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Ffxiv scholar macros

It's all a work in progress. It is announced that it will not be the correct way, but for the chronicle of different decisions/common sense's abilities. This site is completely delayed and will be updated when I have some free time. Thank! I have a macro in the list with the logic of creating them and using them. The main goal was to lose my macro as much as possible while not losing any/much versatility. Any advice/suggestions or disagreements. All my skills are using Aetherflow and are instant have Aetherflow built into them. This saves you one macro space, which means that if I don't have any costs and I use the option to refresh my costs. If I need an eterflow, I just tap any ability to be built in. I all aim them all at the goal because the mess of one of these can be tragic. I don't know if I like that Aetherflow is connected to these abilities. There is a much more situation awareness because I do not have a countdown from aetherflow and if I spam buttons I can use aetherflow at absolutely the wrong time. I think it's worth a try though and if these changes I'll keep the update. /ac lustrat /microikon lustrat <t>/ac Aetherflow <me>/microicon sacred soil /ac sacred soil /ac aetherflow <me>/microicon Indomitability /ac Indominitability <me>/ac aetherflow <me>Now My healing abilities. Make it to the seed, whoever my <mo>name is targeted by the mouse. is <t>target. He's a target. 95% of the time when the main <tt>tank is a target. When someone else needs swelling, I move my mouse over his name and touch the skin. If I'm first on the list, I can leave the tank that's the target, and still &mo>i can do whatever I want. When I take the mouse of their name, the target player is now in injury. It's a little redundant, but for that, when <tt>I do damage. If I don't switch back to my team, I'm still targeting them, or if I just want to keep targeting the main tank. The order is very important. I always want to be earlier because targeting a doctor for example would only glee your goals over them if it was outside the order the same applies to <t> <tt>. <mo>/microikon physics /ac physics <mo>/ac physick <t>/ac physick <tt>/microicon adloquium /ac adloquium <mo>/ac adloquium <t>/ac adloquium <tt>Now Some of the newer skills are hard to place. I still want my macro to be condensed, so I try this out: /makroicon succor /ac Emergency tactics /ac succor By tapping Succor twice I do AoE treatment 300 potency every minute. If the emergency tactic is not turned off, it is only normal 150 heals + 150 Shield. I admit that this is not ideal, but reduced to one macro slot is very fast compared to the selection of two buttons in sequence and so I use the ability 95% of the time. They're doing my best to get used to it. The deployment tactic looks amazing, but the description is a little misleading. Eye for eye and galvanizing doesn't seem to stack. In my experience, </t> </mo> </tt> </t> </mo> </mo> </tt> </t> </tt> </mo> </tt> </t> </mo> </me> </me> </me> </me> </me> </t> kot Oko zaoko. Oko. favour over galvanic, but could also choose the ability that was first given at the finish line. I don't think AoE Eye is worth it. That's basically a 2% damage reduction in 30 seconds. For a single target tank is well worth it because hey this is a free damage mitigation tool. To mitigate an average of 2,000 injuries, the target would have to take 100,000 damage in just under 30 seconds. My galvanize on adloquium is 4,000 without crit so we only assume 99% of the time adloquium > E4E /ac adloquium <t>/wait 2 /ac deployment tactics Now I somehow <t>love /hate Broil. It's amazing, but it's on a different cool down then destroy/destroy II. If you unwantedly trash this button, it will alternately Ruin II and Broil. I want this macro when lowering the bar because if I'm not high enough, it uses a spell, and it's in the order I want. My only victim is can't spam key / macroikon broil /ac Broil <t>/ac Broil <tt>/ac Ruin <t>II /ac Ruin II <tt>/ac Ruin <t>The MACRO Scholar thread! The scholar is a good class, but he always seemed to be scared in the shadow of the almighty White Mago in all its celestial glory.... But not anymore! With these Macros I'm going to share, you're going to be an absolute beast in healing, facilitating damage and dealing with harm. Something our friend WHM isn't that good at! IMPORTANT NOTE: MAKE SURE YOUR PET IS AT ALL THE TIME ON OBEY!*** MACRO THERAPY Resurrection /macroikon Resurrection /ac Swiftcast <wait>/ac Resurrection <t>/ac Resurrection /p Wake up (You can use whatever phrase and or sound you want <t> <t> <se.9>here.) It's the bread and butter of both classes. You need a period of rapid transmission, and this macro allows you to make an immediate casting of the resurrection on a fallen member of the party! Resurrection's been there twice, just in case he decides to bother me. Physick /Macroikon Physick /ac Physick <t>/pac Embrace <t>/wait /pac Embrace This is your normal heal skill on <t>steroids! Your pet will heal immediately after you make almost twice the amount! Add a wait and another hug for when you're spamming your heal skill, the pet can't hold up to the spams, so having 2. helps with them to stick. Adloquium /macroikon Adloquium /ac Adloquium <t>/pac Embrace <t>/wait /pac Embrace Love me some <t>aldo, great dmg mitigation buff with galvanize to your single party member, but not great at healing on it's own, but that's where the five comes into play! He will re-start Lustrate /macroikon Lustrate /ac Lustrate <t>/pac Embrace <t>/wait /pac Embrace 25% heal for one of your Aetherflow is a chunk big of <t>HP.... Why don't you make it again! The pet will heal after you again! Sketches /macroikon Sketches /ac Eaches /pac Embrace I'm trying to get that annoying poison off your <t> <t>tank!? bi bilo, če bi se lahko zalečila in snela. Chakaj, lahko! Hvala vam.</t> </t> </t> </t> </t> </t> </t> </t> </t> </t> </t> </t> </t> </t> </se.9> </t> </t> </t> </t> </wait> </tt> </t> </t> </tt> </t> </tt> </t> </t> </t> </t> for my back ^_- Succor /macroikon Succor /pac Fey Illumination <me>/ac Succor <me>/wait 3 /ac Rouse <me>/pac Whispering Dawn Our weak <me>AOE healing just spell got 10 betterx. A little 400hp galvanize and the treatment doesn't do too much, but a good time to use succor is right before your enemy will do a lot of AOE, right? Your pet will throw a 20% increase in spell-based treatment, and throw regeneration treatment for 21sec when you warm up with this pre-hit succor, so your first succor will heal and galvanize for longer, and after that nasty Titan Tumult can heal for 20% more HP with your next succor. Your fellow man will also benefit from the increase! Please note Fey comes before Succor and Whispering, so all AOE healing will get a 20% increase. The bonus for the pet here is Rouse right before whispering that that AOE regeneration skill would be 60% increase. Rouse /macroikon Rouse /ac Rouse <me>/pac Fey Illumination <me>/wait 2 /pac Whispering Dawn So 40% increase your pets' ability to <me>healing... Sweet, isn't it? Pshhhhhhh what about 60%! Beast mode. Couple up with whispering and you have a lot of AOE regeneration that's going on courtesy of our little friend. (I found myself always using Rouse before succor's, so I makro'd do it above, but I'll do it here for fun if you just want to get a nice regen AOE goes.) ŠKODA MITIGATION MACROS Eye for a Eye / macroicon Eye for an Eye /ac Eye for a Eye <t>/pac Fey Covenant E4E is a great dmg soothing buff on your tank, when the proc will get down 10% of the damage taken by certain enemies, you know what makes it again <me>better??? An additional 20% reduction in damage to magical attacks thanks to Eos duhhhhh. Fey Covenant is set for me because it will still throw a spell at you if you have set a target, so it's best to be on your thin ass when casting it for a max of 10% dmg, 20% magic mitigation buff of your own. Holy floor /macroikon Council floor /ac Council floor /pac Fey Covenants Same thing as above, but this time it is <me>guaranteed 10%dmg, 20% magical mitigation for all party members who <me>surround you.... lots of great good use for this (*Cough* PRIMALS *Cough*) DAMAGE MACROS First, I have all my damage macros set with the invoked posture when using them, stand still. At first it is a bit strange, and there are some insects, as I will explain, but overall I think it is a very important part of the work of decent harm as a scholar when appropriate. Some may disagree and feel that rotations last too long and so, but I think it's just something you have to learn to be a better player. Time your attacks as some of them you will have to stand in place for 4 seconds. Shadow Flare /macroikon Shadow Torch <me>/ac Cleric Stance /wait /ac Shadow Flare <t>/wait 7 /ac Miasma II <t>/wait /ac Cleric Stance <t>Shadow Flare! It's a great skill, it has a chance to slow down some enemies. čakanja je nastavljen na 7 seconds,</t> </t> </t> </t> </me> </me> </me> </me> </t> </me> </me> </me> </me> </me> </me> </me> traja 3 seconds zaaj, odd drugoundo ali Choose the area you want to place the torch, then you have the remaining time to run up to the tank, and circle the group of enemies. Just be close to the bad ones for Miasma II to go off! Once it's out, run back to a safe place when the all-in-one position is off. If you feel like you're waiting for Miasma II to go too far, take it off at 6 sk, just use 7 sk as it works for me. Bio II /macroikon Bio II /ac Cleric <me>Stance /wait /ac Bio II <t>/wait 3 /ac Bio <t>/wait /ac Cleric Stance Love them DoT's, and this works just great. stay still (4sec) when you hit it and wait for Bio II to finish casting, then run around to your hearts content as Bio and stance go <me>off. Then watch the damage fly! Miasma /macroikon Miasma /ac Cleric <me>Stance /wait /ac Miasma <t>/wait 3 /ac Aero <t>/wait /ac Cleric Stance The same set as above works wonders on <me>damaged field. BUGS Some of the problems I found with macros damage are as follows: ** You need to move NOW! And you ero you er. No!!!!!! ** For some reason, you have a sane posture while you heal... What happened here? So we can fight these issues. At 5 seconds, it's a recast time. Do you have to move the middle? Fine! Just move, get in your place and start casting again if your quick enough about moving your Bio II or Miasma will start casting again after skipping over the all-around position because it's not yet ready to be cast (Keep in mind 1 second delay before casting starts again). So you moved out of the path of the fireball, but you weren't fast enough? You start spinning again, the forced posture switches off, then you start casting Bio II or Miasma, that's OK. THERE'S NO NEED TO PANIC!!! Let the rotation go through its course, it will turn the all-around position back on when it's finished, but not the HUGE deal. I think you did damage at the first hour, and you shouldn't be in the desperation of the need for obvious time, right!? Drop some ratings and hit the Bio II or Miasma macro. Once you get rid of this bittersweet skill known as Cleric Stance, run! You don't want to continue rotating your skills, because it will happen again. So run to cancel your vacation. That's all for now. I hope you all enjoy reading, and I hope it helps some players who are not too misled by macro application with SCH. It's not written in stone, folks, if you find a way to work better for you, go ahead and do it! I just wanted to give a reference to people to see how they could use their class a little differently. In the end, it comes down to your style of play! Personally, I play on ps4 and have all this macro on my 16button bar is waaaaaaaaay better than to make it through hotbars. (O_O) Mind.... Blown..... Why didn't I ever think I was in command of Eos, that he'd get on with it when I started? ..... Now I have to go play dungeon as a scholar. Thank you so much for sharing!!! I am</me> </t> </t> </me> </me> </t> </t> </me>I've never thought of it. Thank you for typing it, because macros can be so optional if you don't write them correctly! Should more of them be included under Damage Macros? I want to know your secrets! =D The only bad thing for macros like this is that if you ever find yourself in a spam fest, it will cost you time because you can not que macro as you can have a standard spell. The spell must complete its outflow before the button is registered, which will lead to arthritis causing mashing buttons (just ask Adal about it lol). Another bad thing is if you need to install your fairies ie: in our T5 runs for fireballs.if your target comes out of range as MT after the neuro link falls and before the fireball will fly off the target. rouse fey lighting whispering dawn with succor macro is nice for when a lot of dmg will come or give a vecess while waiting for aetherflow cd to save mana.always have succor nonmacro'd to use aswell tho. Fey's commitment to macro'd in om ability is a situation like his only magical defence, so not completely buffing dmg mitigation unless a heavy spell of dmg is coming. But I think it's best to set the elf button to heal on my transverse macro'd, so no matter who I heal or if I dpsing can still put on <ft> <tt> <t>work. Still a very good macro that I have and used, but before I forgot the comfortable micro management villa. Sorry for the long windiness and for the grammatical/punctuation, on mobile lol. Just my two gils. Sorry, Eirlys! It was midnight when I decided I'd start writing this up LOL! I was too tired after the macros started, so I went to bed. Attack macros are now up, and I hope to try them out as they can be really fun! I also updated more of the macro healing to better suit the situation, adding Rouse to the Succor macro as I found myself to use it before i would cast Succor i so. He also added another embrace of action for some healing skills to better combat spam healing so that Eos can catch up! And Smythe I think I don't know how or even if I can que up skills on my PS4, I always have to wait for the overhaul on the skills to be done before I press the button, but I got used to it through so many hours of guessing, and it doesn't bother me. You're also right about the T5, when the tank runs down the neurolink falls, I've seen some tanks stay until the fire strikes then run, or some screw off as soon as it falls. But I think it would be nice to have a 2nd hotline of regular healing skills, then after a fire hits, you can always switch back to a macro connection. As I said, the way I set them up, works perfectly for me and my style of play, it's not the end of all scholar's books secrets, exactly what I found acting over playing scholar. I agree with you that macros can and do a lot of help. I used them from about LVL 40 to 50 and still do for DF Roulette. Macros that you</t> </tt> </ft> help them in the list tone in getting huge out, especially when you and the fairy so crit crit the same goal can be a crazy amount. Like you said, you think it's comfortable. What I mean is that it tymies the spells, with the macro spell must completely end the casting then you hit the second, but with the bare spells and ability when the bar is saying 80% - 90% you tap your next spell on target and as soon as the first finishes the next starts. It may not sound like a lot of time, but it can make a difference because you don't have to worry about hitting the next macro part of a second early just to see your avatar stand twidling in. Good blm pointed out to me very much, along with the need to stock up on keyboards and controllers for all the broken keys and buttons said I'll finish with lol Thanks for all the mental responses guys. I'd like to try that with my scholars and find out what he's doing for me and what he's not. I will certainly include the St. Father's posture in my macros of damage. I like that the scholar has the ability to contribute to injuries as a summoner diet, but I don't like to remember cleric Stance on top of all the other spells. If macro had done this for me, he would have... By the way, if anyone wants to copy your macros, you misspelled Physick and Adloquium. Wrong.

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