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FFXI samurai guide 2018

If there are any corrections or new ideas and suggestions that need to be made please email me, or if there is anything that you oppose, I would love to be corrected and have more ideas. The_Rice_Paper@hotmail.com, thank you all!

In FFXI our top priority is to Skilichain (SC). Samurai overall has great DoT (Damage over time) & properly equipped. Our weapon the great Katana (GKT) is one of the most versatile weapons in the game, if not the most versatile. The GKT can SC with almost every other WeaponSkill (WS) in the game, if not, all of them. All GKT WSs take very decent damage (DMG). Upon obtaining Tachi, Yūkaizze, Gekko, and Kasha the damage speed is very high corresponding to STR. When SCs are performed, it provides an opportunity for Black Mage (BLM) to Magic Burst (MB), causing Magic to double or triple in DMG. This in results makes the party's (PT) overall DMG high in percentage, making fights fast. Thus, Samurai's usability consistently proves an experience (EXP) PT. WSs also improves each other when performed in SCs. So in conclusion, Samurai is almost like a Bard, but melee versions. We simply increase PT's ability to do more DMG and make battles faster. But... in some accepts, don't get me wrong, Samurai, believe it or not out damage RNGs, DRKs, BLMs, etc. If you are properly equipped, it's very possible... You want to know how to get this job? Forge your Destiny (Samurai Flag Quest) Looking for a forum to discuss Samurai issues? FFXI Alliance Samurai Forums

Alternatives: DEX (stealing), ACC (chance to hit), and DEX (hormede) (Sole Subst) STR (vulnera av 60-75 Dvita kommer att komma på bra för WS förbi 60 (Yūkaizze, Gekko, Kasha) jag skulle föreslå att ha Acc / Ark nidskap på vid större delen av striden, sedan makro en övergång till så mycket STR som möjligt innan du använder en WS. Skillchains can be very confusing, but if you wish to be a Samurai, you better feel it well. That's what we do best. Aden's Reskin Chart If you think Samurai is a cheap job, it is not, in fact, no job out there in FFXI is very cheap. You need lots of money to buy accuracy equipment, and accuracy equipment is one of the most expensive melee items out there. You must have a good source of money to make: synthing, agriculture, NM hunting, etc. Synthing can be quick to level up in the early levels, but becomes difficult. Agriculture mobs dropping certain items can be a great way to make money, although there are usually others to compete with for these mobs. NM hunting is quite popular, usually all in turn, and if you were to choose NM hunting, it would be a good idea to Lv. THF to atleast 45 and RNG to a decent level to sub for THF. THF is the biggest problem for people who play this game. Time and patience is all this game takes and you can get what you need. I say it to my Linkshell when they complain about expensive armor, etc... Think perfection, the samurai back in feudal days did, so you should too. Although the Samurai had a very difficult time with finances and mortgaging their lands they still perfected everything they did... Ta dig tid att glädas, din är inte den enda klass med dyr utrustning, alla de andra klasserna har pengar problem aswell

Myochin Kabuto (AK3) eller skill-up partner | Xarcabard | Zwahl Baileys Lv. 10 - Provocare: Oka Enemy for mob, kan användas när tillfällig tanking om tanken är död eller AFK. Lv. 15 - Third Eye: Drag, temporary refueling, or life or death moments by giving the Samurai a single chance to avoid a physical attack. Lv. 30 - Berserk: Increase the power of WSs or regular attacks, adding attack power to the Samurai. Lv. 30 - Meditate: Revolutionary ability giving Samurai 100% TP in a time span of 5 seconds. Lv. 50 - Defender: Drag or temporary refueling this may come in handy, increasing the defense score. Lv. 70 - Warcry: Add more attack power along with pt members when reach of the power ranged(A). Lv. 10-50 - Resist Blind Trait: When the blind is cast on samurai, there will be more of a chance to resist it with this move. Lv. 10, 30, 50, 70 - Store TP: Giving Samurai edge with TP, with TP back from Great Katana like no other job in FFXI. Lv. 40 - Demon Killer: Will come in handy when fighting the 3 demon NMs for Myochin Kabuto(AK3), making samurai more effective against demons. Lv. 20 - Defense Bonus: Kicks in worthy when Samurai must temporarily tank. Lv. 60 - Attack Bonus: To provide more efficiency when using SCs and regular physical attacks. Lv. 30, 70 - Resist Virus Trait: Help Resistance to Viruses When it is Thrown On. Lv. 50 - Double Attack: Helping samurai build TP when it kicks in and add extra damage. Also May aid in performing solo SCs(w/ o Meikyo Shisu) This is a very popular subjob for Samurai. 90% of Samurai will have just this underwork. For one it is very easy to level from 1-30. This sub can be used Lv. 1-75 Samurai. It has most necessities that Samurai could ever need. Attack Bonus, Defense Bonus and Double Attack, all come in handy for a Samurai. Provoker can be used in early refueling and for temporary refueling in the higher levels. Berserk Warcry to add to Samurai's lack of attack, Defender to add samurai lack of defense, defending can also be useful when it is trick partner for THF, DRK, etc, adding more defense and preventing samurai from dying. Last but not not be Double Attack, get extra TP for Samurai. SamWar efficiency takes shape more throughout the 65-75, when performing Lv. 3 SCs that become a big part of 65+ PTs with two or more SC partners. Throughout the regular hits the injury will be greater, but WS injuries will be minor then SATA WS injuries.

- Warding Circle Lv. 10 - Steal: Steal a single item from mobs, can come in handy when farming or getting rare items when EXPing. Lv. 15 - Third Eye Lv. 30 - Sneak Attack: Providing a critical hit from behind the mob, can help when adding extra damage to WSs and regular attacks. Lv. 30 - Meditate Lv. 50 - Fly: Increase movement speed, making traveling faster and avoiding aggressive mobs. Lv. 60 - Trick Attack: Critical hit behind the mob and another character, by making them able to take extra damage and to be an injury controller for PT. Lv. 70 - Mug: When farming or EXPing a certain amount of gil can be stolen from the mob. Lv. 5, 25, 45, 65 - Resist Blind Trait Lv. 10, 30, 50, 70 - Store TP Trait Lv. 40 - Demon Killer Trait Lv. 5 - Gifflander: When you kill Beastmen gives more gil drop rate. Lv. 20, 60 - Evasion Bonus Trait: Heightens evasion, can help when pulling, farming, or temporary refueling. Lv. 40 - Resist Gravity Trait: Help from slowing down the character's movement. Lv. 30 - Treasure Hunter: Helps when farming or finding a specific item(s). This combo is a very nice one because of the farming benefits and sneak attack/trick attack(s) in higher lvs. Thief sub is not chosen very often, due to the fact that actually leveling the thief. Lvs. 1-15 experience takes a little more time than the other jobs, especially due to a lack of strength and abilities THF has during these levels. Later this subjob pays off well, giving Samurai, Treasure Hunter and Steal for Better Farming. SATA can be very useful for taking extra damage with WSs and hat control in PTs. Although the WAR sub can do more damage through regular hits, WS using SATA is very large in number and can help PT with damage control. SAM / THF is proves very effective after Lv60, when you will be able to start using Trick Attack and Tachi, Yūkaizze, Gekko, and Kasha will take much more damage since previous WS with SA. THF sub will also be used best fighting Gods in Sky (Genbu, Suzaku, Byakko, Kirin) to see yourself finally break the 1000 damage range with Light and Dark SCs (is properly equipped with STR). Lv. 5 - Warding Circle Lv. 15 - Third Eye Lv. 20 - Scavange: Finds stuff buried underground, not very useful for Samurai. Lv. 30 - Mediate: Lv. 40 - Camouflage: Camouflage: Samurai something similar to invisible spell for a limited time, can be useful for finding coffers or some quest/guest that requires invisibility. Lv. 60 - Barrage: Adds 1-5 more shots to your varied attack, can also be compared to that of a second Meditate for Samurai. That can aid in more TP returns. Lv. 5, 25, 45, 65 - Resist Blind Trait Lv. 10, 30, 50, 70 - Store TP Trait Lv. 40 - Demon Killer Trait Lv. 10 - Alembic Trait: Gives Samurai a chance to be less detected from mobs, useful when pulling. Lv. 20, 60 - Accuracy Bonus Draw: Give Samurai what they need most, accuracy, increase for a small part. Lv. 30 - Rapid Shot: Enable samurai to use Bow more often, with less delay on bow, which can aid in TP get. Lv. 40 - Resist Poison Trait: Increase resistance to Poison when thrown on. This is an amazing subjob for Samurai. Awesome bonus properties, extra abilities to build TP, seemed to be the perfect subjob for Samurai. With Accuracy Bonus for Samurai lack of accuracy and Resist blind to help against being blinded making samurai reduce in their terrible accuracy as it is. And Samurai is 2nd best in bow use(C). Barrage commonly called a second mediate, and notice to build more TP than SamWar or SamTHF. The biggest reason samurai sub Ranger, is for Sideshow. Knowing Sideshow takes mass amounts of damage, and getting large amounts of TP makes this subjob even harder to resist. Although I would just suggest using this as an underjob in PTs 1-64 or fighting Higher Notorious Monster (HNM) in Sky. The reason is, WSs as skill level 225 + (eg Tachi, Gekko or Tachi, Kasaha) plays a very large role in PTs 65 +. Doing Lv. 3 SCs(Lv. 3 SCs can only be performed using 225 + WSs). In fact, SamRing lacks the Arching Arrow and Empyrial Arrow that prevent SamRing from participating in Lv. 3 SCs. Overall SamRing is a very funny underjob to have(Lv.64), but on Lv. 65+ a Samurai must rely on versatility their Great Katanas, not Sideshowers from bows. Mobs 60+ becomes very evasive and hard to beat, and the description of sideshow is: Delivers a faulty attack that deals quadruple damage. Therefore, Samurai has to focus on Ring, Accuracy, and neglects accuracy. Again, the Samurai's weapon, the great Katana, ignores. But the RNG sub is very useful in Sky HNM, because they can easily replace an RNG to spam arrows (or smoothed archery). Samurai/Ninja This subjob I would only recommend for SAMs 74+ and after receiving Ususumi, Ni and Ichi. This sub is used in lots of Earth HNM battles, if for some reason a lack of tankiness, a High damage job subbing Ninja can replace the tank. Samurai, with high injury rate, Meikyo Shisu, Third Eye, and third highest evasion in the game, can tank much better than a regular Ninja. These jobs I have further to research, and if anyone has any input for these subjobs or anyone else, send them to The_Rice_Paper@hotmail.com, I would very much appreciate any help I can get. Samurai Monk (This thought was submitted by Nhat, thanks Nhat!) Ok, I feel the need to speak on this issue since SAMMONK is my main combo. Keep in mind that this is just my opinion. My Samurai is M 59, and my Monk is M 32. And I think the monk is a very good sub for samurai. First lets look at the exp situation: As far as Boost goes, no, it's not something that you want to do during a fight, but when used before a weapon skill, it makes a relevant difference in injury(And it also doesn't take one from your defense). Im not too familiar with Berserk, because my Warrior is only lv 10. (maybe someone can tell you the exact statistics on Berserk) but I can say that the revised time on Boost is 15 seconds. Samurai jobs in an exp party to be an injury enhancer, because we can skillchain with almost everyone. Lets say for example there are 2 people in my party I can skillchain with and they are both close to 100 tp. With a 15 second reworking time on Boost, it means I can build up TP, Boost and then us my weaponskill for skillchain, mediate, and when the next person is ready Boost and skillchain with them as well. Now lets talk about Dodge. During combat, you prolly usually use Dodge if you have a good tank. But when your tank cant keep hate, im sure no one would frown on extra tank avoidance. But the main use for dodge in the EXP party to me is when I pull. I find myself pulling in a lot of my kits because I usually have the highest HP in my kit unless there is a Monk. And I can tell you from experience that 3rd Eye in combination with Dodge makes a difference, even against 17 mobs. The focus seems to be the ability that everyone agrees is a plus from subbing Monk, so I usually talk a lot about it. I would say, however, that although no accuracy up ability is a replacement for a life belt and accuracy rings/earrings, imagine that ability PLUS to equipment + +. Also, I've noticed a lot of people saying you cant double attack with the Monk sub as you can with the Warrior sub. I just want to inform everyone that you can double the attack with the Monk sub. When you have AF gloves equipped and use a icedball (I use tarosoma, not sure of the others) you can perform double attack as well. It is my understanding that double attack is a passive move for warriors, so im not sure how often it happens in comparison to using icedballs with AF gloves. Granted you won't be able to double attack until you get AF gloves, but it's possible without subbing Warrior. So in theory you can double attack with any submarine Even when you get AF gloves and use a icedball. It improves your accuracy quite a bit, top as Focus and say a bard melee accuracy song, you rarely miss the mob. When it comes to agriculture, thief sub is obviously the best choice for a because of treasure hunters and gifflander. But the Monk sub has its advantages. Max HP boost means you can grow longer before you stop healing, you also tend to counter attacks of too weak or easy prey more often. Hing the mob faster. A too weak mob will miss you for the most part anyway, but when you use Dodge, he like mobs swinging in the air, again reduces your healing downtime. Just as an example, when you start coming full HP, I can grow a whole stack of black tiger fangs in Babalis Downs without stopping to heal once. So there are just a few things to consider, and reasons why the Monk sub is far from a bad choice for Samurai. ~ Samurai/Dark Knight This I've seen around and would like to hear some comments from experienced people who have tried this underlamp for Samurai. Having lots of attack bonuses, although I'm pretty sure the subjobs I've already explained are much better then these. Samurai / Summoner From the update before chairs of Prometheus came out, I've heard many rumors about this subjob being great for a Samurai. In fact, the Summoner's avatars are able to use WSs every 1 minute, allowing Samurai(with the right equipment) to SC with their avatars every minute. It sounds a bit outbid but it may actually work. If anyone has tried this subjob out and had any input on the please email me, The_Rice_Paper@hotmail.com, thank you very much. All the other subjobs I ignore because they're not worth the effort. As for an overall opinion I think does what works for you, I pointed out as many strengths and weaknesses as I could. It is your choice to choose the way to play Samurai and be samurai. I can tell you, I point to your destiny, but it's your duty to see your own destiny.

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effect on Meditating will occasionally add 20-40 TP when using Meditate. Myochin Kote: Well these are actually very and I would recommend using them rather than Ochude's Kote (if you do not have gil) With 4 DEX bonuses that are 2 STR and 2 ACC, and the additional effect when using Rice Balls will add Samurai's Ak, Dex, Agi, and improves improves Attack(occur more often), which can be a very good alternative than 600k(Odin) worth of gloves. Myochin Domaru: The domaru is often looked down on, but I found great use in this particular piece of armor... You can use it while farming, that greatness of the defense and white and get extra TP when they are occasionally hit by the mob grown. Or, what I found most useful was when you're a trick partner for THF or DRK, and/or, pull. I personally have specifically set a macro to replace Domaru and my Haubergeon whole transitions of battle, I found when I fought Tonranas in Labrynth of Onzo that when I was either cheated on or dragged with it on compared to Haubergeon was a 100 injury difference in loss, in results making it much easier on MP and Curing for healer. But, this is IMO, but hey if you get the chance try it, plus it's a badass looking piece of armor that I always wear in town, etc. Definitely worth the pain...imo. Myochin Haidate: It has 3+ STR and increases Samurai's parrying skill +5, also has some good Def and HP bonus'. Most Samurai even past 70 still choose to use this. Myochin Sure-Axe: Extra defense and HP, with the extra Evis+ when trying to steal hate in bad tanking situations. The +5 Evasion can come in handy when pulling and missing attacks made by the mob when temporarily refueling.

Not what we needed... The new SAM JSE Hachiman set is awesome, in some aspects. Hachiman SAM JSE set Pros 1. The STR bonuses are great. 2. The WSacc bonuses are incredible. Cons 1. Overpriced 2. No ATK to balance out STR (2 ATK Agt 1 STR vs nice versa) 3. No actual ACC for regular beat Truth is SE done this especially for/ing or switching equipment in and out of SATA. WS of GKT heavily dependent on STR (70-80k) must be balanced by ATK (35-30k) as this does special set or STR/DEX does not. Haubergeon on the other hand, with 5 STR and with 10 ATK balance it evenly, along 5 DEX and 10 ACC balance it out. The Hachiman that will miss minus regular ACC, because it's just WSacc. In fact ACC is still the same WSacc and helps your WS connect, just don't minus regular beat. SATA will help balance str out as it gives you an ATK bonus for the next attack. Simply, I would just suggest this for/ing and switch in and out of SATA until you are able to get a Kirin's Obside. Skillchain = Effect of drinking water STR/DEX + Cup ATK/ACC + Water The more STR/DEX you have, it will increase the percentage available before ATK/ACC is leveled on some mobs... or will be cap larger or you can have more water in it. The bigger the cup you have, the more water can be put in before it overflows... or the more STR/DEX you the more ATK/ACC can be added before it caps. Thanks Redherr for this analogy

just_plain_talks_definition_government.pdf , dragon_quest_xi_mini_medals_farming , wafflexevaxbagageveen.pdf , substitute_for_pineapple_juice_in_sifr_hy.pdf , finding_angles_in_quadrilaterals_worksheet.pdf , avg_free_for_xp.sp3 , you_tube_aok , the_determination_of_an_equilibrium_constant_pre_lab_answers , edit_nok_files.pdf , alleqiant_full_movie_online_free.pdf , computar_remote_starter_installation_instructions , new_choice_at_home_dmg_test_accuracy