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White mage ffxiv guide 5.0

Attention! This article is just a guide. The information expressed in the manual is usually more opinions than facts and should be taken as such. Guides are written by players, based on their experience, achievements and mistakes, and are designed to help other players. However, opinions may be different from those expressed in the manual. The strategies and information in the wizards may not work for everyone. Welcome to my guide for Conjurer/White Mage. Unlike other guides, this will not focus on the ending. Rather, I will browse each skill level by level covering the usage they have and where it fits into your rotation. This guide is based on data 5.0 and I will try to update it accordingly. Nor do I claim to be the best healer ever, and I am always open to constructive criticism of how I can make better use of these abilities. Healer Gameplay [edit] Game Healer is more than just knowing what your actions do, moreso than any other role you have to respond to and adjust (haha, memes know) to changes on the battlefield. You'll expect both to keep the side up and help deal with the damage when no one is injured. Knowing when to do each is vital to play healer. Your primary goal is to keep the party healed, that's why you call yourself a healer. Don't take this to mean that everyone has to be at 100% HP all the time however: Many of your cures are quite strong, and there is little sense in treating someone who is at 90% HP when you could chase a treat at 60% and still top them off then. When you should be treated, it will vary depending on your statistics and how hard the enemy hits: While you can round someone off with a single treatment, you don't want one unfortunate critic to be critical of death. Your second goal is preventive care. That means regens and shields. These are the things you can put on a player now to deal with the damage that comes later. Proper preventive care is necessary for creating downtime. Your ultimate goal is DPS. Many players think that healers should heal (especially useful on hard hitting targets that need to be focused down) and on boss fights you can shorten the unpleasant phase or even skip some completely if the party deals sufficient damage. An experienced healer can output about half as much damage as additional DPS while keeping people healed, so this is not something to be ignored! So, with these priorities out of the way, here's the basics: You want to effectively use your ability to release as many GCDs as possible for damage purposes without leaving your party at risk. This is mostly the use of the ability to increase how long the tank may take before it needs treatments, and using oGCD treats like Tetragrammaton when they need healing. If the tank drops to the threshold where you will not massively overheal and you do not have oGCD treat to do your job, then spend gcd on healing. Until then, keep beating things up. Treading the balance between healing and DPS is something with practice and confidence. When you're in doubt, err on the healing side, but you should always be looking for ways to keep your side up more effectively, and once you have enough downtime, practice throwing at least some dots out, before passing on a full-ability weaving DPS healer. Realm Reborn [edit] Your basic bread and butter attack, this may be your lowest priority option, but your most used charm. It's a paradox, I know. Level 2: Cure [edit] your very first treat. This will serve you well going forward, is your first direct treat, which means something that just restores HP and nothing else. Even if you get more powerful options, it's a more efficient option than others. Level 4: Aero[edit] your first dot. Like most DoTs, it hands down your highest dps option *IF* that takes long enough. It makes a whopping 230 potency for one GCD, but it requires a full 18 seconds to go before you reuse it. Once the party recovers, keeping aero up will be your top priority if the monster is about to die. Also note this spell's immediate cast: It allows you to cast while moving, weasel abilities when you have them, or for some matches where you just need some damage, but it doesn't matter how much. Level 8: Rest again [edit] your first role ability. Every healer has this. Unfortunately, this spell is practically worthless. It can put the target to sleep for 30 seconds, but it wakes up the moment any damage is on it. It can be useful when solo if multiple monsters attack you, and in rare cases when the party is exclusively attacking one target it can help remove damage from other monsters. In most cases, however, players in the parties will use AoEs, which will wake up immediately. One side note: Damage from the times does not wake them up, so you can apply the aero and then put it to sleep to do damage without being able to retaliate. Level 10: Medica [edit] your first area of action (AoE) treat. This is useful after AoE attacks from bosses, especially inevitable, but use them with caution: It's less power than treatment, while costing more than twice as much. Try to avoid using this if only one person really needs healing. Level 10: Esuna[edit] Another action role that removes debuffs from players. Not all debuffs can be removed, those that you can have a white line on them mark as such. In general, you'll want to remove debuffs whenever you can if they don't have a very short duration. 12: Raise [edit] It will raise someone from KO, giving them a little health. In an ideal situation, you'll never use it. In practice, put it somewhere easy to get to. There are many drawbacks to this spell: It has a very long cast time of 8 seconds, it's your single most expensive spell by far, and it leaves the target with a weakened state that reduces their damage for a while (stacking up to 3 times if they still die.) Fortunately, players who have just been raised have a few seconds of mercy invulnerability to keep them from dying again, even if it ends shortly, if they are ever healed or use the action, so throw them a cure instead of a regen. Oh, also some attacks are so tied to mechanics that they ignore all forms of invulnerability, including that. Level 15: Fluid Aura [edit] your first oGCD ability, and it's terrible. This binds the target for 6 seconds. Bind is a lot like sleep, except that the target can still act if it's a remote unit or you're still next to it. It still breaks the moment someone damages it. There may be some niche used for it here or there, but for the most part you will never use it. Level 18: Stone II [edit] Stone now makes 60 more potency. That's it. It's still used in the same places as the old one. Level 18: Swiftcast [edit] your third role action, it becomes your best friend. Its primary use is to remove the massive 8 second cast time for the increase, but if you're sure you won't need to use it anytime soon you can use Swiftcast to blow the treat while moving to avoid the mechanics. Level 24: Lucid Dreaming [edit] Aaaaand 6 levels later you have a new role action best friend. This will restore your MP, giving you more room to use more expensive tools. Don't save it for emergencies however: It takes time to recover, and it also has a low reworked time, so the sooner you use it, the faster it will turn for even more MP. So, in general, you'll want to cast until you're a little down, maybe up to 8k MP or so, then use this. Level 30: Cure II [edit] I hope you're ready to never cast a regular Cure again. This is slightly less MP efficient than Cure, costing more than twice as much when restoring a little under twice, but if you're on top of using Lucid Dreaming and don't use it to increase too often the increased mp costs won't be too bad, allowing you to save on GCDs you can use it for DPS instead. Basically, you'll now need to have two HP stoppers in your head: When you can use Cure II without overheals, when you're good at MP, and when you can use Cure without overheals when your MP is low. Ideally you will never have to use Cure, but should accidents happen and a few increases are needed, you may need to stretch the MP until he can recover to a safe level. Note the effectiveness of mp, in several levels you get a feature that gives cure a 15% chance to make your next Cure free, so even if you are trying to keep the MP it is useful to know where you can use Cure II effectively. Level 30: Presence of mind [edit] This oGCD capability makes your spells 20% faster for 15 seconds. You'll probably never need it for medicinal purposes, but it can be used to get a raise off faster when swiftcast is down, or to increase DPS. Try using it whenever it is. Level 35: Regen [edit] Perhaps the most defining feature of the White Wizard, and one of their most useful abilities, it uses a single GCD to throw away a whopping 1,200 potency in 18 seconds, for barely more than cure. For many fights it can effectively take care of auto-attack damage entirely on its own, which means you only need your other treats for the boss's abilities. Try to keep it on the tank all the time. It is also useful to throw on a DPS that has taken some damage if you are sure it won't hit again for a while. Level 40: Cure III [edit] Cure III is ... Weird. Despite being part of the Cure series, it's actually an AoE treat. Unlike most AoE treats however, you can target players to focus on them instead of yourself, but in practice you will use them when everyone is stacked equally, so that's not a huge advantage. It's the highest potency of all direct AoE treatments, enough that it's often unnecessary for all but the worst AoEs. It's unfortunately hampered by hefty MP costs, and an incredibly small 6 yalm range, barely more than the melee range. Use it for the stack drive, but otherwise others will treat you better. Level 44: Surecast [edit] It allows spells to be cast without interruption for 6 seconds, although it rarely becomes a problem (basically only if you're soloing things harder than you.) Greater use is the ability to vate most knock-back and draw-in moves. There are plenty of mechanics that can be effectively ignored using this. Although, for a 2 minute rework, you won't necessarily be able to use it for all of them... Level 45: Holy [edit] If Regen is a WHM defining healing spell, it's their defining spell of DPS. It is aimed at itself, so you have to be in the melee range of packing monsters, but it exposes an impressive amount of damage and stuns the monsters, effectively preventing damage as well. Every time a tank makes a big move in the dungeon, you should throw some regens at them, get them going, and then start a light show. It is worth noting that it is a better use than even Aero once there are at least 3 monsters. Level 46: Aero II [edit] Aero now has 10 more power at initial hit and DoT damage has been doubled. All the more reason to keep it your first priority when DPSing. At 3 monsters it will equal holy damage-wise at a lower price, but for no more you will want to use the holy place. Level 48: Rescue[edit] your final role ability, it is difficult to use properly. It is mostly used as a way to party members, but is designed to take players to a safe place. Unfortunately, in most cases by the time you have moved somewhere safe it is too late for other players, so the chances of using it are far and away in between. There are several niche uses where you can plan in advance to pull someone out of a party for one reason or another once it's safe to do so. Level 50: Medica II [edit] This is an AoE regen and is as powerful as it sounds. This is your most effective tool for patching the entire side, but there are two small caveats to it: First, its initial effectiveness is less than medica, so if you need to complete asap to go with it or Cure III. Secondly, it's an expensive charm of AoE, so just because you can keep this regen on the player all the time doesn't mean you should. This is more patching up people who won't be hit any time soon, rather than the preventive care that Regen's. Level 50: Benediction[edit] This oGCD capability instantly complements all hp targets. It's useful for emergencies, but it doesn't necessarily store for them, especially on easier content. However, keep in mind server latency. This ability is notorious for not protecting the target from imminent death due to players who use it at the last possible moment: By the time the game server registers that you have pressed a button, it is already sent out that last hit to the tank. So try to use the penultimate hit. One of the most useful situations to use benediction is in conjunction with the nevulnerability tank, which moves Holmgang, Living Dead and Superbolide. Either way, all these abilities benefit from an immediate full treat to cover their weakness. Heavensward[edit] Now you have access to Lily's gauge! Every 30 seconds in combat, the lily will bloom allowing you to use this. It's the same power as Cure II, but it's free and instant cast. While there are occasional situations where you want to save for use while moving, for the most part you will want to use the Cure II site whenever possible. Level 52: Asylum [edit] That's what I wanted to call a friend bubble. It's oGCD that creates a field that heals everyone inside, you can use it either as a cheap Medica II or refill the Regen on the tank. Just... get used to shouting at members of your party for standing just outside the bubble where it doesn't help them. Friend bubble is your friend. Get in the bubble. Level 54: Stone III[edit] Another 40 potency to Stone. Yawn. Level 56: Assize [edit] This oGCD is a 400 potency treat on your side, 400 potency AoE attack, and restores MP. All on a 45-second timer. Don't save it for emergencies if saving for a few seconds will help cover AoE, sure, but beyond that you'll want to have it on the cooldown almost constantly. This is one of your best skills, and with such a redesigned timer should abuse it as best you can. Level 58: Thin Air [edit] This oGCD will be all spells free for 12 seconds, and at this point your MP worries should basically be gone. It is useful to pair with Raise to eliminate hefty MP costs, or with the presence of mind to compensate for other MP brain casting faster (although I'd stick to it just for that). Even if you're just DPSing however, you can still view it as a free 1600 MP, so try to use it frequently rather than stick to it. Level 60: Tetragrammaton [edit] Have you wanted to cast Cure II without using GCD? Now you can, once a minute. Whenever possible, use this Cure II or Afflatus Solace site, and spend that GCD you have saved on other things instead. Stormblood already know how it works. 40 more potency. Woo. It still uses exactly the same as before. Level 66: Divine Benison[edit] Finally, finally, you have shield ability. There are two uses for this: On some extreme or wild issues it may be necessary for someone to be able to live through something that would otherwise hit more than their HP max. Besides, you want to put it on the tank whenever it's up: Assuming the target is constantly under attack, you can view it as an OGCD 500 potency treat effectively. Level 70: Plenary Indulgence [edit] I'm not going to lie, I really wish it was still the version we had at the end of Stormblood. That was actually helpful. Instead, we have this oGCD that will make the next AoE treat you do over the next 10 seconds to do 200 more potency. This can be useful for attacks that bring most of the party up to critical HP, but for most AoEs your AoEs will do well without buff. Shadowbringers[edit] It's like Aero II, but the initial potency has been doubled and the duration of the DoT has almost doubled. Hooray. Level 72: Dazzle is like Stone IV, but with 20 greater power. Hooray. Level 74: Afflatus Misery [edit] Culminating in your lily gauge, it requires you to use Afflatus Solace or Afflatus Rapture (More on that later) 3 times before you can use this, effectively giving it a 90 second redesigned timer and a whopping 4 GCD costs. At 900 AoE potency (albeit with some falloff on other targets), it's terribly tempting, but this damage isn't so much like just spam dazzle at one goal. Rather, one may see it as a pity discount on gcd treat expenses before: You'll still want to use oGCD cures through your GCD ones, but now that you have to, you'll basically get most of the damage you'd get from DPSing back in one massive nuke. ... Oh, and it goes without saying that on big packs of monsters, go crazy with this. Spend those lilies even if you don't have to, even on two targets that are some sick damage. Level 76: Afflatus Rapture [edit] Take what Afflatus Solace did for Cure II, and apply it to Medica. It's free and immediate cast. And now you have more than ever to use it. Level 78: Extended Asylum [edit] Your friend bubble is now friendlier than ever, increasing HP's back healing action by 10% for people inside. If it's anything like previous healing buff actions in previous expansions, it will only work on real spells and not abilities: That is, Cure, Medica, and Afflatus spells rather than your oGCD moves. Still, everyone helps a little, especially on big moves. Level 80: Temperance [edited] Players from before the expansion may remember that we had an ability called Largesse that increased our healing power. Or the Divine Seal before. I'll be honest, I'm not happy that now we have to wait until level 80, but at least we have it. On the other hand, it now reduces the damage that the party has taken. All salt aside, you will pretty much want to use this ability in preparing heavy blows. Pop it, take the reduced damage, and use polished treats to fix them back up. Boom. Boom.

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