIV. They also make a few crafting items.

Goldsmiths create the following combat-based class equipment: Thaumaturge (Black Mage) arms, Pugilist (Monk) fist weapons, Disciple of War accessories (earrings, necklaces, wrists and rings), Disciple of Magic accessories (earrings, necklaces, wrists and rings) and caster head gear items.

They can also create the following crafting/harvesting items: Weaver needles, crafting accessories (earrings, necklaces) and gathering accessories (earrings).



Additionally, they create ingots, rings and gemstones which are used by other crafting classes.

Goldsmiths are ideal for players who play a Pugilist (Monk) or Thaumaturge (Black Mage) main. All of the accessories also make becoming a Goldsmith a solid idea for any class.

A Goldsmith takes raw ore, stones and gems and turns them into fine jewelry and other goodies. They create all of the earrings, necklaces, rings and wrists for every class in the game as well as Pugilist/Monk weapons, Thaumaturge/Black Mage weapons and caster headgear.

Similar to Armorer and Blacksmith, you'll need quite a bit of raw ore as a Goldsmith, so it's recommended you pick up Miner in addition to Goldsmith. Many other crafting items are used by Goldsmiths as well, but at least during the early levels, those can be bought from the nearby vendor.

Make sure to wear as much gear with Control and Craftsmanship as possible as you level. Also, do each class quest as they become available. Every 5 levels they open up and reward better equipment as well as decent chunks of EXP. Around level 10, crafting leves also open up which grant EXP when you need a break from chinking away at metal bits.

While crafting, make sure to make each item at least once in order to gain the extra bit of bonus EXP for completing the Crafting Log. Every bit often helps. You'll also want to start using crafting food around level 10 or so, as this is when the EXP starts to slow down somewhat.

Try to make High Quality items whenever possible, since these reward more EXP. If there's a particular item you wish to keep and use, try to make sure that each component is High Quality. This increases your chance of succeeding at a High Quality item considerably. Also, make sure to use the abilities you gain each time you craft an item if you are going for High Quality. All of the abilities can be used each time, just don't run out of CP before the item is crafted.



You'll also not want to run out of durability, of course. Use Basic Touch wisely, especially during the first 15 levels or so. Make sure to use other abilities like Inner Quiet and Steady Hand to increase the success rate of both Basic Touch and your synthesis attempts. It's often a good idea to stockpile High Quality materials for later use.

Goldsmiths are one of the best money-making crafting classes right now due to the fact that jewelry is often a little difficult to come by in FFXIV: ARR so far. It's a good time to be a Goldsmith (and a Miner!).

## Leatherworker

**Guildmaster Location:** Gridania, in the Leatherworkers' Guild.

Leatherworkers use leather that is obtained from monsters and turn it into crafted armor for a wide variety of combat-based casters and crafting/gathering classes.

Leatherworkers create the following combat-based class equipment: Pugilist (Monk) fist weapons, caster shields, Disciple of War DPS armor (boots, belt, legs, head, hands and wrists) and Disciple of Magic armor (boots and belt).

They can also create the following crafting/harvesting items: Crafting armor (head gear, belt, gloves and boots) and gathering armor (wrists, belt, boots, neck and legs).

Additionally, they create leather which is used by other crafting classes.

Leatherworkers are ideal for players who play a Lancer (Dragoon), Archer (Bard) or Pugilist (Monk).

Leatherworkers create leather equipment and goods for a variety of classes. This includes the following items, equips and weapons: Pugilist/Monk weapons, caster shields, Disciple of War DPS boots, belts, legs, headgear, hands and wrists and Disciple of Magic boots and belts. They also create a large amount of crafting and gathering armor.



In order to level the Leatherworker class, you're going to need a lot of leather. It's most easily found off monsters. For this reason, it's often a good idea to wait to learn Leatherworker until you have leveled one or two combat classes to level 15 or so. This gives you a solid chunk of leather to work with. Alternatively, you can also buy all of the low level materials from the nearby Guildmaster vendor. Either way, you should be able to level Leatherworker to level 15 fairly easily and cheaply.

Take these levels to understand the balance required to maximize the progress and durability systems that are central to crafting. Each synthesis uses 10 durability. The progress you make per synthesis depends on your skill level, the tier of gear you're making and the amount of Craftsmanship you have.

Make sure to equip any gear with Craftsmanship or Control. At higher levels, +CP is also useful. These attributes affect crafting. Luckily, as a Leatherworker, you can make the large majority of gear that contains all three attributes. Prioritize items with these attributes when making the first few items in a new Crafting Log tier and equip them immediately.

As you level, you'll gain abilities to use while crafting that use CP and help you create High Quality items. High Quality items grant more EXP, so try and make them whenever possible, but keep in mind that you never want to run out of durability when crafting an item, as this fails the attempt. Learn to use abilities like Steady Hand and Inner Quiet every crafting attempt to raise your chances of success.

Basic Touch can also be used to raise your chances of crafting High Quality items, but it also uses 10 durability per cast. Pair this with High Quality materials for the best chances. When using Basic Touch, make sure to keep plenty of durability for the actual synthesis attempts.



If you start running low on leather while leveling, you can purchase some or simply take part in crafting leves. Guildleves offer a nice bit of variety and can help you gain EXP quickly. Also make sure to craft all of the items in the Crafting Log one time. This grants you bonus EXP. Once you join a Grand Company, you're also able to gain EXP by helping them out daily by contributing various crafted goods.

## Weaver

**Guildmaster Location:** Ul'dah, in the Weavers' Guild.

Weavers take bare cloth and weave it into useful items for a broad variety of combat-based classes and gathering/harvesting classes.

Weavers create the following combat-based class equipment: Disciple of War DPS armor (chest and legs), and Disciple of Magic armor (head gear, chest, legs and belt).

They can also create the following crafting/harvesting items: Gathering armor (head gear, chest and legs).

Additionally, they create yarn and cloth which are used by other crafting classes.

Weavers are ideal for players who play a Conjurer (White Mage), Thaumaturge (Black Mage) or Arcanist (Summoner/Scholar) main. Weavers might make some useful items for PvP as well, since a large number of the cloth items have Magic Resist.

Weavers use cloth and weave it into useful equipment for cloth-wearers such as Conjurers, Thaumaturges and Arcanists. They also create cloth armor pieces for Disciple of War classes and Disciple of Magic classes. Specifically, they create Disciple of War DPS chests and legs as well as Disciple of Magic headgear, chests, legs and belts. They create cloth armor for gathering classes including headgear, chests and legs.



You'll begin as a Weaver at level 1 and must level through crafting. Reaching level 10 can be done quickly through using materials off the nearby vendor, but afterwards you'll need to utilize items found elsewhere in the game. The two gathering classes you should learn are Botanist and Miner.

To craft, open up the Crafting Log and ensure you have the correct raw materials. Each time you craft an item there is a progress bar. Most of the time, you will have to use the Basic Synthesis ability more than once to fill this bar completely. Crafting can fail, which is why it's a good idea to equip items specifically for crafting. Craftsmanship and Control are both useful.

You can also craft high quality (HQ) items. Using HQ materials offers the best chance of succeeding in doing so. The default chances of crafting HQ items is fairly low, however. You'll gain abilities while leveling that help ensure an item's success.

One other thing you must watch while crafting is durability. Durability is basically the number of times you can hit Basic Synthesis and try and craft an item before it will fail. When durability runs out, the materials are lost and you must begin again. Each item has a different base durability, and every time you use Basic Synthesis or Basic Touch, you lose durability. If a synthesis fails, you'll lose durability but not gain progress. You'll want to use abilities like Master Mend to help negate this.

To maximize your crafting EXP, you'll want to make High Quality items whenever possible. For a Weaver, you'll want to produce plenty of yarn and cloth early on in order to acquire enough raw materials for later. Prioritize making each crafted recipe in the Crafting Log once in order to complete the log and receive the bonus EXP. Crafting Guildleves are also a great way to level a Weaver quickly.



## Alchemist

**Guildmaster Location:** Ul'dah, in the Alchemists' Guild.

Alchemists take raw ingredients and concoctions and make potions and other consumables that are valued across the land. They also create a few caster equipment items.

Alchemists create the following combat-based class equipment: Conjurer/White Mage wands and Arcanist grimoires.

They can also create the following consumables: Potions, Ethers, status-curing consumables, etc.

Additionally, they create glues, oils, rubbers, inks, formulas and other items commonly used by other crafting classes.

Alchemists are ideal for players who play an Arcanist (Scholar/Summoner) or Conjurer (White Mage). Consumables are also a great reason to decide to level up the Alchemist class.

Alchemists use herbs, plant parts, powders, metals and other raw materials and create concoctions, elixirs and chemical/magical compounds that are used in a variety of ways. They create healing and status-curing consumables, attribute-raising consumables and a handful of other goods including Conjurer/White Mage wands and Arcanist/Summoner/Scholar grimoires.

To level an Alchemist, you're going to need a lot of random items. This includes wood from a Botanist, ore from a Miner, fish from a Fisher and plenty of items that are commonly monster drops. Early on at least, you can buy most of these items off the nearby vendor.

Spend some time making all of the basic ingredients with the items you have before moving on to more difficult items. Stockpile High Quality materials for later use, and make good use of the abilities you're granted as you gain levels. Your CP resets every time you complete a crafted item, so use abilities like Inner Quiet every time you craft.



Also keep an eye on your durability. Use charges of Basic Touch every chance you get, but be sure to save durability charges for synthesis too. Later on, you'll gain Alchemist-only abilities that make it even easier to craft High Quality items.

As you level, make sure to do your class quests every 5 levels or so. Crafting leves can be done started at level 10 and are a good way to gain EXP quickly. Grand Company supply missions can also be completed daily that reward EXP in that craft as well as a handful of seals. It's often best to do a little of everything in order to ensure you level up quickly without breaking the bank on raw materials. Alchemist can be an expensive class to level, so keep this in mind.

Finally, make sure to wear any equipment you have with Craftsmanship and Control as attributes. Food should also be used starting at around level 10, as this is when crafting starts to slow down a bit.

## Culinarian

**Guildmaster location.** Limsa Lominsa

Culinarians are the chefs of the world and create food consumable items for all of the combat classes, all of the harvesting classes and all of the crafting classes. They will need a huge variety of raw food materials. Many materials are found on vendors around the world, but other materials must be found off monsters, caught by a Fisher or found on trees and plants by a Botanist. As such, it's often a good idea to pick up Botanist and Fisher as a Culinarian.

Leveling Culinarian can seem a little overwhelming at first due to the huge amount of materials the class uses. Many of these items are found on vendors, however. You should make each item once to fill up the Crafting Log, but after that point you can use whatever item you have the materials for.



Culinarian shares most of the same abilities as the other crafting classes. Make sure to use your CP wisely and try for High Quality items when possible, as this will level you quicker. Balance your Basic Touch attempts with the amount of durability you have, and use abilities like Inner Quiet and Steady Hand to succeed in as many Basic Touch uses as possible.

It may be a good idea to stockpile High Quality raw materials for later use, especially since there are so many different types of food in the game. Many of the first recipes are ones you will still be utilizing 20 levels down the road. Also, make good use of the food you are making! Eat some that has Craftsmanship and Control on it, and wear gear with those same attributes.

Make sure to do all of your class quests as they appear every 5 levels or so. At level 10, you can also start doing crafting leves which are a big help. The Grand Company supply missions are also a good way to get easy crafting EXP while gaining extra seals.

Finally, do a little research and find out which foods high level players are using the most and purchasing. Right now would be an excellent time to take advantage of the fact that not everyone has leveled their Culinarian class yet. The endgame foods will most likely be the most popular.

## Disciples Of The Land

The following classes are non-combat based gatherers and harvesters.

### Miner

**Guildmaster Location:** Ul'dah, in the Miners' Guild.

Miners scour the hillsides for chunks of rock that contain valuable ore deposits, fine gems and rich veins of rare materials. With pickaxe in hand, they manually extract the materials from the rocks.



Miners mainly gather materials used by Armorers, Blacksmiths, Goldsmiths and Alchemists. All other crafting classes use minimal items from Miners.

Miners quarry stone and precious ore from rocks and hillsides. These raw materials are used in every crafting class, but a large number of mining materials are specifically used by Armorers, Blacksmiths, Goldsmiths and Alchemists. As such, it's a great money-making class. As you level, prioritize gear that features Gathering and Perception.

Mining is pretty simple to level at first and Thanalan works well for quite a few levels. You can gain the first 5 levels right outside of Ul'dah at the Western Thanalan (Hammerlea) entrance. Concentrate on materials you'll use while gathering when possible, although completing the Gathering Log isn't a bad idea along the way. Completing the log grants you bonus EXP.

Make sure that Prospect is up at all times. When you gain Sharp Vision, pop it right after clicking on a mining node. This will grant you an extra 5% success rate on all the possible items. That 5% drops once you're done mining that particular node, so you'll have to recast it every time you begin mining. Sharp Vision II is even better and gives you an extra 15%.

You won't be able to cast level II and beyond for every mining node, however, due to running low on CP. CP is the universal crafting resource. For gatherers, your CP will remain depleted in between nodes and will regenerate naturally over time. To combat this, only use abilities if you really need them.

Make sure to prioritize the crafting quests. They appear every 5 levels in the beginning. When you grab the level 5 Miner quest, you'll want to head to the hills just northeast of Ul'dah Dispatch Yard. You can reach this area from the Steps of Nald gate. The nodes in this area will grant you the Bone Chips you need.



For the level 10 quest, you'll want to head south of Hammerlea, just behind the ridge near The South Hammer. The Obsidian you're looking for may appear as an "??" resource at first, so pop the highest level of Sharp Vision and try and succeed at that ?? until you mine it and uncover Obsidian. This drastically increases your rate of success in mining more units of it. Many mining resources later on are discovered similarly.

If you're ever unsure of where a particular mining item is or where a section of nodes are, use your highest level of Lay of the Land to receive a ping on your map. Exploring other areas such as Gridania, etc., will uncover mining nodes that have completely new materials. It might be a good idea to explore mining nodes as you level other classes in order to quickly fill up your Gathering Log and gain a few levels along the way.

At level 8, you'll gain Stealth, which will let you pass by monsters without aggroing them. Your movement speed is drastically reduced using Stealth, however, so it's often better to just run past enemies and keep running until they reset. Most mining areas will not have creatures that will attack you while you're mining.

As you level, you'll gain new abilities that let you find rarer items in mining nodes and even access additional nodes. If you ever need a change of pace, you can run gathering leves to level up mining, although you don't gain raw materials for doing so (just EXP). Upon joining a Grand Company, you can complete supply missions with mining materials that will grant EXP and company seals.

## Botanist

**Guildmaster Location:** Gridania, in the Botanists' Guild.

Botanists know every mound of soil and tree like the back of their own hand. They gather plant materials and wood from trees and get everything ready for practical use.

Botanists mainly gather materials used by Carpenters, Weavers, Culinarians and Alchemists. All other crafting classes



A Botanist travels the world and chops down trees and gathers vegetation. Raw wood and plant materials are used by every crafting class but used in large amounts by Carpenters, Weavers, Culinarians and Alchemists. It's a great money-making class. As you level, prioritize gear with Gathering and Perception.

You can gain quite a few levels just chopping down trees outside of Gridania. The Gridania areas will often have the closest concentration of trees. To harvest trees, make sure Triangulate is up, run to the feather-looking icons on your mini-map and choose which ingredients you're interested in from the list that shows. Each area of trees will generally have a different item table that will be shared between the trees.

Make sure to run back to the Botanist Guildmaster every 5 levels to check for new quests. These quests will grant you gathering gear and solid chunks of EXP. They'll also ask you to gather X amount of raw materials, which in turn grants you even more EXP.

It's often best to explore the Botany ingredients found in various clumps of trees as you level another class in Gridania. Arbor Call can be used to help identify these areas. This is the quickest way to begin filling your Gathering Log. Make sure to harvest each item on the list at least once, as filling the log grants you bonus EXP.

Use Field Mastery to increase your chances of obtaining the rarer ingredients you need. Use it before harvesting any items. It will last for the entire duration. Keep an eye on your CP, however, as it can deplete. Stealth can be used to avoid enemies while exploring.

As you gain levels, you'll gain new abilities that let you obtain rare items and even see special trees that contain extra rare materials. Fieldcraft leves can be used beginning at level 10 to help quickly gain EXP, but it's often better to keep farming ingredients if you are interested in also leveling up crafting classes on the side. Upon joining a Grand Company, you're able to complete supply missions which require you to gather raw materials and turn them in for seals and Botanist EXP.



## Fisher

**Guildmaster Location:** Limsa Lominsa, in the Fishers' Guild.

Fishers search for the best places to cast out sink and line and reel in the finest catches around the world. Fishers are patient gatherers, but they also know that the best catches are often worth the wait.

Fishers mainly gather materials used by Alchemists and Culinarians. All other crating classes use minimal items from Fishers.

Fishers search the world for the finest fishing locations and use a fishing pole and bait to reel in the goods. Most crafting classes have a minimal use for fish, but Alchemists and Culinarians see the most use from a Fisher's latest catch. Fishing won't make you nearly as much money as Botanist or Miner, but many of the higher level fish are currently high in demand.

To begin leveling a Fisher, you're given a fishing pole and a pile of bait. Fishing is a fairly simple process and is more about patience than anything else. As you level, make sure to prioritize gear with Gathering and Perception. Perception, especially, plays a large role when fishing.

You apply bait by using the Bait ability. You won't have to reapply this every cast, but each cast does cost 1 bait. When you run out of the type that's being used, you'll need to use the ability again to attach more. As you level, certain types of fish can only be caught if you apply special bait. Bait can be purchased at a variety of different vendors across the world.

After that, it's just a simple matter of hitting the Cast ability when near water and hitting the Hook ability when you hear and see that your line has caught something. There is also a message that appears. After you loot your fish, your Fishing Log will be updated. This is where you can see information regarding what can be caught in what area (after you've caught it, of course). Records are also kept of record sizes for the fish you've caught.



You can fish in lakes (freshwater) or near an ocean coastline or in the deep sea. These three locations will allow you to catch different types of each. Different locations around the world will also allow you to catch various types of fish. Each fishing spot can have up to around eight different fish types.

Which fish you catch is random. You can catch random items and materials like kelp as well. The rarer fish are harder to obtain. Different baits and gear with Perception help increase your chances of catching rare fish.

The fish you can catch also vary not only based on where in the world you are fishing and in what type of water, but also by what type of weather your character is currently experiencing and what time of day it is in the game world. Special types of fish can only be caught when it's raining or when it is nighttime.

Since you gain EXP for each successful cast you make, leveling up a Fisher is fairly easy-- it just takes patience. Make sure to do each fishing quest as you gain levels. They become available each 5 levels or so at first and will let you gain better fishing poles and gear with Perception.



## JOB OVERVIEW

Note: Requirements are based on information in beta. They may differ slightly upon launch.

### Paladin

**Primary Role:** Tank

**Job Quest Location:** Gladiators' Guild in Ul'dah

**Current Requirements:** Level 30 in Gladiator, level 15 in Conjurer

**Available classes for cross skills:** Conjurer, Marauder

Paladins are shining defenders and the ultimate protectors of FFXIV. They're armed with a myriad of defensive abilities and are one of the game's two tanking jobs. They use a sword and shield and excel at damage mitigation, damage reduction and single-target threat. They are capable of the highest levels of damage mitigation in the game.

The Paladin is the advanced job for the Gladiator class. To obtain the Paladin job, you must be level 30 in Gladiator and level 15 in Conjurer. Jobs aren't really intended for leveling purposes, but rather for endgame purposes and for difficult group encounters and instances.

Paladins are a little more defense-oriented than Gladiators and gain access to additional damage reduction cooldowns, a silence and a tanking stance that increases enmity and damage reduction but reduces damage dealt. This helps make the Paladin one of the best choices for tanking hard-hitting progression content.

Paladin levels are shared with Gladiator levels. This means that when you gain a level through leveling as a Paladin, you also gain one in Gladiator and vice versa. The EXP is shared. For this reason, it might actually be better to only use Paladin for dungeon/raid content if you so choose and save Gladiator for soloing due to the bonus cross-class abilities.



As a Paladin, you'll only gain cross-class actions (abilities) from Marauder and Conjurer. This means you won't be able to grab some of the nice DPS bonuses such as Archer's Straight Shot (my personal favorite for soloing). It all depends on your preferences for solo leveling. If you enjoy mostly running FATEs and helping out friends, Paladin may easily still be preferred.

All jobs also gain a less total amount of cross-class actions. Instead of gaining one every five levels, they gain one every ten levels. This means that a level 30 Paladin will only have three cross-class action slots instead of the six that a level 30 Gladiator would have. Jobs also gain special actions only available within those jobs, of course.

While solo leveling as a Paladin, you'll want to still focus on scenario story quests and class/job quests. Dungeons are going to be an excellent source of EXP around these levels, and a Paladin will have an easier time holding threat in these dungeons compared to a low level Gladiator. FATEs are also excellent, of course. In general, try and group up with other players as often as possible.

While solo, you'll want to keep up Sword Oath. Save Shield Oath for the times when you group with other players and need to hold threat. It's probably a good idea to max out your Marauder skills at this point, as level 26 will give you access to Bloodbath and Mercy Stroke, which are both excellent for leveling. Getting Conjurer to level 34 for Stoneskin is also a good idea.

#### **Recommended secondary classes.**

Conjurer for the Paladin requirements and Marauder. These are the only two you'll have access to anyway. You'll want to get Marauder to level 26 and Conjurer to level 34 at some point, preferably before hitting level 50.

#### **Recommended solo cross-class skills.**

- **Cure (level 2 in Conjurer)** - A heal with a cast time that's great for use in between fights. It can also be used mid-fight while running from AoE effects or during a Shield Bash stun. Pair it with Convalescence for maximum effect.



- **Protect** (level 8 in Conjurer) – A great survivability buff for soloing.
- **Foresight** (level 2 in Marauder) – A useful survivability cooldown.
- **Fracture** (level 6 in Marauder) – A minimal damage-over-time effect. Every bit can help at times.
- **Bloodbath** (level 8 in Marauder) – An ability that grants you self-heals based on your HP that can make a large difference over the course of a long fight. Pair with Convalescence.
- **Mercy Stroke** (level 20 in Marauder) – A great way to finish off a fight. Try and time it so it is the killing blow, which will give you a self-heal.

**Recommended group cross-class skills.**

- **Cure** (level 2 in Conjurer) – Won't see a lot of use with a good healer, but every now and then you may find time to squeeze one in.
- **Stoneskin** (level 34 Conjurer) – A barrier that blocks all types of damage. Has a cast timer when first used. Decent to toss on before a boss pull or during a fight where is no physical damage rolling around.
- **Foresight** (level 2 in Marauder) – A useful survivability cooldown.
- **Bloodbath** (level 8 in Marauder) – An ability that grants you self-heals based on your HP that can make a large difference over the course of a long fight. Pair with Convalescence.
- **Mercy Stroke** (level 20 in Marauder) – A great way to finish off a fight. Try and time it so it is the killing blow, which will give you a self-heal.



## Monk

**Primary Role:** DPS

**Job Quest Location:** Pugilists' Guild in Ul'dah

**Current Requirements:** Level 30 in Pugilist, level 15 in Lancer

**Available classes for cross skills:** Lancer, Marauder

Monks are the advanced form of the Pugilist. They pack a harder punch, do more damage and gain a handful of new abilities that add to their AoE power and complicate the basic rotation a bit. They also gain a new stance which allows them to do even more damage.

After leveling Pugilist to level 30 as well as Lancer to level 15, jobs aren't really intended for leveling purposes, but rather for maximizing your role in dungeons and endgame group content. For the Monk, this means maximizing your damage-per-second (DPS).

As a Monk, you gain additional attack abilities and a great area-of-effect (AoE) attack. You also gain another DPS cooldown and a new stance that increases your damage even further. This makes the Monk an excellent single target DPS class but also one that can provide AoE when necessary.

Monk levels are shared with Pugilist levels. This means that when you gain a level through leveling as a Monk, you also gain one in Pugilist and vice versa. The EXP is shared. For this reason, it might actually be better to only use Monk for dungeon/raid content if you so choose and save Pugilist for solo leveling due to the bonus cross-class abilities.

You won't have access to many of the survivability cross-class abilities like Cure and Protect as a Monk. Monk gains access to Lancer skills and Marauder cross-class skills only, as well as all of the Pugilist and Monk skills, of course. Marauder and Lancer both grant some nice options, however. It's up to you. Experiment with both while solo and see what you prefer.



If you choose to solo level as a Monk, things will die very quick. It's also recommended to level Marauder and Lancer to higher levels in order to grab some of the better cross-class actions (abilities). Bloodbath and Mercy Stroke from Marauder are both excellent, as they provide self-healing. Keen Flurry is also a solid survivability cooldown from Lancer.

When leveling a Monk, be sure to still prioritize story (scenario) quests and class quests. You'll gain a couple of new Monk abilities by completing your Monk quests. Around this level the dungeons and group content become quite a bit more difficult, but also offer greater rewards. Running FATES and completing Leves and side quests are still excellent ways of quickly gaining EXP.

#### Recommended secondary classes.

Lancer for the Monk requirements and Marauder. These are the only two you'll have access to anyway. You'll want to get Marauder to level 20 and Lancer to level 34 at some point, preferably before hitting level 50.

#### Recommended solo cross-class skills.

- **Foresight** (level 2 in Marauder) - A decent survivability cooldown.
- **Bloodbath** (level 8 in Marauder) - A cooldown that adds a small self-heal every time you deal damage. Every bit of healing helps.
- **Mercy Stroke** (level 26 in Marauder) - A nice "execute" ability that you can use to receive a self-heal if the mob dies when the ability is used.
- **Keen Flurry** (level 6 in Lancer) - A decent emergency survivability cooldown.
- **Invigorate** (level 22 in Lancer) - A cooldown you can use to gain TP. Great for emergencies.



**Recommended group cross-class skills:**

- **Bloodbath** (level 8 in Marauder) - A cooldown that adds a small self-heal every time you deal damage. Every bit of healing helps.
- **Mercy Stroke** (level 26 in Marauder) - A nice "execute" ability that you can use to receive a self-heal if the mob dies when the ability is used.
- **Invigorate** (level 22 in Lancer) - A cooldown you can use to gain TP. Great for emergencies.
- **Blood for Blood** (level 34 in Lancer) - A DPS cooldown that increases your damage done by 30% and your damage taken by 25%. Good for those times when you know you won't be taking much damage.

**Warrior**

**Primary Role:** Tank/DPS

**Job Quest Location:** Marauders' Guild in Limsa Lominsa

**Current Requirements:** Level 30 in Marauder, level 15 in Gladiator

**Available classes for cross skills:** Gladiator, Pugilist

Warriors are a very versatile job and can both excel at DPS and tanking. They gain new abilities that help them do more damage as well as help them establish AoE threat. They are excellent off-tanks and can main tank most things fairly easily.

Warrior is the advanced job for the Marauder class. To become a Warrior, you must level up Marauder to level 30 and Gladiator to level 15. Jobs really aren't intended for leveling purposes, but they're good to have for dungeons and other group content since they specialize in a particular role. For the Warrior, that means tanking.



The Warrior job gives you a special stance that increases enmity and raises your HP while reducing the amount of damage you deal. You'll also gain new abilities and a new mechanic called Infuriate that allows you to do more damage even with this stance active. The combination will make tanking easier and will give you more HP in order to survive longer and provide more self-healing. This makes the Warrior an ideal choice for tanking hard-hitting group content and progression raids and dungeons.

Warrior levels are shared with Marauder levels and vice versa. This means that you can level as a Warrior and still gain levels in Marauder or level in Marauder and still gain levels in Warrior. The EXP is shared. This means that it might be preferable to level while solo as a Marauder still, especially since you gain extra cross-class abilities as a Marauder. As a level 30 Marauder, you gain access to six cross-class action (ability) slots while a level 30 Warrior only has access to three.

The cross-class abilities you have access to are also limited as a Warrior. You'll only gain access to Gladiator and Pugilist abilities. While you gain a pretty nice chunk of survivability cooldowns with both options, you may find you kill things quicker using other cross-class abilities when solo. Feel free to experiment and see which you prefer.

For solo leveling as a Warrior, you're going to want to try as much group activities as possible. This allows you to utilize all of your area-of-effect (AoE) moves as well as put your tanking skills to good use. Running dungeons and FATE events is a great way to farm EXP. Make sure to keep up on your class quests and main story quests.

You will probably find you don't need to use Defiance when soloing, but make sure to put it back on before tanking for a dungeon group. You also may find that around level 30, it's a good time to gain more levels in Pugilist and Gladiator for the extra cross-class abilities. Both give you some extra tools that come in quite handy.



**Recommended solo cross-class skills.**

- **Convalescence** (level 10 in Gladiator) - A survivability cooldown that should be popped when you use Bloodbath and/or Second Wind. This buffs all self-healing healing done by other players.
- **Awareness** (level 34 in Gladiator) - A mitigation cooldown that will reduce your chances of being critically hit.
- **Featherfoot** (level 4 in Pugilist) - A survivability cooldown that temporarily boost evasion.
- **Second Wind** (level 8 in Pugilist) - A handy emergency self-heal that scales with Attack Power.
- **Haymaker** (level 10 in Pugilist) - A decent ability that you can fire off when you evade an attack.
- **Internal Release** (level 12 in Pugilist) - A DPS cooldown in the form of adding additional critical hit chance.

**Recommended group cross-class skills.**

- **Flash** (level 8 in Gladiator) - An AoE enmity boost that affects enemies that are both behind and in front of you within a given area. It doesn't do damage, but its circle radius does come in handy quite often, especially in fights where adds are everywhere. The fact that Flash uses MP also makes it handy.
- **Convalescence** (level 10 in Gladiator) - A useful cooldown that increase HP restored by any heals going off during its duration. This affects both your own self-heals and any that the healer is casting.
- **Awareness** (level 34 in Gladiator) - A mitigation cooldown that will reduce your chances of being critically hit.



- **Featherfoot** (level 4 in Pugilist) – A cooldown that temporarily boosts evasion. Second Wind (level 8 in Pugilist) – A handy emergency self-heal that scales with Attack Power.
- **Mantra** (level 42 in Pugilist) – A handy survivability cooldown that increases any healing done to you via magic for 15 whole seconds. This is great to pop when you're taking a lot of damage and your healer is scrambling to catch up.

## Dragoon

**Primary Role:** DPS

**Job Quest Location:** Lancers' Guild in Gridania

**Current Requirements:** Level 30 in Lancer, level 15 in Pugilist

**Available classes for cross skills:** Marauder, Pugilist

Dragoons concentrate on one thing and one thing only-- dealing as much damage to their opponents as possible while looking extremely cool. They fly high and strike true with their lances. The Dragoon playstyle doesn't shift much from the Lancer playstyle, but Dragoons do gain a few utility moves such as a threat reduction ability and a gap closer.

Dragoon is the advanced job for the Lancer class. To become a Dragoon, you must level Lancer to level 30 as well as Marauder to level 15. Jobs aren't really intended for the purpose of solo leveling, but are essentially options that provide focus toward roles that are intended for the more difficult content in FFXIV: ARR. For a Dragoon, that means damage dealing (DPS). That said, it's perfectly viable to level as a Dragoon.

Dragoon levels are shared with Lancer levels. This means that you can gain a level as a Dragoon and you will also gain one in Lancer. This works both ways, as EXP is shared between the two. Whether you choose to level solo using Lancer or Dragoon is up to you. You gain less cross-class abilities as a Dragoon, so keep that in mind. At level 30, a Dragoon has three cross-class abilities while a Lancer of the same level will have six.



The Dragoon also gains limited access to cross-class abilities. They can only choose actions (abilities) from the Marauder and the Pugilist. Both classes give you some interesting options and a wide spread of both survivability options and DPS options.

Dragoons also gain some new actions that add in the iconic Jump maneuver that Dragoons are best known for throughout Final Fantasy lore. They gain a variety of jumps including an evasive jump, two offensive single-target jumps and an area-of-effect (AoE) fire jump. These expand the Dragoon toolkit significantly.

If you choose to level as a Dragoon and leave any other cross-class skills you may have behind, you should focus on your class/job quests as well as your scenario quests still. Dungeons at this level also start becoming a little more difficult and offer greater rewards. You can either run dungeons or group with other players to run FATE events and quickly gather EXP or solo your way through Leves and quests as normal.

Around this time it may also be a good idea to continue leveling Marauder and Pugilist a bit in order to gain access to the higher cross-class abilities. Bloodbath and Mercy Stroke from the Marauder class are both excellent sources of self-healing and you can grab both by leveling Marauder to 26. Pugilist offers some decent survivability cooldowns.

#### **Recommended secondary classes.**

Marauder for the Dragoon requirements and Pugilist. These are the only two you'll have access to anyway. You'll want to get Marauder to level 26 and Pugilist to level 42 at some point, preferably before hitting level 50.

#### **Recommended solo cross-class skills.**

- ***Foresight*** (level 2 in Marauder) – A survivability cooldown you can activate when things get messy.
- ***Fracture*** (level 6 in Marauder) – A decent damage-over-time ability that can be used during long fights.



- **Bloodbath** (level 8 in Marauder) – An excellent cooldown that heals you as you deal damage. The self-heals are rather small, but every bit often helps. The healing also scales off your Attack Power.
- **Mercy Stroke** (level 26 in Marauder) – An excellent ability that can be used when an enemy's about to die. If it dies to Mercy Stroke, you will also receive a small heal.
- **Featherfoot** (level 4 in Pugilist) – A cooldown that temporarily buffs your evasion.  
**Second Wind** (level 8 in Pugilist) – A nice emergency heal.
- **Internal Release** (level 12 in Pugilist) – A critical hit chance cooldown.

**Recommended group cross-class skills.**

- **Fracture** (level 6 in Marauder) – A decent damage-over-time ability that can be used during long fights.
- **Bloodbath** (level 8 in Marauder) – An excellent cooldown that heals you as you deal damage. The self-heals are rather small, but every bit often helps. The healing also scales off your Attack Power.
- **Mercy Stroke** (level 26 in Marauder) – An excellent ability that can be used when an enemy's about to die. If it dies to Mercy Stroke, you will also receive a small heal.  
**Second Wind** (level 8 in Pugilist) – A nice emergency heal that scales off Attack Power.
- **Internal Release** (level 12 in Pugilist) – A critical hit chance cooldown that will up your damage considerably.
- **Mantra** (level 42 in Pugilist) – A handy cooldown you can pop when there's a lot of raid damage going around. This will make your incoming healers more effective.



## Bard

**Primary Role:** DPS

**Job Quest Location:** Archers' Guild in Gridania

**Current Requirements:** Level 30 in Archer, level 15 in Conjurer

**Available classes for cross skills:** Pugilist, Lancer

Bards are still mainly a ranged DPS class, but they gain some important supportive abilities such as one to give their teammates extra resource regeneration. They also apply some important debuffs to enemies. Bards will likely be an important support class for endgame group activities.

Bard is the advanced job for the Archer class. To become a Bard, you must level Archer to level 30 and Pugilist to level 15. Jobs really aren't intended for the purpose of solo leveling, but are options players can utilize when taking part in difficult group content and/or endgame content where they choose to maximize their capabilities within a certain role. For the Bard, this means ranged physical damage-per-second (DPS) along with solid support options.

While Archers provide great DPS already, Bards gain more tools to widen the amount of support they can offer a group. They learn how to play songs which have various effects. Ballad refreshes the MP of your group and Army's Paeon refreshes the TP of your group. Both songs will be extremely important for raiding. Requiem reduces enemy resistances while Rain of Death, an area-of-effect ability, deals damage and lowers a target's damage.

Due to all of the support abilities Bards have, it may not be favorable to solo level as a Bard. Bards gain less overall cross-class action (ability) slots. A level 30 Bard has access to three while a level 30 Archer will have access to six. Bards can also only use cross-class abilities from the Pugilist and Lancer classes.



While both Pugilist and Lancer grant a solid number of DPS cooldowns and a couple of survivability options, you may still find that it's easier to level as an Archer with Conjurer abilities like Cure and Protect. Bard and Archer levels are shared, which means you can level as either an Archer or Bard and still gain EXP and levels in the other role. The choice is up to you regarding which to use while leveling.

If you choose to level as a Bard, you may want to group up as often as possible to put your songs to good use. Running FATE events with a group is a solid option as well as running dungeons. While solo, make sure to prioritize your class/job quests and main scenario quests. Around this level, it's also often a good idea to finish leveling Pugilist and Lancer in order to grab the higher level cross-class abilities. Both classes offer additional DPS cooldowns that will help make soloing easier.

#### Recommended secondary classes

Pugilist for the Bard requirements and Lancer. These are the only two you'll have access to anyway. You'll want to get Lancer to level 36 and Pugilist to level 42 at some point, preferably before hitting level 50.

#### Recommended solo cross-class skills.

- **Featherfoot** (level 4 in Pugilist) – This grants you a temporary buff to evasion.  
**Second Wind** (level 8 in Pugilist) – A very handy emergency self-heal.
- **Internal Release** (level 12 in Pugilist) – A great DPS cooldown that increases your critical hit chance by 20% for 15 seconds.
- **Invigorate** (level 22 in Lancer) – A cooldown that instantly restores 500 TP. Not a bad idea if you ever find yourself low on TP during a long fight.
- **Blood for Blood** (level 34 in Lancer) – A powerful cooldown that increases your damage dealt by 30% but also your damage taken by 25% for 20 seconds. Use this wisely.



**Recommended group cross-class skills.**

- ***Second Wind*** (level 8 in Pugilist) – A very handy emergency self-heal.
- ***Internal Release*** (level 12 in Pugilist) – A great DPS cooldown that increases your critical hit chance by 20% for 15 seconds.
- ***Mantra*** (level 42 in Pugilist) – An interesting cooldown that you can use to help your healer increase the healing done to you during periods of high raid and group damage.
- ***Invigorate*** (level 22 in Lancer) – A cooldown that instantly restores 500 TP. Not a bad idea if you ever find yourself low on TP during a long boss fight.
- ***Blood for Blood*** (level 34 in Lancer) – A powerful cooldown that increases your damage dealt by 30% but also your damage taken by 25% for 20 seconds. Use this wisely.

**White Mage**

**Primary Role:** Healer

**Job Quest Location:** Conjurers' Guild in Gridania

**Current Requirements:** Level 30 in Conjurer, level 15 in Arcanist

**Available classes for cross skills:** Arcanist, Thaumaturge

When it comes to single-target healing, no class does it quite better than the iconic White Mage. White Mages gain an extremely useful heal-over-time ability as well as a strong AoE attack called Holy. They also gain a full heal which is a solid emergency cooldown. White Mages excel at tank healing.



White Mage is the advanced job for the Conjurer class. To become a White Mage, you must level Conjurer to level 30 as well as Arcanist to level 15. Jobs really aren't meant for leveling solo, but rather to provide an option for players wishing to focus on a single role within a dungeon or during endgame raiding and group content. For a White Mage, that means specializing in healing.

White Mages gain some important utility spells that make them even stronger healers. They gain three powerful cooldowns, Regen, which is the all-important heal-over-time, and Holy, which is a powerful area-of-effect damage ability that comes loaded with cool effects and a stun.

The White Mage job shares levels and EXP with Conjurer. This means that you can level as either White Mage or Conjurer and still keep both at the same level. While a White Mage gains the actions (abilities) noted above, they also lose a handful of cross-class abilities. A level 30 Conjurer has access to six cross-class abilities while a level 30 White Mage only has access to three. As a White Mage, you can also only use cross-class abilities from Thaumaturge and Arcanist.

When leveling a White Mage, it may be a good idea to use White Mage in dungeon and group content due to Regen and the added cooldowns. While solo, you may find that Conjurer works better simply due to the extra cross-class abilities. You may find that Holy and the Thaumaturge/Conjurer abilities are all you need, however, especially if you choose to mostly farm FATE events. The choice is yours.

If mostly solo leveling, you will want to try and do as much group activities as possible due to the constant need for healers. Dungeons become more difficult around level 30 and beyond, so it will be important to get a feeling for how to best conserve MP at times. Don't hesitate to encourage your party to utilize crowd control during rough trash pulls.



Make sure to also prioritize your class/job quests and main scenario quests. Some of the White Mage abilities are locked behind job quests. You'll also want to consider leveling Thaumaturge and Arcanist more around this time. Level 34 in Arcanist lets you access Eye for an Eye, which is a powerful support cooldown you can use on the tank. Level 26 in Thaumaturge gives you Swiftcast, which is a cooldown that makes any spell instant.

### Recommended secondary classes.

Arcanist for the White Mage requirements and Thaumaturge. These are the only two you'll have access to anyway. You'll want to get Arcanist to level 34 and Thaumaturge to level 26 at some point, preferably before hitting level 50. Prioritize Thaumaturge due to how useful Swiftcast is.

### Recommended solo cross-class skills.

- **Thunder and Thunder II** (level 6 and level 22 in Thaumaturge) – A nice 15-second damage-over-time (DoT) effect that can easily be useful while soloing. Thunder II lasts a bit longer.
- **Surecast** (level 8 in Thaumaturge) – This makes the next spell cast within 10 seconds unable to be interrupted. A solid ability to use when you're facing an enemy that you know may interrupt you.
- **Swiftcast** (level 26 in Thaumaturge) – Allows your next spell to be cast instantly. Insanely useful for all areas of gameplay.
- **Bio** (level 2 in Arcanist) – Another DoT ability you may find a use for.
- **Virus** (level 10 in Arcanist) – A debuff that lowers a target's STR and DEX by 15% for 10 seconds. This may be useful during some of the hard-hitting scenario quests.
- **Eye for an Eye** (level 34 in Arcanist) – A useful ability for both soloing and healing in dungeons. It's a cooldown that can be placed on either yourself while soloing or the tank in a dungeon and will have a 20% chance of reducing damage taken when struck.



### Recommended group cross-class skills:

- **Surecast** (level 8 in Thaumaturge) – This makes the next spell cast within 10 seconds unable to be interrupted. A solid spell to use if you end up near a mob that has a silence.
- **Swiftcast** (level 26 in Thaumaturge) – Allows your next spell to be cast instantly. Insanely useful for all areas of gameplay.
- **Virus** (level 10 in Arcanist) – A debuff that lowers a target's STR and DEX by 15% for 10 seconds. You may find a use for this if you don't have an Arcanist in your group.
- **Eye for an Eye** (level 34 in Arcanist) – A useful ability for both soloing and healing in dungeons. It's a cooldown that can be placed on either yourself while soloing or the tank in a dungeon and will have a 20% chance of reducing damage taken when struck.

## Black Mage

**Primary Role:** DPS

**Job Quest Location:** Thaumaturges' Guild in Ul'dah

**Current Requirements:** Level 30 in Thaumaturge, level 15 in Pugilist

**Available classes for cross skills:** Archer, Arcanist

When it comes to dealing raw, fearsome elemental damage, no class can ever quite beat a Black Mage. Black Mages gain a little extra utility that Thaumaturges originally lack. They gain a way to gain extra mana as well as some interesting defensive abilities and an iconic crowd control ability.

Black Mage is the advanced job for the Thaumaturge class. To become a Black Mage, you must level Thaumaturge to level 30 and Archer to level 15. Jobs aren't intended for the purpose of solo leveling but rather provide players with an maximized option for taking part in endgame group content and difficult dungeons. The Black Mage, obviously, specializes in damage-per-second and becomes a true elemental force to be reckoned with.



As a Black Mage, your levels are shared between the Black Mage job and the Thaumaturge class. This means that you can choose to level either and the other will gain the same levels and amount of EXP. While it may be tempting to solo level as a Black Mage, you may find that you'll gain more overall utility as a Thaumaturge.

Black Mages gain a handful of new utility spells and powerful cooldowns, but they also lose a chunk of cross-class abilities. A level 30 Black Mage only has access to three cross-class ability (action) slots while a Thaumaturge gains access to six. A Black Mage also can only use cross-class abilities from Arcanist and Archer.

This means the loss of a pretty large one-- Conjurer. Conjurer is quite useful while solo leveling. You do, however, gain a few cooldowns as a Black Mage that may help negate the loss of Cure and Protect. Arcanist also grants another survivability cooldown. Whichever option you use for leveling is up to you. Experiment with both and see which you prefer.

If you choose to level as a Black Mage, you'll probably want to gain more levels in Arcanist in order to access Eye for an Eye, which is a useful survivability cooldown. You gain this at level 34. If you often run into issues with stealing enmity (threat) from tanks, you may also want to level up Archer to level 46 and grab Quelling Strikes, which reduces your enmity.

While leveling, make sure to prioritize all of your job/class quests as well as your main scenario quests. Running FATEs is an excellent source of EXP at these levels, especially in a party with others. Partying helps ensure your survivability. Dungeons are also a great source of EXP as you gain levels, but ramp up in difficulty around this point.

#### **Recommended secondary classes.**

Archer for the Black Mage requirements and Arcanist. These are the only two you'll have access to anyway. You'll want to get Archer to level 36 and Arcanist to level 34 at some point, preferably before hitting level 50.



**Recommended solo cross-class skills.**

- ***Raging Strikes*** (level 4 in Archer) - A fantastic DPS cooldown.
- ***Bio*** (level 2 in Arcanist) - A damage-over-time (DoT) ability that might be useful to add to your arsenal.
- ***Virus*** (level 10 in Arcanist) - A debuff that reduces the STR and DEX of your target by 15% for 10 seconds. Useful for completing those solo scenario quests at times.
- ***Eye for an Eye*** (level 34 in Arcanist) - An interesting cooldown ability that places a barrier around yourself or an ally that can reduce damage taken up to 20% per attack when hit. While solo, cast this on yourself.

**Recommended group cross-class skills.**

- ***Raging Strikes*** (level 4 in Archer) - A fantastic DPS cooldown.
- ***Quelling Strikes*** (level 36 in Archer) - An ability with a 120 second cooldown that reduces your enmity (threat) for each spell you cast. As a Black Mage, you may find this extremely useful, especially at level 50.
- ***Virus*** (level 10 in Arcanist) - A debuff that reduces the STR and DEX of your target by 15% for 10 seconds. Useful if there isn't an Arcanist in your group.
- ***Eye for an Eye*** (level 34 in Arcanist) - An interesting cooldown ability that places a barrier around yourself or an ally that can reduce damage taken up to 20% per attack when hit. While in a group, you can use it to help your group out by casting it on the tank.



## Summoner

**Primary Role:** DPS

**Job Quest Location:** Arcanists' Guild in Limsa Lominsa

**Current Requirements:** Level 30 in Arcanist, level 15 in Thaumaturge (untested)

**Available classes for cross skills:** Thaumaturge, Conjurer

Summoners gain a whole lot of new damage-over-time abilities that give the Arcanist base class some extra complexity. Becoming a Summoner unlocks a pure offensive pet that bumps up the Summoner's DPS abilities considerably. The pet itself can pack a heavy punch as well.

Summoner is one of the advanced job choices for the Arcanist class. To become a Summoner, you must level Arcanist to level 30 as well as Thaumaturge to level 15. Jobs are not always intended for solo leveling, but in the case of the Summoner, you will probably find that Summoner is preferred to Arcanist since you finally gain access to a dealing-dealing pet.

Summoner levels are shared with Arcanist levels. You can gain levels as either a Summoner or Arcanist and they will count for both. EXP is shared. You'll lose some cross-class abilities as a Summoner, unfortunately. A level 30 Summoner, for instance, gains access to six cross-class abilities (actions) while a level 30 Arcanist gains access to six.

You're also restricted to cross-class abilities from Thaumaturge and Conjurer as a Summoner. This will generally work in your favor, however, since you'll be able to pick up Thaumaturge cooldowns as well as emergency heals and support abilities in Conjurer. Regardless, you still have the option to level as an Arcanist if you prefer more access to different cross-class abilities.

As a Summoner, you become a full-fledged damage-per-second (DPS) class and gain access to a DPS pet and a handful of DPS cooldowns that make combat as a Summoner a lot more engaging. Enkindle even allows you to unleash your new pet's powerful attack. Due to the fact that you still have access to your healing Carbuncle and tanking Carbuncle, however, you can still easily support in a pinch.



Solo leveling is also extremely easy as a Summoner. Make sure to prioritize your class/job quests as normal and run plenty of FATE events. It's often a good idea to begin grouping for FATE events around this level, as this boosts the amount of EXP you gain considerably. Also be sure to run dungeons as often as possible. The dungeons become more difficult at this level, but they also offer greater rewards.

You should also consider leveling Conjurer to level 34 in order to grab Stoneskin, which will be useful when soloing. Thaumaturge should be taken to level 26 at this point for Swiftcast, which lets you instantly cast an ability on a cooldown. You can save this for emergency heals or even use it to maximize your DPS.

#### **Recommended secondary classes.**

Thaumaturge for the Summoner requirements and Conjurer. These are the only two you'll have access to anyway. You'll want to get Thaumaturge to level 26 and Conjurer to level 34 at some point, preferably before hitting level 50.

#### **Recommended solo cross-class skills.**

- **Cure** (level 2 in Conjurer) - A heal with a cast time that's great for healing yourself or your pet between fights. It can also be used mid-fight if things get messy.
- **Protect** (level 8 in Conjurer) - A buff that lasts for 30 minutes and makes you and your pet take less damage. Extremely useful while solo.
- **Stoneskin** (level 34 in Conjurer) - A useful ability you can keep on yourself or your pet most of the time while solo that will absorb damage.
- **Thunder and Thunder II** (level 6 and level 22 in Thaumaturge) - A nice 15-second damage-over-time (DoT) effect that can easily be useful while soloing. Thunder II lasts a bit longer.



- ***Surecast*** (level 8 in *Thaumaturge*) – This makes the next spell cast within 10 seconds unable to be interrupted. A solid ability to use when you're facing an enemy that you know may interrupt you.
- ***Swiftcast*** (level 26 in *Thaumaturge*) – Allows your next spell to be cast instantly. Insanely useful for all areas of gameplay.

**Recommended group cross-class skills.**

- ***Cure*** (level 2 in *Conjurer*) – A heal with a cast time that's great for healing yourself or your pet between fights. It's not a bad idea to have it during dungeons as well, since Arcanists provide a solid amount of group support.
- ***Stoneskin*** (level 34 in *Conjurer*) – A useful ability you can randomly toss on the tank that will help them take less damage. You can also use it to help out the healer during rough AoE damage phases and cast it on yourself or another player.
- ***Thunder and Thunder II*** (level 6 and level 22 in *Thaumaturge*) – A nice 15-second damage-over-time (DoT) effect that can easily be useful while soloing. Thunder II lasts a bit longer.
- ***Surecast*** (level 8 in *Thaumaturge*) – This makes the next spell cast within 10 seconds unable to be interrupted. A solid ability to use when you're facing an enemy that you know may interrupt you.
- ***Swiftcast*** (level 26 in *Thaumaturge*) – Allows your next spell to be cast instantly. Insanely useful for all areas of gameplay.



## Scholar

**Primary Role:** Healer

**Job Quest Location:** Arcanists' Guild in Limsa Lominsa

**Current Requirements:** Level 30 in Arcanist, level 15 in Conjurer (untested)

**Available classes for cross skills:** Conjurer, Thaumaturge

Scholars take the Arcanist support-like playstyle and bump it up a notch and turn into a full-blown healer. The healing abilities Scholars gain are almost all group-focused, which means Scholars are excellent group healers. They also gain a useful group ability to help mitigate raid damage.

Scholar is one of the advanced job choices for the Arcanist class. To become a Scholar, you must level Arcanist to level 30 as well as Conjurer to level 15. Jobs in FFXIV: ARR are intended to maximize particular roles for endgame content such as difficult dungeons and raids. A Scholar specializes in healing and can begin to queue up as a healer in the Duty Finder at this point.

Scholar levels are shared with Arcanist levels. You can gain levels as either a Scholar or Summoner and gain levels in both. The EXP is shared. For this reason, you may wish to use Scholar in group content and Arcanist while soloing. You lose a decent chunk of cross-class abilities as Scholar but gain far more utility due to the extra actions (abilities).

A level 30 Scholar, for example, will have access to three cross-class abilities while a level 30 Arcanist will have access to six. A Scholar is also restricted to only Thaumaturge and Conjurer cross-class abilities. This generally works pretty well, however, especially since both classes offer decent utility and solid cooldowns.

If you find you prefer leveling as a Scholar, try and do group content as often as possible to become accustomed to your newly-found heals. Your specialty is area-of-effect heals, which will prove invaluable in many FATE events and dungeons. Your entire Scholar toolbox is focused on heals, the removal of status ailments and healing cooldowns, in fact. Learn this toolbox well and you'll find that healers are always in demand.



The dungeons around this level become significantly more challenging, but also offer greater rewards. Be sure to watch your MP and learn how to best conserve it while learning how to heal. When in doubt, communicate with your group and suggest they use a bit of crowd control. It's common to find FATE groups around this level as well, which are a great way to quickly farm EXP.

Make sure to prioritize your class/job quests and main scenario quests when you are solo, as they grant you a few important Scholar abilities. You may also want to level Conjurer up to level 34 to obtain Stoneskin, which will be useful when healing. Similarly, leveling Thaumaturge to 26 is a great idea since you'll gain Swiftcast-- an important cooldown that will let you throw out an instant cast.

#### **Recommended secondary classes.**

Conjurer for the Scholar requirements and Thaumaturge. These are the only two you'll have access to anyway. You'll want to get Conjurer to level 34 and Thaumaturge to level 26 at some point, preferably before hitting level 50.

#### **Recommended solo cross-class skills.**

- **Cure** (level 2 in Conjurer) - A heal with a cast time that's great for healing yourself or your pet between fights. It can also be used mid-fight if things get messy.
- **Protect** (level 8 in Conjurer) - A buff that lasts for 30 minutes and makes you and your pet take less damage. Extremely useful while solo.
- **Stoneskin** (level 34 in Conjurer) - A useful ability you can keep on yourself most of the time while solo that will absorb damage.
- **Thunder and Thunder II** (level 6 and level 22 in Thaumaturge) - A nice 15-second damage-over-time (DoT) effect that can easily be useful while soloing. Thunder II lasts a bit longer.



- **Surecast** (level 8 in Thaumaturge) - This makes the next spell cast within 10 seconds unable to be interrupted. A solid ability to use when you're facing an enemy that you know may interrupt you.
- **Swiftcast** (level 26 in Thaumaturge) - Allows your next spell to be cast instantly. Insanely useful for all areas of gameplay.

#### Recommended group cross-class skills.

- **Cure** (level 2 in Conjurer) - A heal with a cast time that may not be better than the Scholar's heals, but you may find it's a good "filler" heal to use when there isn't a ton of damage going around.
- **Protect** (level 8 in Conjurer) - As the healer, you're going to be expected to have Protect and cast it on the group. It ups the Defense of the entire party for half an hour, which is exceptionally useful.
- **Raise** (level 12 in Conjurer) - As the healer, you're definitely going to want the ability to resurrect players. This gives you the ability to do so.
- **Stoneskin** (level 34 in Conjurer) - A useful ability you can keep on the tank to help absorb some of the damage they take. It is especially useful during boss fights where the tank is taking a lot of magical damage, since they can't block and/or parry magical damage.
- **Surecast** (level 8 in Thaumaturge) - This makes the next spell cast within 10 seconds unable to be interrupted. A solid ability to use when you know there's a mob nearby that uses a dangerous silence interrupt ability.
- **Swiftcast** (level 26 in Thaumaturge) - Allows your next spell to be cast instantly. Insanely useful for all areas of gameplay.



## Ninja

**Guildmaster location.** Limsa Lominsa

**Primary role.** Melee DPS

**Requirements.** Level 30 Rogue, Level 15 Pugilist

Ninjas dual wield daggers (like Pugilist, both daggers count as one weapon) and fight toe-to-toe with their enemies, using poisons, combo abilities, and powerful, elemental-based attacks called Ninjutsu to bring down foes and perform acrobatic maneuvers. These abilities are executed using Mudra hand signals that act to manipulate the elements of the world. Ninjas specialize in hiding in the shadows and can utilize Hide to perform deadly attacks from out of sight from their enemies.

A Ninja's damage comes from Dexterity (DEX). You will want to place all 30 points to DEX. The only other main attribute you will want is Vitality (VIT) which increases your HP pool. More on secondary stats later.

### Leveling as Ninja

#### Levels 30-40

You can only become a Ninja after you level Rogue to level 30 as well as Pugilist to level 15. After you have completed these requirements, head to Limsa Lominsa to begin your Ninja quest. As a Ninja you'll gain access to new Ninja abilities as well as all of your Rogue abilities and a few new Rogue abilities that unlock as you level to 50. See the Rogue section for those abilities.

Upon switching to Ninja, you'll learn how to perform your first Ninjutsu. Ninjutsu are abilities that cannot be manually used—they take effect when you use the proper Mudra in the proper order. Mudra are hand signals that you can use at any time and can be placed on your hot bar. They have no cast time and hardly any cooldown. The order of the Mudra used will determine what Ninjutsu is performed. All Ninjutsu have multiple ways in which they can be executed. To finalize the Ninjutsu, you'll have to then use the "Ninjutsu" ability which ends the Mudra chain.



For example, at level 30 you'll learn the "Ten" Mudra as well as the Ninjutsu ability. By using "Ten" (or any of the other singular Mudra) followed by Ninjutsu, you'll use Fuma Shuriken, which is a ranged attack. At level 35 you'll gain your second Mudra which is called "Chi". By using Chi -> Ten followed by Ninjutsu, you'll use Katon, which is an AoE-based fire attack. Ten -> Chi, on the other hand, casts Raiton which does lightning damage to your enemy.

### Levels 41-50

At level 40 you'll learn Shukuchi which lets you move to your targeted location instantly. At level 45 you'll gain your last Mudra which is called "Jin". These are your new Ninjutsu combinations at this point.

- Hyoton – Ice damage that also blinds the enemy. Ten -> Jin or Chi -> Jin
- Huton – Increases attack speed by 15% for 70 seconds. Jin -> Chi -> Ten or Chi -> Jin -> Ten
- Doton – AoE ground-based Earth effect. Ten -> Jin -> Chi or Jin -> Ten -> Chi
- Suiton – Water damaging attack. Ten -> Chi -> Jin or Chi -> Ten -> Jin

At level 50 you'll also gain Kassatsu. This is a cooldown which clears your current Ninjutsu recast timer while ensuring your next Ninjutsu action automatically does a critical strike. It's on a 120-second cooldown.

As you can see, the Ninja rotation has the potential to be rather complicated. Ideally, you'll want to stick to the basic Rogue rotation while adding in Ninjutsu that make sense for the current encounter. For a long fight, for example, you'll want to prioritize keeping Huton up at all times. For AoE-based fights, you'll want to use Katon and Doton. If you're caught at range you'll want to spam Fuma Shuriken until you can get back into range. Learning which Mudra to use and in which order takes practice.



When first learning how to play a Ninja effectively, make sure to prioritize keeping Huton up whenever possible. This is your basic bread and butter Ninjutsu that you should always prioritize. It can even be performed before a fight begins. As a recommendation, place your Mudra abilities on your bar in an order that makes it easy to remember which to use in what order. For example, you might want to place Jin, Ten, and Chi in the order listed to execute the Huton Ninjutsu.

You also might want get in the habit of firing off a new Mudra chain while you're waiting for a boss to activate or for a phase change to happen. Moments of downtime are an excellent time for executing new Ninjutsu.

#### **Recommended Secondary Classes.**

Pugilist level 15 for the class requirements and Lancer for useful cross-class abilities.

#### **Recommended Cross-Class Skills.**

You'll have to level Pugilist to level 15 in order to become a Ninja, but it's recommended to take Pugilist all the way to level 42 as well as Lancer to level 34. The best Pugilist cross-class abilities include Featherfoot (level 4), Second Wind (level 8), Internal Release (level 12), and Mantra (level 42). The best Lancer cross-class abilities include Blood for Blood (level 34) and Invigorate (level 22).

Featherfoot increases your invasion while Second Wind is a useful self-heal. Internal Release is one of your most powerful DPS cooldowns since it increases your critical hit rate by 20%. Mantra is an interesting cooldown that effectively lets you give your group a little support by casting it on the tank to give them additional healing from the healers. It isn't as crucial as the other abilities since it doesn't boost your personal damage.

Invigorate and Blood for Blood are both powerful DPS buffs that shouldn't be skipped. Just be careful about using Blood for Blood. You never want to use it while you're taking a lot of damage.



### **Recommended Attribute Build.**

You'll want to stack as much Dexterity (DEX) as possible. Place all your points into DEX. You'll want a little Vitality (VIT), but you'll never need more than what is naturally on your gear.

For secondary stats on gear, you'll want as much Crit as possible. Determination is decent. Skill Speed isn't that desired at the moment. Your priority should look something like this: Crit > Determination > Skill Speed.