

My First Ninjutsu V2.0

A beginner friendly ninja guide

by Shalfu Nyan

The objective of this guide is to teach you the very first steps you will be taking as a ninja, assuming you know NOTHING about FFXIV melee system and you are completely new to the game.

If you are familiar with the job already and you want more detailed information jump to the In depth guide written by me as well:

<http://bit.ly/ninguideshb>

THE VERY FIRST LESSON IS READ AND UNDERSTAND ALL YOUR TOOLTIPS.

If you open [Actions and Abilities] a menu with all your skills will appear, **READ CAREFULLY** through all of them.



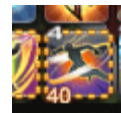
Lets put all the skills (actions & abilities) aside for a moment and speak about:

Combos

The first thing you will face when playing ninja is the combo system, that's right, like fighting games.

Chaining your skills (actions [these are called GCDs as well]) will make your next skill make

more damage. You can notice when you are chaining skills that they will “glow”



Ninja has 2 different combos and they all start on the same skill which is Spinning Edge (SE) and they continue with Guts Slash (GS).

Now, assuming you've hit Spinning Edge followed by Guts Slash, 2 skills will light up at the same time. These are Aeolian Edge (AE) and Armor Crush (AC) and we call them **COMBO FINISHERS**.

Each combo finisher has different benefits:

- Armor Crush: Deals instant damage, has a FLANK POSITIONAL, and will increase your Huton Gauge by 30 seconds.
- Aeolian Edge: Deals instant damage, has a REAR POSITIONAL. And that's it.

There is aswell Shadow Fang (SF) which is a dot and won't break or combo, we should try to keep this action on cooldown.

Question: Alright Shalfu i got how combos work, now, how do i do **REAL DAMAGE**?

Answer: What you wanna do with these 3 combo options is a priority which goes as follows:

1. Keep your Shadow fang on cooldown.
2. If Shadow Fang is already on cooldown it's time to watch at your Huton gauge. Is it below 40? Use armor crush.
3. If Shadow Fang is already on cooldown **AND** the Huton gauge is over 40. Do an Aeolian edge.

Q: But Shalfu dude, i cannot be checking all this things.EVERY TIME I have to choose a combo...

A: Its simpler than what you think.

Q: Alright, I got it, I keep shadow fang on cooldown and then do the other combos. But you have spoke about positionals, what is that?

A:

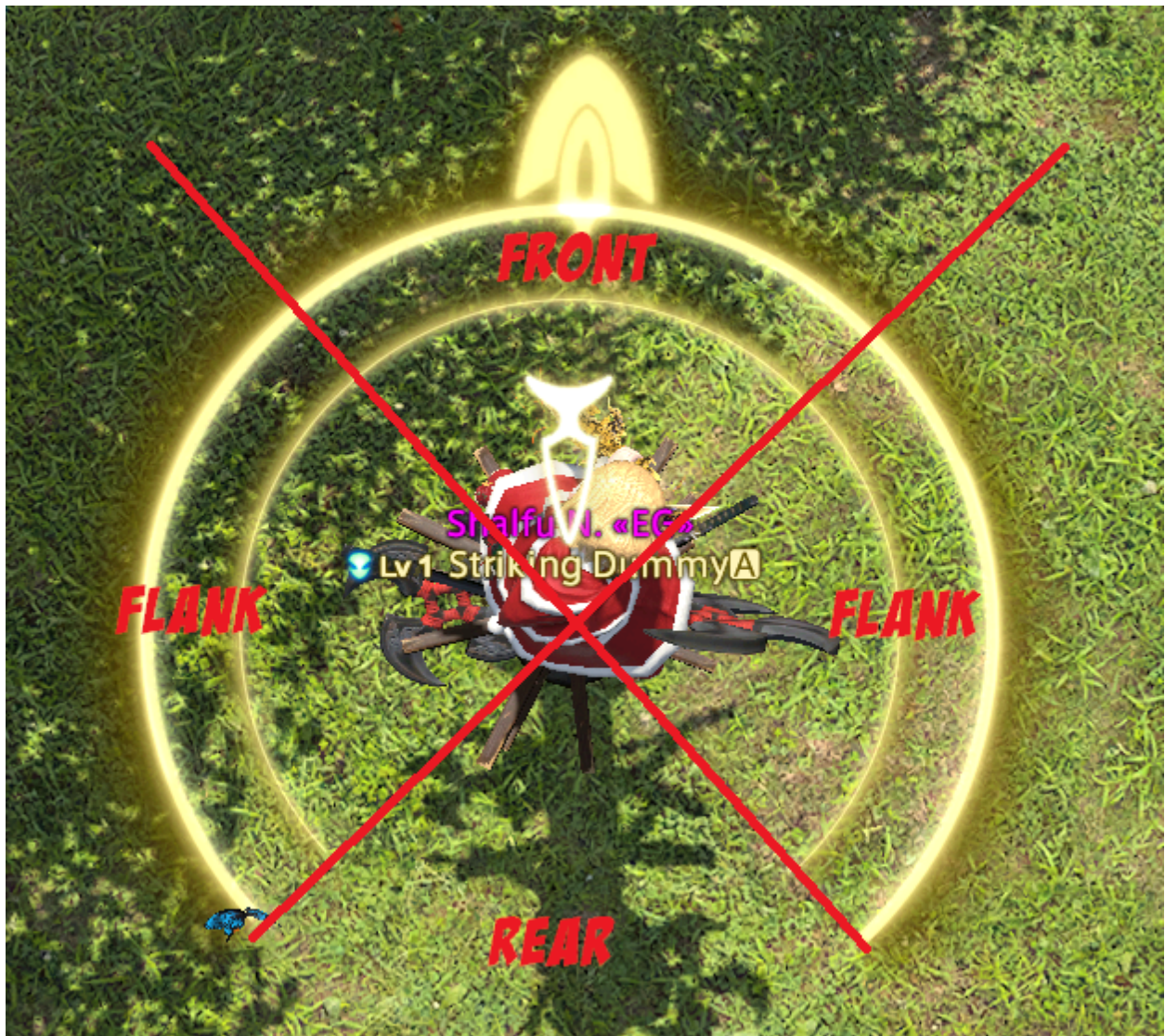
Positionals

A positional bonus means that, if you are attacking the target from a certain direction, your attack will deal bonus damage.

When targeting almost ANYTHING in this game this reticule will appear under it:



This reticule will give us the positional information which goes as follows:



Q: Alright, I got everything I have to know about my weaponskills....

A: We havent spoke about Death Blossom yet, but we will take over it after.

Q: Okay, the next thing I want to ask is, what are these 3 colored things on my bar and how am I supposed to use them?

A:

Mudras



These 3 icons represent each one of the mudras, Jin, Ten and Chi. Using different combinations of them we can do different abilities. Think about them as another combo system. Depending on the order you press this little boys, you will do a different ability when you press Ninjutsu.



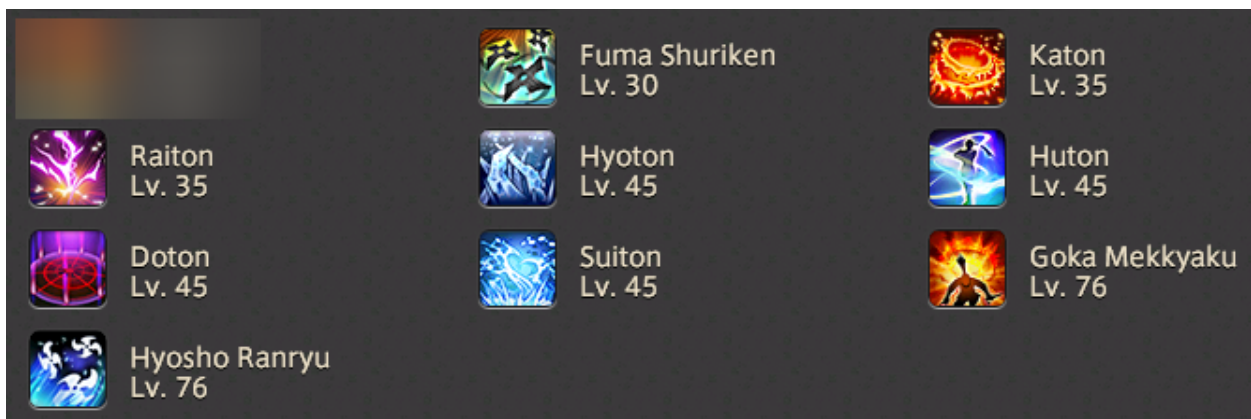
Now comes the important part, if you press **ANY OTHER THING** that is not a mudra or the ninjutsu itself this will appear



This is a bunny, it means you failed your mudra combination. A bunny will appear on your head telling everyone that you've failed to do your combination.

It is important that you live to the shame and press the bunny ninjutsu as soon as it appears. There is a more advanced reason behind this, just stick to press that button if you see it appear.

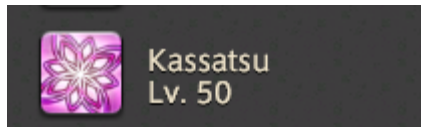
These are the different skills you can execute with the correct mudra order:



- Fuma Shuriken: Its fast, but its damage is not comparable to Raiton..
- Katon: 2 mudra combination. Deals instant aoe damage. Bae if there is multitarget.
- Raiton: 2 mudra combination. Deals instant single target damage. It's good, use it every time.

- Hyoton: is useless, just skip.
- Huton: 3 mudra combination. Makes our Global recast time and auto attack faster. It even has its own gauge. Just use it once and keep the gauge healthy for top results.
- Doton: 3 mudra combination. Think about it as a Katon on steroids but over time.
- Suiton: 3 mudra combination. Makes us be able to trick without hide or meisui.
- Hyosho Ranryu: Same combinations as Hyoton but with Kassatsu. Deals enormous damage in single target
- Goka Mekkyaku: Same combinations as Katon but with Kassatsu. Deals a lot of damage in AoE

The mudra combinations can be found on your [Action & Traits] Menu, by mouseover the abilities at the bottom of ACTIONS.



Kassatsu : will give you a **free ninjutsu** and increase its damage by 30% and also unlocking the new Goka Mekkyaku and Hyosho Ranryu ninjutsus. Use it every time it is ready.

Just a few notes about mudras:

- 1.- Always, always, always, before starting the combat, execute a Huton and a Doton at max aggro range. (this is normally 15y, check your throwing daggers while you approach the boss).
- 2.- For the love of god, use **Raiton**.
- 3.- Hyoton is useless 99% of the time (and fyi it's what deals less damage). But you can use it under kassatsu to execute Hyosho Ranryu at higher levels.
- 4.- In a long combat, your ninjutsu is gonna be Suiton - Hyosho - Raiton - Raiton - suiton - Hyosho - Raiton - Raiton.
- 5.- Avoid using Kassatsu on Suiton, but as you are learning, it's fine if you fuck up your mudras and use kassatsu to reset, don't worry, **we all did it at some point**.

Q: Alright, i've read the tooltips on the ninjutsu skills and I do comprehend them, now i still have 5 skills on my bar that i don't know what to do with them. How do I use these?

A:

Abilities 



These long cooldown babies are meant to be used **AS SOON AS THEY ARE READY**. Do not struggle to line up with ANYTHING, just mash the button as soon as it's ready. Try to, however keep dream within a dream and TCJ under **Trick attack** since have a strong synergy and their cd allows it.

Meisui: This will consume your suiton buff, pair it up with Ten Chi Jin.

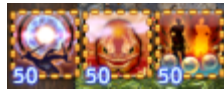
Ten Chi Jin: Will let us do 3 ninjutsus back to back, non repeatables. Depending on which fuma you use at the start, it will bring different combinations into your bar. **Experiment with it!**

The fuma-raiton-Suiton is the best in single target, while Fuma-Katon-Doton is the best for aoe.



As an honorable mention we have . This is the only ability in the game that has a positional bonus. The positional bonus will be high extra damage. This ability **will make your target take 5% increased damage from you and ALL YOUR ALLIES**.

If you hit this every time **AS SOON AS IT'S READY**, your teammates will **LOVE YOU**. Remember that to use this ability, you need to use the Suiton ninjutsu beforehand.



Q: Ok_hand, but what about these 3 flashy boys

A: Those are your....

Ninki abilities



- Bhavacakra: Its instant, costs 50 ninki, deals moderate damage and doesn't have a cd so press it as soon as it's ready unless...
- Bunshin: Costs 50 ninki, deals a GAZILLION damage. Use it EVERY TIME YOU CAN.
- Hellfrog: It's instant, costs 50 ninki, deals moderate damage, doesn't have a cooldown, use it if there are 2 or more targets.
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Q: So, I pretty much use this every time they are ready, prioritizing bunshin and then Bhava. Leaving frog as aoe resource. Now i have a basic understanding on how my skills and abilities work but... How do mix them both?

A:

Weaving

Mudras are part of the GCD too, but their recast time is different from your normal weaponskills. So you will have less room for mistakes.

You wanna use one skill (GCD) for each SINGLE ability (oGCD).

This is because our GCD recast under Huton is shorter than the other jobs, making us unable to double weave abilities unless **EXTREMELY** low ping.

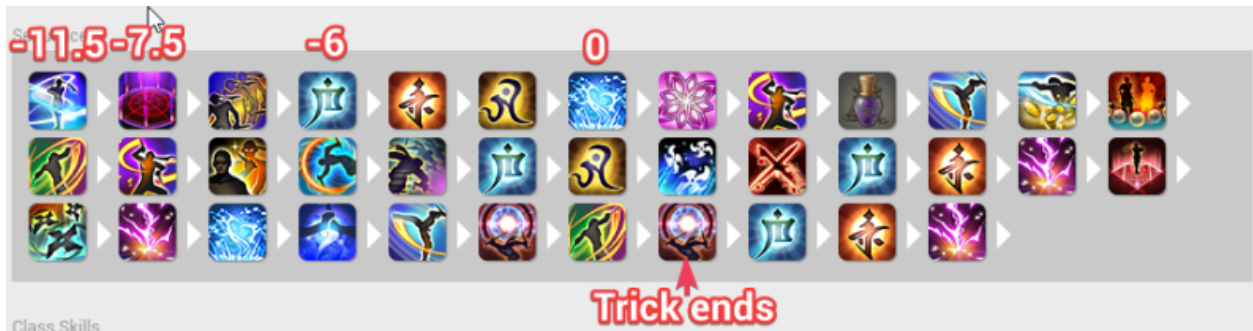
Clipping: If you use too many Abilities (oGCDs) after a skill (GCD) you will “clip”. This means, your GCD recast time is being unused, avoid this.

Q: I think i can use abilities and skills now, but... How do i start?

A:

Opener

This section is straightforward, just follow the images and execute the same sequence



Remember to always Sprint, Huton, Doton and hide before the combat begins.

Q: Why is there a doton?

A: Drop that doton at max agro range, check with Throwing daggers getting usable, if the tank pulls the boss inside, is free real estate damage. If they don't, it's no biggie

Multiple Objectives

- For 2 targets: Keep using your normal gcd rotation on them.
- For more: Spam Death blossom and Hakke Mujinsatsu over and over.

As for ninjutsus and ninki: Katon is your preferred ninjutsu, or Doton if they are gonna be stationary and they won't die soon. Frog over Bhavacakra since bhava will only affect one target. And TCJ Doton if it is available

Last words

Q: Fine, now everything makes more sense, where i can see how this works all together?

A: [In this playlist](#)

Q: Very well, now if i want more information... Where should i go?

A: To the In depth guide made by me linked on the first page.

Q: Perfect! Now anything else you wanna say? Any tips or something like that so i can start getting better?

A:

Practice

Makes Perfect

Thank you all for reading this guide, I tried to make it as short, appealing and understandable as possible. This is not, by any means, any High end guide. It just covers the initial steps you need to know as a Genin ninja. If you have any suggestions, commentary, or if you just want to shit on me, feel free to do so on the ninja channels in the balance.

The blob in the header is made by Levi and you can find more of this job icons here:
<https://discord.gg/hvN7JHA>

Special thanks to all the people that answer ninja questions on the balance discord.

I'll leave a picture of my character doing company to your best friend in this Ninja adventure.

