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Paladin pvp guide ff14

02-08-2017 05:26 AM #1 Hello everyone, I was wondering if I could get some tips for PvP for paladin? I tried something called the front line. I announced that this was my first time there, all I saw was a few complaints that there were a few new players. I thought I'd just ask for advice here. I'm not sure which manuals will be valid or invalid, an example of this came back when I first started the game I read a guide that said put all my attribute points in effect, only to find out later that the manual was out of date and that I had to put all my points in viability. I appreciate any advice you guys are willing to give, I'll read all of them before trying any PvP again, so I'm not a burden to my team. Thanks for reading. 02-08-2017 05:56 AM #2 Paladin is the CC king, your job is less about killing things and more about providing support to your party, and controlling your opponent's crowd. It's harder in the front line because it's just chaos, but in the holiday you have a shield bash (very important), a flash (for the blind) cover, a pardon, a divine veil, spirits inside (for silence), shield napkins (for appeasement) and perhaps a rage halo as an auxiliary tool, as well as the best arsenal of mitigation in the game, so you don't die and provide enough distraction for the enemy. As for the force against Vitality, back in 3.1/3.2 the viability has been changed so that it also provides strength bonuses, but only for tanks, meaning that putting points in effect has given you exactly the same bonus as viability, but without added health. Vitality all the way (materia is a more complex story, but always go viability if you can) the latter edited by Lambdafish; 02-08-2017 at 05:59. 02-08-2017 05:57 AM #3 Use your pvp skills, testudo is great for use on big ice to provide protection for your dps especially shallows, pld don't do much damage so run around and flash plus stun other dps commands, make sure to use the cover on players being focused and don't forget your LB tank. 02-08-2017 05:58 AM #4 Start Push: Testudo Target Enemy Healer - ' Tempered Will, Sentinel, Shield Bash, Wait 3s, Shield Bash, Wait 2s, Shield Bash, Wait 1 s, Spirits In, Glory Slash (to Your Team) Target Friendly Healer - Cover, Rampart Trust Friendly Combatant - Pardon Trust Self --'s Divine Veil, Pardon Aside from the PLD meme there's a ton you can do, flashes blind (for those who go mine precision) Sheltron and/or the stronghold of proc shield napkins so you can calm those pesky DPS going after your team goring the blade of the combo recoil from tanks, since only .45 str is used for dmg calc), it costs nothing on anyone else stunlocking healers or escape DPS Stay in sword oath if your healers have a hard time keeping you in the bloodshed and push back if you are targeted find out your yours The skills of what they do and when to use their Glory Slash will make a knock back, but the best use is to remove the beneficial effect from the enemy. Testudo gives everyone in your team a 30% reduction in the damage push back makes up to 180 potency attacks every time you suffer physical damage, so when you target DPS will hit yourself with a weapon to throw great for sprinting goals/sprint goals to escape the biggest help a PLD can give your team, although are stun locks, defense enthusiasts and protect your healers. As a new player for PVP, focus on those above trying to get kills. 02-08-2017 09:02 #5 all said, you got your kill anyway, I got a lot when stun locking someone, tanks at the mercy of a stroke. 02-08-2017 09:35 #6 Sorry for the late response, but thanks for all the tips guys. I've read on all of them already a few times, I'll probably try the front line tomorrow. Thanks again to everyone. 02-11-2017 08:59 PM #7 the best advice I can give you is not to rely on a pattern or rotation. Doing the same thing every match will make you predictable and eventually stop working. The best skill that you can work as a PLD is awareness (no, not the ability to play...) and reaction. Do not use Testudo at the beginning of the match, in every match. It will just go to waste because everyone will hold back their cooldowns until it runs out. The glory line has both offensive and defensive utility, how you use it depends on the current situation. Sometimes you want to finish your goring blade combo for damage, other times you only want to replicate the first 2 GCDs from the gorging blade combo because you quickly need an MP. That depends. Just keep training and don't be tough. 02-12-2017 12:35 PM #8 Originally published Llus Start Push: Testudo Target Enemy Healer - Qgt., Tempered Will, Sentinel, Shield Bash, Wait 3s, Shield Bash, Wait 2s, Shield Bash, Wait 1 with, Spirits In, Glory Slash (to Your Team) Why Would You Use Sentinel Here. It's an emergency skill for 3 minutes of cooling when you're focused but don't want to use Hallowed yet. Push Back provides immunity to liquid aura, so it's best to use it first before approaching the healer, and use the Hardened Will to clean the second binding without using Purify. Mercy Stroke should be cross-class as it's a big 5% finisher when a melee LB doesn't do enough damage. 02-13-

