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Marauder warrior guide ffxiv

pure power and good steel to crush enemies and sund weapons. They are highly sought after because of their ferocity and intimidating presence and are often used to hunt down monsters who strike the earth or reverse the wave of battle between warring nations. Experienced marauders have been known to take whole packs of slave beasts and appear with little more than a few abrasions and bruises. Marauder Marauder is the class used to get military work. They focus more on taking legal damage and inflicting damage to build hostility. Because marauders don't have a lot of actions that help them reduce damage other than steaming, they have a higher HP pool from which to pull and a few options that allow them to fill their OWN HP pool. Marauders do more damage than gladiators, so they are the preferred choice for meetings with high DPS requirements. Combat alignment of MRD up to 30 will unlock the main work for marauders called Warrior (WAR). The Warriors have used most of what Marauder has done so far, although they have a new ability to help raise their anger against enemies. Anger will help the Warriors build a larger HP pool, but will cost them a loss of their damage abilities, but once enough anger has received a critical hit rating the Warriors is increasing to make up for this loss of damage. How to unlock a player you need to complete the following search: Sylph-management located in Solar Player must complete the following search: Pride and Obligation (will take you from the mountain) Class Mandatory: Marauder (level 30) Action Anchor actions Icon Level Action Type Casting Waiting Description 1 Heavy Swing Weaponskill Instant 2.5s Provides an attack with potency of 200. 2 4 Osaka 2.5s 2.5s Delivers an attack with a force of 100. Combo Action: Heavy Swing 3 6 Berserk Opportunity Instant 90s Ensures that all attacks are critical and direct hits for Extends Storm's eye length by 15s to maximum 60s 4 10 Overpower Weaponskill Weaponskill 2.5s Delivers a potency attack of 130 to all enemies in a cone in front of you. 5 10 Defiance Ability Instant 10s Significantly increases the generation of hostility. The effect ends after reuse. 6 15 Tomahawk Weapons 2.5s Delivers an attack with a range attack with potency of 140. Added effect: Increased hostility 7 26 Storm road weapon Instant 2.5s Delivers an attack with potency of 100. Restores HP's own twerk gauge and increases by 20 8 30 thrills from 90s instant combat capabilities increases HP's maximum level by 20% and restores the increase in sum. Added effect: Increases HP recovery through healing actions of itself by 20% for 10s 9 35 Internal Beast WeaponsKill Beast Gauge: 50 Instant 2.5s Delivers a potency attack of 350. 10 38 Vengeance Instant 120S Reduces damage done by 30% and provides a potency attack of 55 every time you suffer physical damage for 15s 11 40 Mythril Tempest Weaponskill Instant 2.5s Delivers a force attack of 100 to all close enemies. Combo bonus: Extends storm time by 30 years to a maximum of 60 years and increases by 20 12 42 Holmgang Holmgang Ability Instant 240s for enemy attack, preventing most attacks from reducing HP to less than 1 in 8s. 13 45 45 Cyclone weapons beast gauge: 50 Instant 2.5s Delivers an attack with potency from 220 to all nearby enemies. 14 50 Eye Eye Guns 14 Storm Eye Guns Instant 2.5s Delivers a Potency Attack of 100. Combo Bonus: Increases damage seen by 10% over the 30s and extends the Storm's eye length by 30s to a maximum of 60s. Extra effect: Gives the Guardian chaos for the 30s 16 54 Fallen Cleave Desert Beast gauge price: 50 Instant 2.5s Delivers an attack with potency of 590. 17 56 Raw Intuition Instant 25s Reduces damage done by 20% for 6s. 18 58 Equilibrium Ability Instant 60s restores own HP. Cure potency: 1,200 19 60 Decimate weapon gauge Beast: 50 Instant 2.5s Delivers attack to all close enemies with 250 potency. 20 62 Gauge price of 62 Onslaught capable creatures: 20 Instant 10s Rushes target and provides an attack with a potency of 100. 21 64 Upheaval gauge gauge beast gauge costs: 20 Instant 30s Delivers attack with potency of 450. 22 68 Shake It Off Opportunity Instant 90s Creates a barrier around itself and all close party members that absorbs damage totaling 15% of the maximum HP for 15s. 23 70 In Release Instant 90s Allows the use of actions with beast dimensions at no cost and invalidates stunning, sleep, Bind, heavy and most of the impact and effects of flaws. Additional effect: Ensures that all attacks are critical and direct hits for 10s. 24 72 Chaotic Cyclones Weapons Beast 50 Instant 2.5s Delivers a critical direct impact with the potency of the to all close enemies. Added effect: Reduces the revised Time of The Haser by 5 seconds 25 76 Nascent Flash Opportunity Instant 25s gives the Nascent Flash effect. It also gives the target guerrillas guardian Glyent. 26 80 Internal Chaos Weapons Beast Gauge: 50 Instant 2.5s Delivers a critical direct impact with potency of 920. Extra effect: Reduces the revised time of The Haser by 5 seconds Role Actions Icon Level Action Type Casting Callout Description 1 8 Rampart Opportunity Instant 90s Reduces damage done by 20s 20s 12 Low Blow Mig 25s Stuns target for 5s 15 Opportunity Instant 30s Gesture threatening gestures by placing yourself at the top of a goal's hostility list while gaining further enmity. 4 18 Instant 30 intersectal capability interrupts the use of target actions. 5 22 Reprisal Ability Instant 60s Reduces Damage, caused by nearby enemies by 10% for 10s 6 32 Arm's Length Ability Instant 120S Creates a barrier that invalidates most weakens and expired effects for 6s. Additional effect: Slow +20% when the barrier hits 7 48 Shirk Ability Instant 120s Diverts 25% of enmity of target countries. Features Anchor features Icon Level Action Description 1 1 Tank mastery Reduces damage undertaken by 20%. It also gives a bonus to the maximum HP based on your vitality attribute and a bonus to the damage that is considered based on the strength of your attribute. 2 35 The beast within increases the beast gauge upon landing Osaka or Storm's path in combo. 3 54 Inner Beast Masters upgrade the inner beast to Fell Cleave. 4 60 steel cyclones Mastery improves steel cyclone to decimate. 5.66 Improved steadily steadily reduces the hasy revised time by 5 seconds upon landing inner beast, steel Cyclone, Fallen Cleave, or Decimate on most targets. 6 70 Berserk Mastery upgrades berserk to internal version. 7 72 The guardian chaos Infrazrat gives the effect of The Average Chaos, renewing its desima to a chaotic cyclone. Upon reaching level 80, The Persistent Chaos will upgrade Fell Cleave to Internal Chaos. Duration: 30s 8 74 Master the Beast increases the beast upon landing Mythril Tempest in combo. 9 78 enhanced thrill of battle increases the beast gauge upon landing Mythril Tempest in combo. Quests anchor Work Quests Search search level gives location Coordinates Location Unlocks 1 pride and obligation (will take you from the mountain) 30 Wyrnzoen Limsa Lomissa upper deck x11,y6 2 Silent Beast 35 Curious Prologe East La Noscea x30,y23 inner beast 3 Curious gorge Goes to Wineport 40 Curious Gorge East La Noscea x30,y23 Mitril Tempest 4 Looking for part 45 Curious Gorge East La Noscea x30 ,y23 5 Proof is pudding 45 Curious Gorge East La Noscea x30,y23 steel 6 How to give up you 50 Curious Gorge East La Noscea Inf 7 better axe about 50 Curious Gorge East La Noscea x30,y23 8 Mito and the Beast 52 Broken Mountain Upper La Noscea x30,22 9 Bear Need 54 54 Mountain Top La Noscea x30,22 Fell Cleave, Inner Beast Mastery 10 Pirates of Shallow Waters 56 Broken Mountain Upper La Noscea x30,y22 Primary Intuition 11 How to Train Warrior 56 Storm Captain West La Noscaia x2, 2 12 Slapay 58 Broken Mountain Upper La Noscea x3, y2 Equilibrium 13 and my axe 60 Broken Mountain Upper La Nosce x3,y2 Decimat, Steel Cyclo Mastery 14 Curious Gorge Meets His Match 60 Curious Gorge East La Noscea x31., y30 15 terrain training 63 Broken Mountain Lower La Noscea x26,y35 16 When press comes to push 65 Broken Mountain Lower La Noscea x26,y35 1617 Going off 68 Broken Mountain Lower La Noscea x26,y35 18 Heart of problem 70 Curious Gorge Azim steppe x32 ,y30 Internal Release, Berserk Mastery 19 Once, twice, Three Times 80 Curious Gorge East La Noscea x31,y30 Statistics Anchor attributes/character statistics mean different things depending on what class you are. Below is the priority of the stats we need to follow for the Warriors. Note that when leveling getting a higher iLevel is usually better in most cases. Critical Hit > Skill > Determination > Tenacity Critical Hit: Affects the amount of physical and magical damage, as well as HP's recovered skill speed: Affects bot casting and redesigned timers, as well as automatic attacks Fix: Affects the amount of damage examined, as well as the recovered HP Tenacity: Affects the amount of damage examined and the resulting direct hits should be avoided due to how the inner workings of chaos and internal version. For skill speed - Aim for about 1523, which will give you 2.38 GCD. Where's Warrior compared to the other tank classes? First, it doesn't matter unless you're playing at the highest level, savage assaults and looking to make the most of your work. It is always recommended to play the job you are most comfortable with and play well. The use of aggregated data flogs.com all 4 tanks are terribly close in all measurable. The Warriors are ranked 3 out of 4 in DPS and also have at least parses of all 4 tanks, which could mean at least playing tank in the current patch. Warriors rank highest with healing/HSC, as the work has many self-healing abilities with a median of 2178 HPS. Rotations anchor rotati style of-game warrior revolves around filling the beast gauge (more below) using combinations and spending the beast gauge of abilities. Performing actions in a certain order increases potency and applies combinations of bonuses that will help a lot for damage output. Below you will see the very basic approach to get bonuses for combinations and then a more extended list that includes casting your OGCD. Single target simple: Heavy swing = > Maim = > Storm Path (Recovers HP) -OR- Storm Eye (increases damage) Advanced: A fuller rotation or priority list is as follows. Actions without wrapping are MSDs that must be affected before spin part: Unworthy > Tomahawk > Non-food swing > Cripple > Stormtrooper Chaos > Internal Chaos > Release Dropped Chopping > > Relegated > Squat > Fell Squat x 3 Heavy Swing > Osaka > Storm Road Heavy Swing > Mam > Storm eyes multiple goals simple: Overpower = > Mitchell Tempest Advanced (2 goals): Overpower > Mythril Tempest optional and use if you have anger to spend: fell scrape > > 3 Internal Chaos Advanced (3 goals): Overpower > Mythril Tempest optional and use if you have anger to spend: Decimate > chaotic cyclone tips Use your combos to generate hostility Use heavy swing > Cripple > Storm's eye combo and swap the storm's eye with the storm's path to the top of your health. Do not use Internal Release and Hase at the same time that you cannot double critical/direct hits. Raw intuition is about the main tank and The Flash's Focus is about distance tanks in general. Use protective cooling downs as necessary and those that are best suited to the situation. Use a defensive booster just before the addition comes out or before a huge hit from the boss to help the healer. You can split all the goals to spread hostility. Move on to your second goal shortly before the first one is dead to start quickly building hostility before DPS gets it. Beast Gauge When studying the Defiance action (level 10), a symbol will appear on the screen (beastometer) indicating when it is in effect. Unreliability increases the hostility gained from other actions. After learning the mark the Beast in (at level 35), the symbol indicating that the use of imperved authority will also change to show the intermetry of the Beast. The beast measuring instrument shows the warrior's current amount of anger, which is used to perform several powerful actions/abilities such as inner beast (acquired at level 35) and steel cyclone (acquired at level 45). Consumables anchor consistency - class 3 Tincture of food strength - sausage and sauerkraut, stuffed High green anchor moving anchor submit, share and earn Gill Do you have a leader, advice, a boss's strategy? Have some cool FFXIV fanart you want to show? Send your resource and we'll post it. Depending on the complexity, length or validity of the resource, you will also win gill. Gill can be used to cash in for real money or later purchase goods from the store! Find out more. Most recent updates updated for Hotfix 5.3 August 26, 2020 2020

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