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Ffxiv pld guide

Shield Bash Lv. 10 Weaponskill Instant 2.5s - 3y 0y Brings attack with 110.Additional Effect: StunDuration: 6s Iron Will Lv. 10 Ability Instant 10s - 0y 0y Significantly increases the generation of hostility. The effect ends when reused. Rage of Halone Lv. 26 Weaponskill Instant 2.5s - 3y 0y Delivers Attack with 100.Combo Action: Riot BladeCombo Potency: 350 Spirits Within Job Quest Lv. 30 Ability Instant 30s - 3y 0y Delivers attack with 100.Potency up to 370 as hp's own near maximum. Next effect: Restores MP Sentinel Lv. 38 Ability Instant 120s - 0y 0y Reduces damage by 30%. Duration: 15s Prominence Job Quest Lv. 40 Weaponskill Instant 2.5s - 0y 5y Delivers attack with 100 potential to all close enemies.Combo Action: Total EclipseCombo Potency: 220Combo Bonus: Renews MP Cover Job Quest Lion. 45 Ability Instant 120s - 10y 0y Take all damage destined for another party member. Duration: 12sOath Gauge Cost: 50Can only be performed if the member is closer than 10 yalms. It does not activate with certain attacks. Circle of Contempt Lv. 50 Instant 25s - 0y 5y Delivers an attack with 120 effectiveness to all nearby enemies. Next effect: Damage over timeThrowing: 35Duration: 15s Goring Blade Job Quest Lv. 54 Weaponskill Instant 2.5s - 3y 0y Delivers attack with 100.Combo Action: Riot BladeCombo Potency: 390Combo Bonus: Damage over timeSight: 85Duration: 21s Divine Veil Job Quest Lv. 56 Ability Instant 90s - 0y 0y Upon HP recovery through healing magic cast by own or party member , a protective barrier is thrown at all party members within a radius of 15 yalms. Duration: 30sBarrier Effect: Prevents damage to up to 10% of your maximum HPDuration: 30sEffect ends on further HP recovery through healing magic. Indulgence Job Quest Lv. 58 Spell 1.5s 2.5s 2000 MP 30y 0y Restores hp target. Cure Potency: 1,200Near effect: Restores itself to 50% HP restored to target if the target is a member of the Royal Authority Job Quest Lv party. 60 Weaponskill Instant 2.5s - 3y 0y Delivers Attack with 100.Combo Action: Riot BladeCombo Potency: 550Combo Bonus: Grants 3 Stacks Sword OathDuration: 15s Intervention Lv. 62 Ability Instant 10s - 30y 0y Reduces damage to the target party member caused by 10%. Duration: 6sNew effect: Increases damage reduction by an additional 50% rampart or sentinel effect if either activeOath Gauge Cost: 50 Holy Spirit Lv. 64 Spell 1.5s 2.5s 2000 MP 25y 0y Deals unchanged damage with 350 efficiency. Requiescat Lv. 68 Ability Instant 60s - 3y 0y Deals 150 damage. Efficiency increases up to 550, as MP is close to maximum. Another effect: Increases attack magic and healing magic power by 50% if the current MP is at 80% or higher, and allows spells to be cast immediatelyDuction: 12s Passage of Arms Job Quest Lv. 70 Ability Instant 120s - 8y Increases the block rate to 100% and creates a designated area in the cone behind you, in which party members suffer only 85% of all damage caused. Duration: 18sEffect ends when you use another action or motion (including pointing in a different direction). Cancels an automatic launch attack. Holy Circle Lv. 72 Spell 1.5s 2.5s 2000 MP 0y 5y Deals 250 uninspected damage to all nearby enemies. Hit Lv. 74 Ability Instant 30s - 15y 0y Rushes target and brings attack with 200.Maximum charges: 2Can not be executed while bound. Atonement Lv. 76 Weaponskill Instant 2.5s - 3y 0y Delivers attack with 550.Additional Effect: Restores MPMCan

only be performed under sword oath effect. Confiteor Lv. 80 Spell Instant 2.5s 2000 MP 25y 5y Deals 800 uninspected damage to the target and all enemies nearby. It can be performed only under the effect of Requiescat. The effect fases at startup. Role actions are capabilities common to classes and tasks with the same role. The name of the event was given to the cast of MP Cost Effect Rampart. 8 Low Blow Lv. 12 Ability Instant 25s - 3y 0y Stuns target. Duration: 5s Provoke Lv. 15 Ability Instant 30s - 25y 0y Gesture threateningly, placing you at the top of the list of hostility targets while getting more hostility. Interject Lv. 18 Ability Instant 30s - 3y 0y Interrupts the use of the target action. Duration: 10s Arm's Length Lv. 32 Ability Instant 120s - 0y 0y Creates a barrier that cancels out most knockback and draw-in effects. Duration: 6sOthe next effect: Slow +20% when the barrier is hitDurace: 15s Shirk Lv. 48 Ability Instant 120s - 25y 0y Diverts 25% hostility to the target party member. Features Acquired Effect Tank Mastery Lv. 1 Knighthood Lv. 58 Restores MP when using Riot Blade or Spirits inside. Divine Magic Mastery Lv. 64 Half MP costs all spells while preventing casting interruptions through damage taken. The improved Prominence Lv. 66 function restores mp when using Prominence. Improved Sheltron Lv. 74 Extends sheltron duration to 6 seconds. Sword Oath Lv. 76 awards three stacks of sword oaths after successfully completing a combo with the Royal Authority. Improved Requiescat Lv. 78 Spells do not require any cast time, while under the effect of Requiescat. Performing actions in a certain order increases efficiency and applies combo bonuses. Combo Sequence Effect Fast Blade Riot Blade Royal Authority (Rage of Halone) causes high damage and restores MP. After reaching level 76 and learning the features of Sword Oath, the royal authority also grants three stacks of Sword Oath. Goring Blade restores the MP and applies the damage over time effect to the target. Total Eclipse Prominence Hits After learning the Iron Will action, a symbol will appear on the screen indicating when it is in force. Iron will increases the hostility gained from the use of other actions. After learning the feature oath mastery, the symbol that indicates the use of iron will will also change to display oath gauge.Your oath grows stronger every time you auto-attack the plots, and can be used to perform several actions such as Sheltron (earned at level 35), Cover (obtained at level 45), and intervention (obtained at level 62). The Iron (Active) Gauge cannot be displayed in simple mode until the Oath Mastery property is learned at level 35. All descriptions are based on action attributes and bonuses achieved at level 80.For more details on changes to actions, see the repair notes. Last updated: - For more details on changing actions, see the repair notes. Event Name Cast Type Reassignment MP Cost Effect Fast Blade Weaponskill Instant 2.4s - 5y 0y Brings an attack with an effect of 1,000.Additional Effect: Increases Oath Gauge by 5*This action cannot be assigned to a hotbar. Riot Blade Weaponskill Instant 2.4s - 5y 0y Delivers attack on target.Combo Action: Fast BladeCombo Potency: 1,200Combo Bonus: Renews 500 MPCombo Bonus: Increases Oath Gauge by 5*This action cannot be assigned to a hot bar. Royal Authority Weaponskill Instant 2.4s - 5y 0y Delivers attack on target.Combo Action: Riot BladeCombo Potency: 1,400Combo Bonus: Increases Oath Gauge by 5*This action cannot be assigned to a hotbar. Total Eclipse Weaponskill Instant 2.4s - 0y 5y Delivers an attack with an efficiency of 600 to all nearby enemies. Another effect: Increases the oath gauge by 5*This action cannot be assigned to the hotbar. Prominence Weaponskill Instant 2.4s - 0y 5y Delivers an attack on all surrounding enemies.Combo Action: Total EclipseCombo Potency: 800Combo Bonus: Renews 250 MP for each enemy hitCombo Bonus: Increases Oath Gauge by 5 * This action cannot be assigned to the abar. Shield Lob Weaponskill Instant 2.4s - 15y 0y Delivers remote attack with 800.Additional Effect: Increases Oath Gauge by 5 Holy Spirit Charm 1.5s 2.4s 5000 MP 25y 0y Deals unhurried damage with efficiency 1.4s 5000 MP 25y 0y 800.Additional Effect: Absorbs 100% damage caused as hpadditation effect: Increases oath pickaxes by 10 holy circle spells 1.5s 2.4s 5000 MP 0y 5y Deals 1000 uninspected damage to all nearby enemies. Next effect: Absorbs 100% of the damage caused as an HPAddition effect: Increases the oath pointer by 10 Points of the Instant 2.4s - 25y 5y Confit Spell To deal unacknowldy damage with an efficiency of 2,000 per target and all enemies around it. Next effect: Reduces target damage and healing power by 10% Duration: 10sOath Gauge Cost: 50 Hit Instant 30s - 15y 0y Rushes Target and delivers 600.Additional Attack Grants 3 stacks of Sword OathDuration: 10s cannot be done while bound. Requiescat Ability Instant 30s - 5y 0y Delivers attack with efficiency of 1,000.Potency increases to a maximum of 2,000 as MP decreases. Another effect: Reduces MP costs of all spells to 0 and allows spells to be cast instantlyDuration: 6s Ordained Ground Ability Instant 60s - 0y 0y Erects a magicked barrier that makes you impermeable for most attacks. Duration: 5s Intervention capabilities Instant 15s - 30y 0y Reduces damage to the target side taken by 20%. Duration: 6sOth effect: Increases target damage reduction to 30% when performing, while under the influence of Rampart Testudo Ability Instant 45s - 0y 15y Creates a barrier around you and all party members near you that absorbs damage corresponding to treat 3,000 potency. Duration: 10s Atonement Weaponskill Instant 2.4s - 5y 0y Delivers 2,000 attack.Additional Effect: Restores 500 MPMotive effect: Increases Oath Gauge by 5Possible can only be performed under sword oath effect.*This action cannot be assigned to a hotbar. Glory Slash Weaponskill Instant 2.4s - 6y 6y Delivers an attack with 1200 efficiency to all enemies in the cone in front of you. Next effect: Restores 250 MP for each enemy hitDal effect: Increases Oath Gauge by 5Possible to be performed only under sword oath.*This action can not be assigned to the hotbar. Although they vary depending on the role, additional actions are shared across multiple tasks. Additional Effect: StunDuration: 2s Bolt Ability Instant 30s - 0y 0y Movement speed increases. Duration: 10s Medical Kit Ability Instant 15s - 0y 0y Restores custom HP. Curing efficiency: 3,000 holds increase by up to 6,000 as hp decreases. Maximum charges: 3 These actions are only available during PvP and are unique to each role. Only two can be fixed at any given time, so be sure to select abilities that complement your combat strategy! Additional Effect: 15-yalm Knockback Weapon Throw Ability Instant 30s - 1 5y 0y Delivers remote attack with 400 efficiency.Additional effect: 10-yalm draw-in Reprisal Ability Instant 45s - 0y 5y Reduces damage caused by nearby enemies by 20%. Duration: 10s Rampart Ability Instant 45s - 0y 0y Reduces damage by 20%. Duration: 10s Retaliation Instant 60s - 0y 0y All incoming attacks. Against potency: 800Duration: 10s In PvP duties, adrenaline replaces the limit break action and, unlike the limit break, can be used by individual players. Adrenaline rush gauge can be filled through the fight against enemies and the completion of other targets, depending on the PvP duty. Action name Redesigned MP Cost Effect Aegis Boon Instant - - 0y 30y Reduces damage to yourself and surrounding party members by 25%. Duration: 10sCan be done only if the adrenaline gauge is full. Oath Gauge shows the current power of the Paladin Oath, which is required to perform the Confiteor. For more details on changing actions, see the repair notes. Notes.

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