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(Pokrenuto 13. travnja 2015.) FFXIV Tanking Guide for Beginners Basic Marauder/Warrior Tanking by praysolace What People Expect from a Tank Od vas se očekuje da vodite u tamnicama. To je tako da ste prva osoba koju neprijatelj vidi. Kada je skup čudovišta povezan zajedno, prva osoba koja će napasti ili biti uočena od strane jednog od njih će steći neku neprijateljsku na svima njima. Od vas se očekuje da odredite koliko ćete povući ojednom. Obično ćete povući samo čudovišta koja su međusobno povezana. Od tebe se očekuje da pozicioniraš borbu. Ponekad se možeš boriti protiv neprijatelja tamo gdje su oni. Ponekad ćete ih morati odvući od drugih neprijatelja ili patrolirajućih čudovišta kako biste bili sigurni da vaša stranka nije preplavljena. Od vas se očekuje da držite neprijateljske AOE (Area Of Effect – narančaste čunjeve i krugove boji) podalje od ostatka vaše stranke. To činite trčeći na drugu stranu neprijatelja: (stranka >); (vi >); (<);enemies)when= you= pull,= you= run= to= the= other= side= of= the= enemies= so= that= (party=>); (neprijatelj >); (<);you)= you= are= expected= to= dodge= any= damage= you= don't= have= to= take.= so.= when= you= see= the= orange= aoe= zone,= move= out= of= it:= then.= as= soon= as= it:= disappears.= move= back= to= the= same= spot= you= were= in= before.= this= keeps= the= monster= from= moving= or= turning= to= follow= you.= which= makes= attacking= easier.= don't= lancers.= meeting= these= expectations= as= a= low-level= marauder= face= pulling= is= when= you= run= up= to= a= group= of= enemies= so= they= notice= you= and= start= attacking= you.= but= do= nothing= else.= face= pulling= is= bad.= you= always= want= to= attack= also.= pick= you= primary= target.= the= enemy= you= want= the= party= to= focus= on= killing= first.= use= tomahawk= on= it:= as= soon= as= you're= in= range.= (the= skill= tomahawk= comes= from= the= level= 15= marauder= class= quest.= make= sure= you= go= to= the= marauder's= guild= in= limsa= lominsa= and= pick= up= any= quests= available= there.= there= is= a= new= quest= every= 5= levels.)= since= tomahawk= is= an= attack.= the= enemies= will= notice= you= and= start= to= approach.= run= through= them= and= turn= around.= and= then= use= overpower.= when= you= run= through= them= and= turn= around.= the= enemies= should= all= be= in= a= cone= in= front= of= you= and= facing= away= from= your= party.= make= sure= they're= all= in= range= and= overpower= twice.= (if= any= of= the= enemies= are= ranged.= they= might= not= come= to= you.= in= that= case.= bring= the= other= enemies= to= the= ranged= one= and= overpower.)= next.= you= want= to= build= enmity= on= your= primary= target—the= one= you= tomahawked.= and= the= one= the= rest= of= the= party= should= be= focusing= their= attacks= on.= your= enmity-building= combo= is= heavy= swing=>); Skull (and after level 30, >); Butcher's Block). These skills must be used fine, or you will not get a bonus for hostility. Every 2 or 3 combinations, you can use Overpower again to make sure you don't lose hostility to other enemies. You can also use Flash if you have it (you can cross it if you have a Gladiator level 8). TP management (and, if <);enemies>); <);enemies>); Flash (MP management) can be a major problem in longer or more hectic fights, so you may want to reduce the use of Overpower and instead use this following technique to maintain hostility. Later, and in more difficult fights, mastery will occasionally not be enough. I recommend switching targets between attacks. When you change your goals, you can see the gridlock of hostilities of members of your party and determine whether you need to attack this enemy once again. I'll explain it in the SI section below. If you replace targets and someone else will withdraw hostility from you, use the next part of your combination on that enemy. If you switch targets and no one withdraws hostility from you, switch to the next target. At most fight bosses, there's going to be one monster boss at the start of the fight. When there is only one target, you do not have to use Overpower. Just use tomahawk, turn the boss around and use your Heavy Swing >); Skull Sunder (>); Butcher's Block). If added (additional enemies), you may need to pick them up. You'll do this by switching targets and using tomahawk or your combination of hostility or, if there are several accumulated, Overpower. Sometimes, however, the boss will have dangerous frontal swings or conical attacks. In these cases, usually DPS will have to kill adds, because if you run towards them, you will turn your boss towards your allies. Always be aware of your positioning! Note you have a number of tags available to you to help your party know what you're doing. Most of the time, the most useful of them will be marks 1, 2 and 3 (there is also 4, but if there are four enemies and 1-3 are marked, people can guess that the unmarked goes last). If you do not have a special killing order in mind, it is enough just to mark 1. You can place them on a hot bar or, if you're on a console or controller, extend the bar simply from menu signs. If you've made a habit of marking your target #1 and tomahawking it first, most people will know to focus on that enemy in the first place. And if enemies are to die in a certain order—say, bees in the sunken Qarn Temple should die first—this will help keep everyone on track. Tank UI There are three parts of the UI that will be invaluable to you as a tank. The first is an enemy bar, circled with green paint. The one at the top of Titan's health chamber in the picture is your target enemy rod. The one just above FOCUS TARGET is a cast bar of your focus targets (the focus goals are great, guys, put them somewhere where you'll see them and use them!). This will tell you what the enemy is doing. Sometimes, the enemy will start throwing something nasty, and you'll be able to interrupt them using Brutal Swing. Another time, this cast bar will simply show you how much time you have to from the orange AOE zone before it hits you. If you're in a zone when this cast rod fills up, you, be hit. If you are not in the zone when the cast rod is filled, you will not be affected. Enemy animation of an attack is not important; Only the honor of the bar works. The other thing to have glasses is your party's hostility. At least the hostility of the tank is rounded up here. It's full, and it says A next to it. That means that person has hostility towards the target enemy. Numbers 2, 3 and 4 next to the icons of the other party members show which of the three has the most to the least of the hatred. The bars next to the number show you how close they are to gaining hostility. As you can see, Conjurer has a middle hatred. The Bard (2) and Lancer (3) have a lot more. Once Rowan's white bar is filled, he'll take the hostility and become an A. So if you change your goals and you see that the white allied bar is as full as Rowan's or Mekova, or even as full as Conjurer's if it's a DPS with high damage whose rod is up there, you should hit that enemy at least once! ^ An example of an enemy that you do not have to strike again because of aggro. Unless that's your main goal and all secondary goals look as good as yours as this too, cycle to the next and check out the aggro! The third thing is the list of enemies, circled here. It appears below the party list and is especially important if you lose hostility to an ally. Every enemy you've hired will be on this list. That means every living enemy you've attacked will be on the list. If you were the first person to be attacked or seen by a group of enemies, all these enemies will also be on this list. The brown climax tells you which of those enemies you're targeting right now. The symbol of the red square means that you have hostility from the enemy next to it. The orange upside-down triangle means you almost have hostility. The yellow triangle means you have hate, but not much. The Green Circle means you have very little hate. As a tank, you want all enemies to have red squares next to their names. If you lose hostility from a party member, you will see a change in the red square – probably into an orange upside-down triangle. When this happens, click on that enemy in this list. That'll make that enemy your target. Then you can use any part of your hostility combo is the following (for example, Skull Sunder if you've just used Heavy Swing on someone) if you're nearby, or if you're running out of range, Tomahawk. Keep attacking until the white bars of your party's hostility show that no one else is in danger of re-stiffing hostility. If you're not on your PC, you can't click the enemy name in that list. However, you can keep the L1 and use the d-pad up and down to bike through that list. Select the correct enemy in this way, press X to confirm your new target and start attacking. (If you do not X, only your next action will be on your new target. After that, you'll go back to targeting your previous target. So there are some situations where you might not want to press X, X, usually will.) Basic Gladiator/Paladin Tanking by Caimie Tsukino Your Job as a Tank – Keep That Aggro! Your ultimate job as a tank is to keep everyone in the party safe. You're the only class in the party capable of soaking up the damage. So your job is to attack you all instead of the party. To do this, you need to learn how to establish hostility (or aggro, or hatred) on your enemies. Please read the following link if you want to learn more about hostility: Learn to use your Aggro Bar / Enmity Bar Your aggro bar/enmity bar is something to look out for as a tank (if you don't know what it is, see the guide to Praysolace's Marauder above, see the section on Enmity Bar). If you are the only tank in your party, your aggro bar should always be bigger than everyone else in your party. This ensures that all threats in this area will be directed at you instead of any other party members. And when you go to play DPS or healer classes in the future after your experience of tanking, you will find that the aggro bar is equally useful. If you're a DPS, and your aggro is very close to the tank, you might want to stop attacking for a while, or start using skills like Quelling Shots to minimize aggro. If you are a healer, and your aggro is very close to the tank, you might want to slow down a little on the heal, especially reduce the use of Medica or Medica II. If you're a tank and your aggro is barely above another person, you want to go through your combination of Fast Blade ->); Savage Blade ->); Rage of Halone (see below) as quickly as possible, generate more aggro and correct the problem. Do your class assignments, please! As a tank, I can't stress this enough! Every 5 levels, please do your class quest to get this extra tanking skill! Eg Shield Lob from level 15 search class (similar to marauder level 15 is tomahawk), Sword oath from level 30 quest class and shield oaths to level 40 search class. These skills are extremely important for dungeons in the next 5 of your levels. So you really want to grab them as soon as possible before you proceed to the dungeons. GLA/PLD Skills List Sword Oath (lvl 30) &); Shield Oath (40) Sword Oath increases the potency of automatic attacks by 50%. Don't underestimate that 50 potency. It's actually a big deal. Shield Oath reduces the damage received by 20% while reducing its own attacking power by 20%, and increases hostility (multiple hostility by 2x). Shield Oath is your ultimate tanking buff that will help you become more durable and greatly increases your aggro. The two oaths are mutually exclusive. I can't be used together. If you are the main tanking, it is recommended that you use Shield Oath because it gives more aggro. If you're off-tanking (so basically just DPS-ing with your PLD), then you should use Sword Oath to increase output damage. But no, vratiti Shield Oath Oath You have to grab the adds for the party. Some major tanks prefer to use Shield Oath. It's fine if the PLD went for a high power build, and provides enough damage to make that aggro. However, unlike WAR, the high power of pld does not translate this damage into HP recovery. Thus, the high power of the PLD (with much less vitality) can lose a lot of tanking powers. Fast Blade (lvl 1), Savage Blade (lvl 4) &); Rage of Halone (lvl 26) These 3 are your most basic primary GCD (Global Cooldown) skills that can be chained in combination. The rage of Halone is learned on level 26. When performed in combination, it creates an enormous amount of hostility on one target. Keep in mind that you can actually perform each of the skills within the combination on 3 different targets, and the combination will still be worth it. As long as you perform them in the correct sequence, the skills will be chained. Aetha Fast Blade on Target 1, Savage Blade on Target 2, Halone on Target 3... Etc. Riot Blade (lvl 12) When running immediately after Fast Blade, this skill will recover you 80 MP. This skill generates very little hostility and should only be used for MP recovery. Shield Lob (lvl 15) Shield Lob is a range of attacks that generates some decent hostility. It is especially useful at the beginning of the attraction to establish an initial aggro on the first goal. This skill will empty your TP if you are overused, and does not provide as much hostility as your Halone combo. Shield Bash (lvl 18) This is a very useful stun gun skill for intercepting a target if he throws something dangerous. It does not generate much hostility and will empty the TP if it is excessive. Shield Swipe (lvl 30) Shield Swipe is a skill that creates damage and does not provide much hostility. However, it only cost 40 TP for the large amount of damage it provides, making it a valuable tool when your TP is low. This skill can be used immediately after a successful block. Therefore, activating Bulwark will make this skill often available. Flash (lvl 8) Flash is your only AoE skill until you learn the Circle of Disdain at level 50. It does no harm to the enemy. But it creates a decent amount of hostility in a large area, while also blinding the target, rendering the target incapable of attacking the range dps or healer standing at a certain distance. It is one of the most commonly used GLA/PLD buttons in dungeons to manage multiple goals. If you don't use Flash much, don't do it right. The only time you don't touch this button is when there's only one target. Circle of Disdain (lvl 50) This is PLD's only AoE skill that can do harm. It starts with 100 potency and then has a damage effect over time (DoT) of 30 potency in 15 seconds. It is a very reliable skill to establish an initial aggro on multiple goals when used together with Flash. When you manage multiple goals, use it as often as you can. Ghosts (Lvl 45) This is a decent skill of creating damage that no TP/MP. Its damage potency depends on your current HP. The higher the HP, the higher the potency. Being outside your GCD (off-GCD skills), this skill can be incorporated between your GCD skills to complement your damage and aggro. In addition, this skill has the effect of silencing and can be used to intercept dangerous spells of some targets. Fight or Flight (lvl 6) This skill increases damage by up to 30%. It only takes a very short time when you are at the lower levels. But it's still part of your bread and butter for aggro boosting. Never be stingy about it. Pop it whenever it's available. Don't try to save him. At level 28, its duration will be extended, making it even more powerful. Bedem (lvl 2) This is your Go-To skill to reduce incoming damage. Just like Fight or Flight, never be stingy about using. Pop it before every fight. It has a fairly quick cooling, so it will be available very often. At lower levels, Rampart reduces damage by 10%. Once it reaches level 14, Rampart reduces damage by 20%. This is the button you should use at the beginning of almost every engagement. Prediction (Marauder lvl 2 Cross Class Skill) This is a great alternative when Rampart is on cooling. It has a very similar effect as Rampart, except that Foresight only acts against physical attacks and has longer cooling, so it can't be used so often. The bloodshed turns 25% of the damage inflicted on HP recovery. Although PLD does as much damage as WAR to make this skill as effective as it can be, it is still a very valuable tool in HP recovery. Imagine if your PLD was doing attacks of about 160 damage (quite low), this would still result in a recovery of 40 hp per hit. Imagine if your enemy inflicted about 650 damage per hit on you, and you recover 40 from each attack. This equals 40/650 = 6% damage relief. It's really not bad! In reality, some PLD attacks can definitely do more damage than 160, so Bloodbath definitely has its functions. Mercy Stroke (Marauder lvl 26 Cross Class Skill) This skill brings an attack with a potency of 200. It can only be executed if the HP target is below 20%. If delivered as a kick, up to 20% of your maximum HP will be refunded. This is a great skill for GLA/PLD because GLA/PLD doesn't have too many skills that can do good damage. Bulwark (lvl 46) Increase block rate by 60% by 15 sec. 60% is a very big deal. When rampart &); foresight is on cooling, I turn to this skill to reduce incoming damage. Since Bulwark greatly increases the block, and the block is the key to using Shield Swipe (a powerful DPS skill that requires very little TP), Bulwark is a combination of defensive, offensive &); TP conservation skills. Recovery (lvl 10) Increase HP recovery through magical healing by 30% for 20 sec. When Rampart, Foresight, Bloodbath, Bulwark are cooling off, I turn to that yes, that doesn't mitigate any damage, so you lose a big chunk HP recovers HP every time you enemy attacks you, but also recovers HP much faster when a healer cures you. I like to use this skill together with Consciousness (see below). Consciousness (lvl 34) Consciousness cancels out the chance of suffering crit damage in 15 seconds. At level 44, the duration of this skill becomes 25 sec. This is a great skill that can be paired with recovery because recovery does not result in actual damage relief. If there's a cryo attack, you'll suffer a lot of HP losses. So having the awareness to pray it is always a nice thing to do. Sentinel (lvl 38) Reduces incoming damage by 30% in 10 sec. At level 48, this skill reduces incoming damage by 40%. You've practically halved the incoming damage. This is your second-strongest defensive player. It is extremely effective against the expected jumps of incoming damage. Sacred Ground (lvl 50) Making yourself invincible for 10 seconds (also known as God-mode). This skill is what makes pld superior to WAR in some special situations. However, there is a delay of 1 to 2 seconds when you activate this skill. So don't wait until hp is as low as 200 to use it. You're just going to die. When HP is about 1K to 2K, and you don't expect a healer to recover you quickly enough to full health, use it. So the healer may have the opportunity to heal you back in full health. Or if you're expecting a lot of damage from the big crowds, take advantage of it. Tempered Will (lvl 42) Immediately cures Bind and Heavy, while preventing knockback and draw-in effects. This skill does not increase your defensive powers, but is very useful in many situations. e.g. in Shiva Extreme, during the laser tag phase where the laser crashes the marked target, a good main tank will have a finger at the top of this button in case it is marked. The main tank will stand on the edge of the arena. If they knock him back, he'll be frozen on the edge of the arena. Tempered Will can completely prevent that from happening. Of course, if it is marked, the main tank can alternatively run towards the background of Shiva so that when they knock it back, it will not hit the arena wall, but it will result in quite some driving chaos due to sudden position changes. Others, such as The New York Times, Have Been Then this skill can immediately shake off the pain. However, you will need to get off the carrier and you will not be able to return to your carrier until you have left the area. But a spirit without a slow is still faster than a slow ride. So it's still a valid thing to do to get off the hill and pop this skill and then escape with a sprint. If you get hit by morbol, yes, morbol, you'll be in big trouble from slow, paralyzed, etc. A pop spine drop will instantly cure your paralysis, then use Tempered Will to clean slowly, and can be immediately returned to action with the rest of the debuffs that are not so bad. Cover (lvl35) Take all physical damage intended for another party member for 12 seconds. Most PLDs forget they have that skill. It's actually a very useful skill, but underused. Eg if you are off-tanking near the main tank, and you see the main tank suffer badly and will soon die, click on the main tank and then pop it. The main tank will immediately be free of danger, potentially rescuing the party from being wiped out. For example, in a situation where you are with Flashes &); Provoke, and yet a party member pulls mobs off you, give that member cover. He/she will continually be attacked by the mob, but all injuries will go to you instead. Stoneskin (Conjurer lvl 14 34 Cross Class Skill) creates a barrier equal to 10% of HP's goal. Some PLD prefer to have this cross class skill equipped to mitigate their own damage or harm to a party member. It's a really valid skill. However, don't try to replace White Mage's Stoneskin before the fight. White Mage's Stoneskin is stronger - equivalent to 18% HP. Raise (Conjurer lvl Lvl 12 Cross Class Skill) resurrects a member of the party. However, for PLD, this can only be done when the PLD is not involved in the battle. If there's something on your enemies list on the left side of the screen, even if it's a green logo, you still can't pick anyone up. In other words, this skill is useless in combat. But you can still equip it if you like to raise dead people when there are no enemies nearby... Understanding the approximate amount of aggro generated by different skills *Disclaimer: The site is obsolete for Flash, Circle of Scorn, and Shield Oath. These skills have been denied in recent patches. They now generate more hostility or more hostility than what is listed above on the table of hostilities. GeekMatt's One Rule About Using Defensive Buffs Is Better To Use It And Not Need It, Than Need It And Not Use It. - GeekMatt. This rule applies to sacred ground. If you think the danger is there. Don't hesitate to click this button (unless you planned to use it at a specific time at which you expected maximum incoming damage). This is especially true for large pulls. You have to pop that Hallowed Ground before hp is too low. Proper tanking procedure for GLA/PLD If you are already so confident in tanking that you feel like this procedure is a burden, then just do whatever you want. This procedure is not something that must be done. Some people can skip the steps and be just fine. But if you're not doing it perfectly yet, or if you're looking for room for improvement, then I recommend going through this checklist to see if you're missing something. (1) Mark 3 mobs – This ensures all DPS will Focusing on the mob#1 you're engaged in. So, avoiding DPS by pulling a mob #2 or #3 away from you. You can manually mark them (Shift M if you're on your PC), or you can use a macro to easily mark all 3 mobs (see below). Even if you get lazy, you should still at least mark mob#1 to avoid confusion. (2) Pop Fight or Escape and Ramparts – Fight or Flight increases your damage, thereby helping to maintain a better aggro. This is especially important when you are at a low LEVEL of GLA where you could easily lose an aggro from dps or a healer. The rampart reduces your injury, thus helping to reduce healing from healers, which in turn reduces the aggro generated by the healer and helps you better maintain the aggro. If Rampart is cooling, use Forecast or Bulwark instead. (3) Run towards mob#1 and Shield Lob it – This move generates your primary aggro on the first mob, so you are ahead in the aggro above all others on this mob. - Run towards your #1 and Shield Lob it while Fight or Let and Bedem are active. (4) Circle Scorn &); Flash x1 or x2 – Your shield lob would draw all 3 mobs towards you. This allows you to use Circle of Scorn or Flash to establish aggro on all of them. The circle of disdain is skill level 50, so before you have it, you'll only have to do it with Flash. When you flash once or twice to all 3 mobs, immediately establish some good aggro on #2 and #3. If you don't, #2 &); #3 will attract you to a healer when a healer makes his first healing move on you. This will make all 3 mobs separate (#1 still attracts you), which will create a great mess, which will make your job difficult. (5) Start your combination of Fast Blade ->); Savage Blade ->); Rage of Halone on mob#1 - GLA/PLD's strongest aggro against a single target generated by Rage of Halone performed in combination. The rage of Halone is learned on level 26. So, before level 26, you'll only have to do it with Fast Blade + Savage Blade (and it's hard to keep aggro with that, I know). (6) Flash at least once every 1 or 2 fast blade combinations to keep all mobs under your control. And rotate the Fast Blade combination to different mobs as you see fit. If you're on your PC, you can switch a goal using the tab key on your keyboard. You can break your Fast Blade combo attack on 1 mob with Fast Blade, and Savage Blade on another, and rage Halone on another (so... card, Quick Blade, Card, Savage Blade, Card, Anger Halone, etc.). This way you can easily track the aggro bar on each mob and see which mob needs more attention. When you see that a certain mob needs more of your aggro, just put your combined rage of Halone on that crowd, or just engage that crowd more often. Then Flash again to keep others holding on to you. (7) Whenever available, weave into ghosts from within in the rotation between GCD skills to on a specific target. Note: The potency of ghosts inside depends on HP. The higher the HP, the greater its potency. (8) When a mob #1 is about to die, it's ok to let go with the aggro on it. Save your moves on the mob #2 establish a better aggro before DPS start working on #2. NOTE: Shield Swipe is good at powers damage but not good at getting aggro. Do not use this if you are trying to establish an aggro at the beginning of the engagement. Shield Bash is a stunning skill that is very useful in many ways (such as stopping a certain target from throwing something dangerous or temporarily stopping a very opponent during a big draw), but it's not a good skill at getting an aggro either, and exhausting your TP very quickly. Container Macro: Put this in the macro, and drag the button to the hotbar. Forever let it be an easy job to mark all three mobs. /mk triangle /focus target /ac target forward /mk attack2 <);<);/ac target forward /mk attack3 <);<); <);<);/target/mk attack1 <);<);Using Provoke (learned at GLA level 22) Provocation immediately puts your aggro high as the person with the highest aggro, and then +1. If you are already ahead with aggro, this skill does nothing. Provoke, in general, has two functions: (1) When a mob escapes from you to a party member who generates a lot of aggro, and you have big problems getting it back, use The Provoke on the mob to get your aggro on top of that party member. Once provoked you will need to immediately use Shield Lob, Flash or Circle of Scorn to keep that party member is in front of you again. (2) In a full party trial, most of the time the main tank and off-tank need to replace roles or replace targets at some point. Provocation is absolutely necessary. This skill allows one tank to easily pull the target away from another tank. And once again, immediately after Provoke, the tank must quickly establish a further aggro on target to keep it, or the target will be immediately towed away by another person because that +1 aggro will only last 1 or 2 seconds before someone comes in front of you again. Attribute points In terms of distribution of points attributes, Vitality and Power are a no-brainer. All the other statistics are almost meaningless for a tank. Vitality affects HP, which affects your ability to damage the tank. Power affects your damage, thereby affecting your aggro (for a warrior, damage is also equal to HP's recovery from bloodshed, inner beasts and revenge, so strength is even more important). Stronger power also directly gives rise to stronger block power, which can help reduce a lot of damage when Bulwark (increase the block rate by 60%) it's active. In general, the tanking class should always have some good vitality points to ensure sufficient tanking powers. The amount of power can vary between individuals depending on the need. U<);<); <);<);<);<);Levels, Gladiator has very limited skills to generate aggro. So some extra power can help with aggro maintenance, but this will in turn sacrifice some tankability. If you're a crafter or if you know a crafter, you can potentially connect some cheap Tier I Strength materia to your accessories (jewelry) to gain greater strength so you can put all your points on Vitality, but still have that extra aggro. Otherwise, a few more points on the Power really can't hurt. At higher levels or the end of the game, Vitality becomes important. This is because by then you will collect all your aggro-maintenance skills, which should be enough to maintain the aggro in most cases. By contrast, you can always use more HP so you can be tougher as a tank. Standard accessories for end-of-game tanks provides vitality only, but not strength. However, most tanks may prefer to have 1 to 2 pieces of accessories that does not provide vitality, but instead provides strength, which will help to generate more aggro. This sometimes comes in handy when you need this extra aggro over tankability. If you have the luxury of using the strongest made accessories with material compounds (e.g. Platinum Ring of Fending, Platinum Earrings of Slaying, etc.), it's an even better way to gain vitality and power on one accessory. However, these items are very expensive to buy and merge. Ilevel's strongest made supplements are always lower than those obtained by tomesom. This is to ensure that the accessory is not outnumbered by the crafted items. Attribute points used to be very difficult to change in the past. But in recent patches, they reduced it to just 250 Grand Company Seals to reset your attributes (using Keeper's Hymn). So now we have a lot of freedom to modify distributed points. Don't worry too much about the mistake. It's easy to fix. - Crafted items can provide both vitality and strength to the tank, greatly increasing the output of damage and aggro, rather than sacrificing vitality. A face-pull face-pull is when the tank doesn't do shit, and just walks straight towards the target to get your attention. It's one of the worst things a tank can do. Face-withdrawal results in zero aggro at all. Which means, at the moment when the DPS attack on something or the healer casts a healing spell on the tank, all the mobs will escape. The only good face pull is when you're trying to play a joke/prank to your friend. You can even as a healer or DPS! Lol! Sac-pull A sac-pull is when the tank is sacrificed to draw on all the crowds in the area so that the rest of the party will operate on a particular target without being influenced by these mobs. For example, it is common in tying the coil of Bahamuta Turn 1 to one tank to grab all the passes and just run to a far corner, while the other tank and the rest of the party on a giant stone. It eliminates the need for the party to actually kill all these mobs in order to get to the vast. Brayflax Longstop Tips for normal mode: Before you even go there, do yourself a favor and buy a few antidote! Drag the icon from the inventory to the hot strip. The antidote is to neutralize that poison on the last boss (Aiatar) if your WHM forgets to esuna you, or if the healer is a SCH who simply doesn't have Leech yet at that low level to get rid of the poison. When you arrive at the large open area, avoid the center. Go to the left or the right. In Drake's boss, if you have a White Mag or a Black Mag, ask him to sleep with his boss when the extra arrives. Then the whole party will kill the supplement first. If there's a crowd dps, he/she can LB add, and the boss should just wake up after the addition is killed. Alternatively, if you don't have LB, or if you want to save LB, then have a WHM/BLM sleep boss another 1 time to buy enough time to complete the add. In Eft boss, DPS should always focus on popping out anyone trapped in bubbles. A trapped person can also attack a bubble to help themselves get out of it. The fight on the final boss, Aiatar, is basically a race against time. The fight must end before the healer runs out of deputies. Aiatar has a lot of poison attacks. If it's a WHM healer, it helps a lot to keep Esuna's status poison away from everyone. However, it also means that a lot of MPs will be used to do so. If the healer is SCH, he/she does not yet have a leech at this level, and everyone will have to live with complex poisons (this is where the antiro encyclopedias can sometimes come in handy). SCH will have to treat as long as they are all injured by the poison, so it is also extremely MP-heavy. If the tank or DPS is too often injured, it will only further accelerate the depletion of the MP. The tank should do its best to avoid Aiatar's frontal AoE attack to avoid unnecessary healing from healers. Aiatar leaves many puddles of poison on the ground. The tank must always drag the dragon away from these green puddles. If Aiatar even touches the puddles a little bit, he will be healed continuously, and the fight will last even longer. Healers should use free pros for treatment whenever possible. At this level, WHM does not yet have The Saints' cover to complement the MP, so only MP drinks can be used to recover a member of the party for the fight. SCH has Aetherflow, and this is another way to fill an MP. The Bards have Mage's ballad on level 30. So if there is a Bard present, the flawed song can be a lifesally sometimes. Auron Vaie tips: In AV, good tanking pretty much determines whether running smoothly or not. Most failed AV rides are due to tank failures. Before you even go there, do yourself a favor and buy a few drops of spine! Drag the icon from the inventory to the hot strip. spine will save you if you paralyzed morbols or ogre boss. (1) Right at the beginning, if the tank grabs 3 mobs, it can already become messy. Frog AoE is incredibly big. Any crowd that tries to avoid will likely end up aggroing more close to the crowd, creating a 6-mob situation with 2 frogs. Some tanks may decide to drag all 3 mobs into the cave (where you begin). It will avoid aggroing more mobs, but you will miss the space to avoid. The surest way to get for the tank to first grab 2 mushrooms into the cave and finish them first. Then grab one frog in the cave, and STUN it whenever he tries to do a massive AoE. (2) After that, the container should be pasted either left or right of the open space. Running through the middle is suicidal, because you end up aggroing everything. The steam that jumps out of everywhere can push you around, so it's not uncommon for people to accidentally aggro at things. The tank should pull each group of mobs backwards towards the area that has been cleared. This can avoid accidental extra traction. (3) First Boss: Eat your antidote every 2 stacks. (4) Another boss (one-eyed ogre): you have to learn about 3 attacks. Swipe is just a frontal attack. The tank can eat it, and it'll still be fine. Melee dps are safe if they stick to the back. Swing is a 360-degree attack and will immediately kill all melee dps. Tank has a responsibility to OMAMI it on every Swing. Melee dps can do it too if he/she has the skill of stun. So pay a lot of attention to what the ogre throws. Around the bystander is an attack in a range that paralyzes. If you are a healer or ranged dps, when you see it tossing, you have to press the Sprint button and escape very quickly. If you ranged dps and got paralyzed, you may take the spine drop. If you are WHM, you should Esuna paralysis away from yourself or dps, then throw on the regen, and then continue to work on the tank. (5) there is an open area that hides a ton of scorpions and other nasty mobs. The tank should not try to continue by sticking to one side. Chances are that he/she or some melee dps will end up aggroing everything. The tank should pull as few mobs back to the narrow path you came from. It's not too hard to deal with their AoE even in this narrow area until the tank pulls up. (6) The Last Boss: Eat fruit on a pile of 3. K adds as soon as possible. Speed Run (SR) SR can be a good strategy when you need to grind a certain dungeon for a ridiculous amount. The idea is to pull as many mobs as a tank can afford, and have DPSes AoE all mobs at once. In this way it can shorten the dungeon from 30 min to 15 min or less. As a tank, ultimately hold the decision of the SR or not. You're also the one who determines the number of mobs you can afford. Here is the standard procedure to do Speed Run: (1) The first thing you need to do is check (and) the composition of your party and, (ii) statistics each member. (i) The SR strategy relies heavily on the detriment of AoE. If the composition of your light party consists of 2 melee DPS, you are probably not in a very good position for SR. Melee DPS as Monks can do very strong AoE damage, but lasts only 10 seconds, and cooling after that 10 sec AoE burst is 3 min before it is re-available. Also, Melee DPS are vulnerable to AoE attacks by mobs. When a large number of hostile AoEs occur, melee DPSes can't actually participate in delivering their damage. Third, when you run in circles to avoid AoE from the crowd, all the mobs are turning with you, and positional DPS like Monk will be severely crippled because they cannot attack in the right positions. If your party consists of BLM, SMN and/or BRD, you will be in a much better place for a good SR. BRDs can also charge your MP (drained from using Flashes) with Mana Song between each withdrawal, making the SR even faster. (ii) SR relies heavily on a good healer who can keep you alive and DPSes who can quickly kill a mob. If the healer is underestimated, she/he will not be able to cure you quickly enough. If the DPPs are underestimated, they won't be able to kill fast enough before the healer runs out of MP. (2) The other thing you need to do is inform all party members that you are going to Speed Run, so that everyone is ready for it. This is very important because even the best healer will not be able to keep up if they did not know that you would withdraw massively. You have to get everyone's consent. You should also tell them how many groups of mobs you plan to pull each time, or where you plan to stop, e.g. 6 mobs in total! I'll pull all the way to the door – grabbing all 9 mobs! etc(3) Unlike a normal pull, don't pop your defensive buffs before retreating. You want to activate them when you're near the engagement site. You can mark the first few mobs if you want, but it's not necessary because it will be an AoE strategy - you won't focus on either of them. So, just start running at 1. Shield Lob one, Flash once establish some aggro on the rest, then keep running (so some impatient DPS won't grab the aggro too fast with an arrow or two, and so if an anxious healer mistakenly throws a regen at you too soon, she/he won't immediately be attacked), and then avoid injury from the first group, continue on 2. Do the same on each group until you're near the engagement point. Then activate your defensive buff(s). If you are dragging 3 groups or more (i.e. 9 mobs), you must activate the Hallowed Ground (or at least sentinel). It allows you to survive 10 seconds before the healer sets foot in the right place, pops her/her healing buffs, and start treating you. (4) Spam Flash &); Circle Despise as crazy as you avoid the oncoming AoE from the mob. It establishes an AoE aggro on everything you've pulled out. DO NOT use the Halone combination. If you waste too much time on halone's combination on one crowd, you'll lose the aggro on the rest. (5) After 10 sec hallowed ground or sentinel you don't need them for 6 mobs, Hallowed Ground needed only for 9 mobs or more), you need to continue to jump out more off-GCD defensive buffs one after the other. If you need more buffs, pop'em at will. (6) Pay attention to the enemies list on the left side of the screen and look for any crowd that does not have a red logo. If there's a long-range caster inside the crowd, chances are your Flashes might not hit him and might start attacking the healer. In this case, click on that mob on the enemy list, run forward while you hit The Shield Lob. You will automatically be facing it, and this allows you to find the mob. Since you're already aiming for it, run straight to it and keep blinking. If he's already deeply attracted to the healer, use Provoke and keep flashing. (7) If you think your aggro is high enough in all mobs, you can stop the Flashes. This will save the remaining MP for the next withdrawal. But if there's a strong BLM that does a lot of AoE, and you're afraid you might lose your aggro, then keep blinking until you run out of MP. (8) At this point, if you want to charge that MP, you can go through a combination of Fast Blade ->); Riot Blade, which each time adds 80 to 100 MP. About 2 combinations will bring you 1 additional Flash. Alternatively, you can also use an MP beverage, which will usually provide up to 2 additional flashes. If you're still getting too much heat from the crowd, then instead of running through your Riot Blade combo, use Shield Bash on each mob to temporarily smad them for a few seconds. That'll give DPS a little more time to do its job. To do this on the keyboard: card, shield bash, card, shield bash, card... (9) After each major attraction, you want to give the party some time to recover. Everyone needs some time for off-GCD buffs to be available again. Communicate with the party before the next big draw. - Getting all 3 compliments after successful driving speed. Strength Build vs Vitality Builds for Tanks At lower levels, GLA/PLD is really hard to play due to lack of AoE skills (especially before acquiring Rage of Halone on lvl 26). Most GLA can not keep aggro over 3 mobs in dungeons, resulting in 2 loose mobs attacking healers and DPS. Most GLA does not use strength too well. Although, Flash was charged, and now it's easier. By contrast, low-level MRD/WAR is relatively easier to play because of the early availability of Overpower. Holding aggro over multiple targets is relatively easy. Post-MV 50, PLD is all about mitigating the damage. There aren't that many HP like WAR, but his defense statistic is. Is, more because of the shield. Basic PLD combinations include: (1) Fast Blade ->); Savage Blade ->); Rage of Halone and (2) Fast Blade ->); Riot Blade combination. The Halone combination maximizes the aggro generation on a single target (especially in combination with Combat or Flight). Riot Blade combination does not give almost any aggro, and is useful only for MP recovery. Therefore, PLD is usually just sticking to the combined #1. Combined #2 is rarely used in high-level attacks. PLD has many, many, many off-GCD skills for damage mitigation/HP recovery, such as Rampart, Prediction (switched from MRD), Bloodshed (switched from MRD), Bulwark, Sentinel, Awareness, Recovery, and Ultimate Sacred Terrain (Tempered Will does not help with mitigation or HP, but helps maintain position or shake off effects as slow as Morbols). Each of them can last from 10 to 30 seconds. PLD can pop these skills one after another (or sometimes 2 at a time if the situation is dire) and she/he will be tough as a rock. Since PLD can never do much damage anyway, there are only 1 stuff for PLD - Vitality build. You can have a little more power to increase damage and help with aggro, but the amount of damage that PLD can do is still very limited. If you put all your attribute points into power and even use all the accessories that provide strength instead of vitality, then you will be able to hit strong, but you will become paper thin. This is not what you want as a tank, especially the main tank, which most PLD will take on the role. In this sense, post-50 PLD is actually relatively easy to play compared to WAR. PLD is simpler. It's solid as a rock. It's safe. This gives relatively less cargo to healers, as it suffers less damage than WAR. After Lv50, the WAR is divided into vitality and strength building. Vitality build is all about eating that incoming damage with a massive HP pool. This stuff creates a massive meat shield that can tank as good as PLD, but since it suffers massive injuries, it's quite a burden for healers. The power build has less HP's on-tampon injuries, and it's all about generating more DPS to result in greater HP recovery. This construction requires war to know mechanics very, very well. WAR must pop a specific combination of skills at the

