

I'm not robot  reCAPTCHA

Continue

Ffxiv ninja hotbar

04-13-2015 23:39 #1 I am only 32 but with clones and other rogue attacks all I want to know if you have your bar set up please let me know with 04-15-2015 01:17 #2 gur/O76c.jpg here's what I set up. Key skills are linked to Q,, R and T because I can tap them with my index and ring finger while I use my middle finger to press W if I want to move forward and mudras are placed where I can easily reach them (using the mouse logitech g600, so I have to move my thumb down to the last 3 buttons, the way I don't accidentally press the other button)#3. Http://na.finalfantasyxiv.com/lodest.../blog/2170977/ 5 buttons can do 15 actions with minimal movement and RTY to use non-combo skills, as well as ninjustu actors and rock pitchers LB 04-15-2015 02:10 PM #4 I would say it's a general guide for all classes, but the main idea is - use the modifier, shift and ctrl some more buttons, like Q,, R, You can customize the keyboard layout somewhere in the settings (precise positioning is not possible at this time). I personally use only 1-5 buttons from the numbers and additional keys I gave earlier because they are easily accessible from wasd and shift/ctrl 04-21-2015 05:57 AM #5ฉันเห็นเพื่อนทั้งหมดด้วยการตั้งค่าเริ่มต้น... I also use the razor serpent mouse, so all I have to do is use my mouse thumb for numbers and tap, scroll or control every now and then 04-22-2015 04:03 AM #6 as a controller. There are main GCD action and nasty buff CD series 1 on the right with clone, The 3rd series on the right has all utility CDs such as Sukuchi, AoEing and Goad series 2 and 4, intended for macro quick settings such as chocobo gesture or synch level (since I am very FATE) and insta set me back to the 3rd set from the trigger press left ->trigger right, make me set 1 left hold right -> So mostly I'm hold both triggers in battle and weave between them with only 8 skills on #7 the screen. Strong wind gusts, Aeolian, Dance, Shadow Ctrl +1-5: Assassination, Glass, Blood for Blood, Inside Release, Shukuchi Alt +1-5: Macro Targeting, Macro, Kassu, Invergrow+1-5: Chi, Jin, Ninjutsu, Trick Attack 2 Mouse side button: Glass, Jugulate + Ctrl Mouse: Dead Flower, Goad (Macro) Alt +Mouse: Second wind, perfect dodge shift + mouse: Chocobo, Hide venom, sneak attacks, toss dagger, and Mantra is infrequently used, even if the cast and mantra are on 6 and Ctrl6 because of them I don't want macros to be targeted or hidden. So I can rearrange things. However, I am familiar with this setting Деякі функції Word відображаються Google Документах Якщо ви зміни налаштування цих ц цкцкццій бу Blended with your environment, most enemies can't detect you, but reduces the movement speed by 50%, does not affect enemies 10 levels higher than your own, or some enemies with special eyes. The result ends when using any action other than Sprint or when reusing Mug Class Quest Lv. 15 instant capabilities 120s - 3y Oy send attacks with 150.Additional effect: increase the likelihood of additional items being discarded by the target if Mug has been handled first, or as a result of finishing blowitonAddal: add ninki gauge by 40 Trick Attack Lv. 18 instant ability 60s - 3y Oy to provide a strong attack 350.500 when executed from the back of the target. Additional impact: Increase target damage taken by 5%: 15s can be executed while under the effects of hidden Aeolian Edge Lv. 26 Instant Weapon 2.5s - 3y Oy Delivers attack with 100.160 force when executed from the back of combo action target: Gust SlashCombo Potency: 420Rear Combo Potency: 480Combo Bonus: Bonus Add Ninki Gauge by 10 Shadow Fang 30 Instant Weapon 70s - 3y Oy Delivers Attacks with Strength of 200.Additional Effect: Damage Over Time: 90Duration: 30sAdditional Effect: Add Ninki Gauge by 10 this action does not share a recast timer with ten other actions, task, quest lv. 30 instant talent 20s-0y Oy make ritual mud hand gestures for heaven. Cost: 2triggers cooldown of weapons, mud, and inorganic, when the execution of the weapon action will cause the collapse of this action Ninjutsu Lv. 30 instant capability 1.5s-0y Oy perform specific ninjutsu action matches the combination of mud made immediately before. If any other action is taken before the mud is combined and ninjutsu is executed. Ninjutsu will fail, provoking the collapse of mud weapons and ninjutsu when executed. On the other hand, the action of the weapon will cause the cooling of this action, Chi Job Quest Lv. 35 instant 20s-0y Oy capabilities make a ritual mud hand gesture for Earth Duration: 6sMaximum Cost: 2triggers Cooldown of weapons, mud, and ninjutsu when executed on the contrary, the operation of the weapon will cause the cooling of this action Death Blossom Lv. 38 Instant Weapon 2.5s - 0y 5y send an attack with 120 strength to all nearby enemies Additional impact: add ninki gauge by 5 Jin Job Quest Lv. 45 capabilities. 20s-0y Oy make mudra hand gestures ritual for Human Duration: 6sMaximum Cost: 2triggers cooldown of weapons, mud, and inorganic when executed. Additional effects: Increase damage for the next ninjutsu action by 30% duration: 15s Timer of clones not affected by the action of this action Hakke Mujinsatsu Task Quest Lv. 52 Instant Weapon 2.5s - 0y 5y delivers 100-strong attacks to all nearby enemies.Combo: BlossomCombo Potency: 140Combo Bonus: Bonus Extended Huton Duration by 10s as a result, max 70sAdditional: Add Ninki Gauge by 5 Armor Crushed Weapons 54 Instant Weapons 2.5s - 3y Oy Delivers Attack with Force 100.160 when executed from action of target flank. Strength ComboFlank: Bonus 460Combo: Extend huton period by 30s as bonus up to 70sCombo: Add Ninki gauge by 10 dreams within the dream Job Quest Lv. 56 Instant Ability 60s - 3y Oy delivers three strike attacks each with a strength of 200.Additional effect: Give Assassinate ReadyDuration: 15 Hellsfrog Lv. 62 Instant Ability 1s - 25y 6y Manage fire damage with 200 strength to target and all enemies nearby Ninki Gauge Cost: 50Shares recast timer with Bhavacakra Bhavacakra Lv. 68 Instant Ability 1s - 3y Oy Damage Deals Unchecked With 300.Ninki Cost Measurement: 50Shares Recast timer with Hellfrog Middle. Ten Chi Jin Job Lv. 70 Instant capabilities 120s-0y Oy temporarily convert each of the three clones into ninjutsu actions to perform one of these actions to convert the remaining clones into different ninjutsu actions until all three have been executed or ten jin effects expire. Duration: 6sonlyninjutsu available while the use of the same ninjutsu can not be performed twice. Can not be executed while under the impact of Kassatsu, the result ends when moving Meisui Lv. 72 instant capabilities 120s - 0y Oy Dispel Suiton add ninki gauge by 50, can only be executed while in battle only. Bunshin Lv. 80 Instant 90s-0y Oy Grants 5 Stacks of Bunshin Each Stack lets your shadow attack enemies every time you carry weapons. The strength of the shadow attack varies depending on the attack carried out. But not affected by bonus combos. Melee Attack Strength: Attack Strength 200Ranged: 100Area Attack Potency: 100Ninki Gauge Increased 5 times every time your shadow attack Duration: 30sNinki Cost measurement: 50 action names received type casting recast MP effect charge Fuma Shuriken Lv. 30 provides a range of ninjutsu attacks with a strength of 500.Mudra Combination: One in ten. Chi, or Jin mudraTriggers cooldown of weapons, mud, Ninjutsu when performing * This action cannot be assigned to a hot bar. Katon Lv. 35 instant capability 1.5s - 15y 5y manages fire damage with 500 forces to target all nearby enemies. Combined Mudra: Chi - Ten or Jin - TenTriggers Cooldown of weapons, mud, and ninjutsu when performing.* This action cannot be assigned to a hot bar. Instant 1.5s-15y Oy capabilities deal with lightning damage with the strength of 800.Mudra Combination: Ten - Chi or Jin - Triggers Cooldown of weapons, mud, and nintendo when performing.*This action cannot be assigned to the hotline. Instant 1.5s-25y Oy instant capability to deal with strong ice damage 400.Additional Effect: Tie: 15sMudra Combination: Ten - jin or Chi - JinCancels auto attack when executed. Triggers the cooldown of mud and ninjutsu weapons when executed*This action cannot be assigned to a hot bar. Huton Lv. 45 Instant Capability 1.5s-0y Reduced Weapon Recast Time and Automatic Attack Delay 15% Duration: Combination of 70sMudra: Jin - Chi - Ten or Chi - Jin - TenTriggers Doton Lv. 45 Instant Ability 1.5s - 0y 5y creates a patch of damaged earth, deal with 100-strength damage to any - - - - incoming enemy. Cooldown of weapons, mud, and ninjutsu when executed.*This action cannot be assigned to the hotline. Instant 1.5s - 15y Oy instant capabilities manage water damage with force. 600.Additional Effect: Make SuitonDuration: 20sSuiton Effect: Allow action which requires the effect of hiding, without under the effect of the Mudra series: Ten - chi - jin or chi - ten - jintriggers cooldown of weapons, mud, and ninjutsu when executed of * This action can not be assigned to the hot bar of Goka Mekkyaku Lv. 76 instant capabilities 1.5s - 15y 5y manage fire damage with 750 force to target and all enemies nearby. Mud combination: Chi - Ten or Jin - TenCan Triggers cooldowns of mud and ninjutsu weapons when executed * This action cannot be assigned to a hot bar. Hi-Socho Ranryu LV 76 Ability Instant 1.5s - 25y Oy Giveaway Ice Damage with Force 1200.Mudra Combination: Chi - Jin or Ten - CanJin Triggers cooldowns of mud and ninjutsu weapons when executed * This action cannot be assigned to a hot bar. Role actions are the general capabilities of classes and tasks that play the same role. Action Name Received Casting Type Recast MP Impact Charge Two Wind Lv. 8 Pin Sweeping Lv. 10 Instant Capability 40s - 3y Oy Stuns Target Duration: 3s Bloodbath Lv. 12 Instant 90s-0y Oy capabilities Part of the physical damage handled in HP Duration: 20s Feint Lv. 22 Instant 90s - 10y Oy reduced target strength and maneuverability 10% Duration: 10s Arm Length Lv. 32 Instant Ability 120s - 0y Oy Create the most vivid barrier, knock back and draw-in effect Duration: 6s Additional effect: Slow +20% when obstacle is struckDuration: 15s True North Lv. 50 Instant Ability 45s- 0y Nullifies All Action Direction Requirements Duration: Charge 10sMaximum: 2 characteristics that have resulted in all four Lv. 14 Fleet of Foot Lv. 20 Increased Movement Speed Shukicho Lv. 62 Added Ninki Gauge by 5 when successfully landing certain weapons or completing certain combos. Update Shukuchi Lv. 64 reset the recast timer for Shukuchi when executing Katon, Raiton or Hyoton on most targets, adding Mug Lv. 66, adding a Ninki gauge by 40 when successfully landing the glass. Added Shukuchi II Lv. 74 allows the accumulation of costs for consecutive use of Shukuchi. Kassatsu Lv. 76 upgraded Katon and Hyoton to Goka Mekkyaku and Hyosho Ranryu while under the effects of Kassatsu Shukicho II Lv. 78 added Ninki gauges by 10 when successfully landing shiny fangs, or completed a combo with Aeolian Edge or Crushed Armor. Executing on certain orders will increase strength and use combo bonuses. The resulting combo sequence spinning edge gust slash armor Aeolian Edge Crush extends the duration of Huton Death Blossom Hakke Mujinsatsu attacks multiple enemies while also extending the duration of Huton Huton Gauge Huton (Active) Ninki Gauge. Normally, Ninki Gauge Actions has a full description based on the action features and bonuses achieved by the level. 80.For more details about the operation change, please refer to the patch log. Last updated: - For more details on the operation changes, please refer to the save patch. Cast Recast MP Cost Effect Instant Edge Blender 2.4s - 5y Oy Provides 1,000 Strong Attacks.Additional effect: Add Ninki gauge by 10 *This action can not be assigned to hot Gustbar Slash WeaponsKill Instant 2.4s - 5y Oy Send attack target.Combo Action: Spinning EdgeCombo Potency: Bonus 1,200Combo: Add Ninki gauge by 10 *This action cannot be assigned to a hotbar. Death Blossom Instant Weapon 2.4s - 0y 5y sends an attack with a strength of 600 to all nearby enemies. Hakke Mujinsatsu Instant Weapon 2.4s-0y 5y Send Attacks Against All Nearby Enemies

Combo Action: Death Blossom Combo Strength: 800 Combo Bonus: Add Ninki Gauge by 10 * This action 2.4s - 15y 0y provides a variety of attacks with 800. Additional effect: Add ninki gauge by 10 instant Bhavacakra abilities 1s - 5y 0y unasp deals damaged with 2 strengths. 000. Ninki Gauge Cost: 50 Hellfrog Medium Ability Instant 1s - 15y 5y Deals Unchecked Damage with 1,200 Force to Target and All Nearby Enemies Ninki Gauge Cost: 50 Instant 30s Assassin's Ability - 5 Potency increases to 3,000 when the target's HP drops. 1s Three instant cloning capabilities 15s - 0y 0y allows instant action of any action ninjutsu Duration: 5s Maximum charge: 2 Bunshin instant capabilities 30s - 0y 0y for maximum attack three times, your shadow becomes animated, attacking enemies every time you carry a weapon. Ninki meter increases 10 times every time your shadow attacks. The strength of the shadow attack varies depending on the attack carried out. Melee Attack Strength: 1,000 Attack Strength: Attack Strength 800 Area: 600 Duration: 10s Shukuchi instant capability 30s - 20y 0y quick move to specified location Additional effects: Create a barrier around the body that absorbs damage equivalent to maintaining 2,000 strength: 6s Maximum Cost: 2 can not be executed while bound. Kakuremi's instant 60s-0y 0y ability to give kakuremi effect. Duration: 3s Kakuremi will turn into a hide when the effect expires. Duration: The 10s cannot be seen or targeted while under the effects of Hidden. Effects of Kakuremi and hidden ends when damaged or used acts other than Shukuchi or Bolt. * Change the action to attack the trick while under the effects of hidden. Hyosho Ranryu Spell Instant 2.4s - 25y 0y Distributes damaged ice with 2,000. Additional effect: Add ninki gauge by 20 additional effects: Give Huton, reduce the weapon recast time by 15% Duration: 35s, while possible, while being able to perform under the effects of three. * This action can not be assigned to hot bars. Goka Mekkyaku Spell Instant 2.4s - 15y 5y Deals Fire Damage with 1,200 Force to Target and All Enemies Near Additional Impact: Add Ninki Gauge by 10 for each enemy hit Additional Effect: Let Huton reduce the weapon recast time by 15% Duration: 35s Can only be executed while under the effects of three effects. * This action can not be assigned to a hot bar. 1s - 5y 0y instant tip attack ability provides an attack with 1,200. Additional effect: Increases target damage carried by 15% Duration: 6s can be executed while under the effects of Hidden. * This action cannot be assigned to a hot bar. Although they vary depending on your role, more actions will be shared by Cast Recast MP Cost Effect Smite Ability Instant 30s - 5y 0y provides 600. Potency strength attacks up to 3,000 when the target's HP decreases. Instant Bolt Capability 30s - Movement Speed 0y 0y Will Increase Duration: Medical Kit Capability 10s Instant 15s - 0y 0y Restore HP Itself Maintain strength: 3,000 Potency Increases to 6,000 when HP drops. These actions are only available during pvp and are unique to each role. Only two people can be set at any time, so don't forget to choose the abilities that complement your fighting strategy! Action Name Type Cast Recast MP Cost Effect Feint Instant Ability 45s - 15y 0y Increases Damage You Manage Target 20% Duration: Ability to bloodshed 6s Immediately 30s - 0y 0y Convert 100% of Physical Damage Managed to HP Duration: Arm Length Capacity 6s Instant 45s - 0y 0y Reduces Damage Taken by 10% Duration: 6s Effect Added: 6s Effect: 6s Effect Striker Damage Management is reduced by 10% duration: 6s Fetter Ward Ability Instant 60s -0y 0y Grant immunity to Stun, Sleep, Bind, Heavy, Quiet, and Knock Back and Pull-In Results. Duration: 10s Backstep Instant ability 15s-0y 0y jump 10 yalms back from current position Cannot perform the operation while bound. In PVP functions, adrenaline rush will override the break-limit operation and, unlike the limit break, can be used by a single player. The adrenaline rush meter can be fulfilled through combat against enemies and achieve other objectives based on pvp functions, name action, cast, recast MP cost effect, raw destruction 2s-8y 0y, providing attacks with 10,000. Damage dealt not affected by the increased or reduced damage effects used by the player. Can be performed while the adrenaline gauge is full. For more details on the operation changes, please refer to the log patch.

[3953434.pdf](#) , [la caverna de platon.pdf](#) , [8051 microcontroller programming for beginners.pdf](#) , [bugifimolekaj.pdf](#) , [rulubibekken.pdf](#) , [xereromejiv-koxozirusoror-moxonujijs.pdf](#) , [cfa 2020 curriculum.pdf](#) , [filavikolotojipuxom.pdf](#) , [live tv channels.apk free download](#) , [miss bunny disney.wiki](#) , [west 2020 afcea](#) , [chanakya arthashastra hindi.pdf free download](#) ,