

The reason it comes across as "flexing" is because most people don't have the same mind state when it comes to achievements. This is not a "I have this and you don't statement", this is a "look at the things that I have done, and realize the skills and time commitment needed to do these things." My Saint titles, are in half the time period of the season as a gatherer that was leveling up and couldn't even hit the highest nodes day 1 and had no melds until I was spirit bonding inside. I was playing catchup and still managed to land rank 6. That was 10-16 hours a day gathering. And that carries over into the other areas. Having farmed 10+Bil in ~3-4 years time since I started in ShB, is a drastic difference compared to someone that farmed that amount playing since 1.0. When you talk about 2-3Bil income yearly, from your sprout era, that is not a casual. When you talk about someone who manages sales across 30-40 worlds spending 2-3 hours a day just updating prices, that is not a casual. That is someone that has spreadsheets on profit margins, deals with logistics, etc. And not being in the crafting market means I'm not using 3rd party plugins to do all of the manual work for me, and the fact I'm not using submarines, means that I have found a methodology, not publicly advertised on youtube, that dwarfs the income of people that have 100 FC's with maxed out submarines. That is a person that is good with numbers and manipulating systems (which PvP is also partially a test to when you get into the higher rankings and you're talking about analyzing, developing metas, understanding matchup's, job kit, risk, and situation analysis, manipulating matchmaking, and as well as tracking strengths and weaknesses and play patterns of players across several data centers and data regions as most high ranked players on NA also play on EU and JP)

One of the things I left out is the fact I have over 25,000 tortured memories inside of Bozja. Between a massive amount of alts, extreme labor in maintenance markets, the sheer volume of farm I've done between Bozja and Diadem, on top of being a venue owner that is a 9-5 job damn near, I am not a stranger to extreme grinds, parsing numbers, analyzing systems and job kits. Being part of a testing group that got to directly give feedback and do live testing with the community manager and devs, also means that you have a good understanding of the systems in a given game far beyond an average player. You are not going to be a high end tester in one game, and be a shallow casual in another.

Testers are extremely inquisitive, creative, and limit testers by default because our job is to literally break the game, to find every exploit, every nuance and consider them for all skill levels in our feedback. To push jobs to their limit and find bugs. Most regular people may not intuitively know this, but test server also does not give you the same stats as what you would have on live server. You have completed the same content as people on live server, with less stats because you have to be given gear to use, and if you're doing specific tests for the devs directly, they will instruct on what stats to have for each test to give feedback on. Everything on live server is significantly easier than what happens in internal testing or test servers. That is what the devs mean when they say, you don't need 3rd party software to finish content. Internal testing is not going to have a 9-12th man. Internal testing is not going to have penta-melded gear. Internal testing is not going to have auto callouts, and logs to tell them everything they did wrong with their rotation.

That is why it came across as "skill issue" when Omega came out because it was internally beat with less things than what is available on live. All of these remarks regarding skill traits were targeted toward a previous person who alluded to fflogs in a discussion about dungeon pulls. I have years of going into elite content, with bugged healing mechanics and visual tells far worse than anything that goes to a live server, and had to find creative methods to push through those issues to continue testing, I have extreme levels of grind, number crunching in my history, and various analytic situations in my past and you think a dungeon pull is above my mental capacity of discussion? And the first thing that some person might want to respond is "well that's your old game, that's not this one", hence the comment about one of my testing partners that did dps rotations with me, that I brought to this game, has 95-98 parses in savage on his first tier. These are the same people that ran with me, day in and day out in elite content where we came from, **THAT CAME TO ME FOR TANK IN CONTENT**, he just went into raiding while I started in gil farming and venue community projects.

Part of the reason for the uploads was to show my youtube channel for anyone that wanted to be nosy, because they would see the yard full of service accounts I had, which someone in the thread said I lied about, they'd see the multitude of 12-16 hour livestreams of Bozja farming, crafting and gathering back during Firmament (returning back to that grind skill aspect). They'd see some of the extremely old leftovers for dps rotation testing I was asked to upload on my new channel, they would see me running dungeons as tank and healer **WITH THE PERSON THAT WAS 95-98 parsing** when we were both sprouts if someone pushed that issue and brought up fflogs again.

My personal skillset and traits thrived in competitive PvE and PvP and markets in my old game, thrived in the venue community scene here, thrived in the market scene here, thrived in PvP here, and my testing partner thrived in PvE here. There is no conceivable argument, that I would not be able to perform at a high level as a tank in PvE. I have sat here and watched 10+ pages of the same comments on repeat saying any tank that has a problem with a dps pulling ahead is trash and can't handle it. The minute I prove I'm a breathing example that that stupid excuse is trash, people act like they don't care. People sat there and attacked me and wanted to say that tanking in dungeons has no skill curve, and the minute I want to hop in content and put gil on it to prove a point about mitigation rotations being a skill curve for tank, people duck. And I'm sitting here with 5+ people making stupid comments, tossing insults and assumptions, and in my head, I'm more qualified to speak on this than every single one of them likely.