

ASTROLOGIAN REBORN 1.1 (6/20/2019)

Overview: Astrologian has always been something of a black sheep among healers, lacking its own identity in terms of how they actually healed the team and only set themselves apart with the use of their unique card mechanics. Since its introduction in Heavensward, healer balance has always been a headache of a concept.

In truth, I believe the reason this is the case is because Astrologian's Diurnal/Nocturnal Sect design was intended to have them essentially replace the White Mage or Scholar depending on your comp, without trying to be something different. As a result, you always will ever have Astrologian be either a better or worse White Mage or Scholar.

This concept is meant to change that by abandoning the old Sect system and giving Astrologian an entirely new way to heal. In addition, many Astrologian players are frustrated with the new design of the card system. While the new cards streamline some much needed balance issues, the complete homogenization of their effects completely eliminates the originality the job once had. I wanted this to be corrected as well by adopting some of the good ideas behind the new card system while reintroducing the individual card uniqueness in a way that feels more balanced.

With this design, I believe Astrologians would not only revel in their cards, but also enjoy a completely new healing setup so that they no longer compete so aggressively with White Mage and Scholar.

ACTIONS

1. **Malefic** - Spell

Range: 25y Radius: 0y
Cast: 2s Recast: 2.5s MP Cost: 400
Deals unsuspected damage with a potency of 130.

2. **Benefic** - Spell

Range: 30y Radius: 0y
Cast: 2s Recast: 2.5s MP Cost: 400
Restore's target's HP.
Cure Potency: 400

4. **Combust** - Spell

Range: 25y Radius: 0y
Cast: Instant Recast: 2.5s MP Cost: 400
Deals' unsuspected damage over time.
Potency: 35
Duration: 18s

6. **Lightspeed** - Ability

Range: 0y Radius: 0y

Cast: Instant Recast: 120s oGCD

Reduces MP cost for spells by 50% and cast times for spells by 2.5 seconds.

Duration: 15s

10. **Helios** - Spell

Range: 0y Radius: 15y

Cast: 2.5s Recast: 2.5s MP Cost: 1000

Restores own HP and the HP of all nearby party members.

Cure Potency: 330

12. **Ascend** - Spell

Range: 30y Radius: 0y

Cast: 8s Recast: 2.5s MP Cost: 2400

Resurrects target to a weakened state.

Additional Effect: While under the effects of Neutral Sect, Ascend's MP cost is reduced to 0, and removes **Weakened** and **Brink of Death**.

15. **Essential Dignity** - Ability

Range: 30y Radius: 0y

Cast: Instant Charge: 40s oGCD

Restores target's HP.

Cure Potency: 400

Potency increases the lower the target's HP.

**Maximum Charges: 2

26. **Aspected Benefic** - Spell

Range: 30y Radius: 0y

Cast: Instant Recast: 2.5s MP Cost: 800

Restores target's HP and applies **Aspected Benefic**.

Cure Potency: 300

Duration: 10s

Aspected Benefic Effect: When this effect expires, restores target's HP again.

Cure Potency: 500

30. **Solar Draw** - Ability

Range: 0y Radius: 0y

Cast: Instant Recast: 30s oGCD

Draw a card (arcanum) from your divining deck with a Solar Seal. Only one arcanum can be drawn at a time. Arcanum effect can be triggered using the action **Play**.

Shares a recast timer with **Lunar Draw** and **Celestial Draw**.

30. **Lunar Draw** - Ability

Range: 0y Radius: 0y

Cast: Instant Recast: 30s oGCD

Draw a card (arcanum) from your divining deck with a Lunar Seal. Only one arcanum can be drawn at a time. Arcanum effect can be triggered using the action **Play**.

Shares a recast timer with **Solar Draw** and **Celestial Draw**.

30. **Celestial Draw** - Ability

Range: 0y Radius: 0y

Cast: Instant Recast: 30s oGCD

Draw a card (arcanum) from your divining deck with a Celestial Seal. Only one arcanum can be drawn at a time. Arcanum effect can be triggered using the action **Play**.

Shares a recast timer with **Solar Draw** and **Lunar Draw**.

30. **Play** - Ability

Range: 0y Radius: 0y

Cast: Instant oGCD

Trigger the effect of your drawn arcanum. Only one arcanum can be drawn at a time.

34. **Time Dilation** - Ability

Range: 30y Radius: 0y

Cast: Instant Recast: 60s oGCD

Reduce the duration of **Aspected Benefic**, and **Aspected Helios**, and **Celestial Intersection** by 15 seconds.

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42. **Aspected Helios** - Spell

Range: 0y Radius: 20y

Cast: Instant Recast: 2.5s MP Cost: 1100

Restores own HP and the HP of all nearby party members while also applying **Aspected Helios**.

Cure Potency: 200

Duration: 10s

Aspected Helios Effect: When this effect expires, restores target's HP again.

Cure Potency: 300

45. **Gravity** - Spell

Range: 25y Radius: 5y

Cast: 2.5s Recast: 2.5s MP Cost: 600

Deals unsuspected damage with a potency of 130 to target and all enemies near it.

46. **Combust II** - Spell

Range: 25y Radius: 0y
Cast: Instant Recast: 2.5s MP Cost: 500
Deals unsuspected damage over time.
Potency: 40
Duration: 30s

50. **Horoscope** - Ability

Range: 0y Radius: 20y
Cast: Instant Recast: 120s oGCD

52. **Minor Arcana** - Ability

Range: 0y Radius: 0y
Cast: Instant Recast: 90s oGCD

54. **Starfall** - Spell

Range: 25y Radius: 0y
Cast: Instant Recast: 2.5s MP Cost: 600
Marks the target with **Starfall**, dealing unsuspected damage with a potency of 220 when the effect expires.
Duration: 15s

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60. **Celestial Opposition** - Ability

Range: 0y Radius: 10y
Cast: Instant Recast: 120s oGCD
Extends the duration of **Aspected Benefic**, **Aspected Helios**, **Premonition**, and **Omen** by 5 seconds on self and all nearby party members and enemies, and increases the potency of these effects by 20%.

62. **Earthly Star**- Ability

Range: 30y Radius: 8y
Cast: Instant Recast: 60s oGCD
Deploys an **Earthly Star** and grants the effect of **Earthly Dominance**.
Duration: 10s
Executing **Stellar Detonation** while under the effect of **Earthly Dominance** creates a **Stellar Burst** dealing unsuspected damage with a potency of 100 to all nearby enemies. Also restores HP of self and nearby party members.

Cure Potency: 540

After 10s, **Earthly Dominance** effect is changed to **Giant Dominance**

Duration: 10s

Waiting 10s or executing **Stellar Detonation** while under the effect of **Giant Dominance** creates a **Stellar Explosion** dealing unaspected damage with a potency of 150 to all nearby enemies. Also restores HP of self and nearby party members.

Cure Potency: 720

64. **Malefic II** - Spell (Animation: Current Malefic III)

Range: 25y Radius: 0y

Cast: 2s Recast: 2.5s MP Cost: 400

Deal unaspected damage with a potency of 160

66. **Event Horizon** - Ability

Range: 30y Radius: 0y

Cast: Instant Recast: 90s oGCD

Place the effect of **Event Horizon** on a party member or self, copying the target's current HP.

Duration: 15s

Recasting **Event Horizon** before the effect duration expires returns the target's HP to the copied HP value. If the effect expires, nothing happens.

70. **Sleeve Draw** - Ability

Range: 0y Radius: 0y

Cast: Instant Recast: 180s oGCD

Temporarily remove the shared recast timer on **Solar Draw**, **Lunar Draw**, and **Celestial Draw**.

Duration: 15s

Additional Effect: Cannot generate Seals while **Sleeve Draw** is in effect.

72. **Combust III** - Spell

Range: 25y Radius: 0y

Cast: Instant Recast: 2.5s MP Cost: 500

Deal unaspected damage over time.

Potency: 50

Duration: 30s

72. **Malefic III** - Spell (Animation: Current Malefic IV)

Range: 25y Radius: 0y

Cast: 2s Recast: 2.5s MP Cost: 400

Deal unaspected damage with a potency of 190

76. **Horoscope** - Ability

Range: 0y Radius: 20y
Cast: Instant Recast: 60s oGCD

74. **Neutral Sect** - Ability

Range: 0y Radius: 0y
Cast: Instant Recast: 120s oGCD

Increases healing potency by 10% and reduces the duration of **Aspected Benefic** and **Aspected Helios** effects by half.

Duration: 20s

Additional Effect: While under the effect of **Neutral Sect**, **Ascend's** MP cost is 0.

80. **Celestial Intersection** - Ability

Range: 30y Radius: 0y
Cast: Instant Recast: 120s oGCD

Consumes **Aspected Benefic** and **Aspected Helios** effects on target and replaces them with **Celestial Intersection**.

Duration: 25s

Celestial Intersection Effect: When the effect expires, restore target's HP.

Cure Potency: Equivalent to the combined potency of the consumed effects plus 50%.

Does nothing if the target has neither **Aspected Benefic** or **Aspected Helios**.

Arcanum

The Balance - Ability

Range: 30y Radius: 0y
Cast: Instant

Increase the damage dealt by a party member or self by 8% if the target is Melee DPS or 4% for all other class types.

Duration: 15s

Additional Effect: Grants a **Solar Seal** when used in combat.

The Bole - Ability

Range: 30y Radius: 0y
Cast: Instant

Decrease the damage received by a party member or self by 15%.

Duration: 15s

Additional Effect: Grants a **Solar Seal** when used in combat.

The Spire - Ability

Range: 30y Radius: 0y
Cast: Instant

Increase the damage dealt by a party member or self by 8% if the target is Caster DPS or 4% for all other class types.

Duration: 15s

Additional Effect: Grants a **Lunar Seal** when used in combat.

The Ewer - Ability

Range: 30y Radius: 0y

Cast: Instant

Gradually restore the MP of a party member or self totaling 15% MP.

Duration: 15s

Additional Effect: Grants a **Lunar Seal** when used in combat.

The Arrow - Ability

Range: 30y Radius: 0y

Cast: Instant

Increase the damage dealt by a party member or self by 8% if the target is Ranged DPS or 4% for all other class types.

Duration: 15s

Additional Effect: Grants a **Celestial Seal** when used in combat.

The Spear - Ability

Range: 30y Radius: 0y

Cast: Instant

Increase the healing potency of party member or self by 15%.

Duration: 15s

Additional Effect: Grants a **Celestial Seal** when used in combat.

Lord of Crowns - Ability

Range: 30y Radius: 15y

Cast: Instant

Increases the **Strength** and **Vitality** of party member or self and all nearby party members by 4%

Duration: 10s

Lady of Crowns - Ability

Range: 30y Radius: 15y

Cast: Instant

Increases the **Intelligence** and **Piety** of party member or self and all nearby party members by 4%

Duration: 10s

Jack of Crowns - Ability

Range: 30y Radius: 15y

Cast: Instant

Increases the **Dexterity** and **Mind** of party member or self and all nearby party members by 4%

Duration: 10s

Traits

20. Magick and Mend

Increases base action damage and HP restoration by 10%.

40. Magick and Mend II

Increases base action damage and HP restoration by 30%.

46. Combust Mastery

Upgrades **Combust** to **Combust II**.

64. Malefic Mastery

Upgrades **Malefic** to **Malefic II**.

68. Hyper Lightspeed

Reduces Lightspeed recast time by 10 seconds upon executing Essential Dignity.

72. Combust Mastery II

Upgrades **Combust II** to **Combust III**.

72. Malefic Mastery II

Upgrades **Malefic II** to **Malefic III**.

78. Enhanced Essential Dignity

Allows the accumulation of charges for consecutive uses of Essential Dignity.

Maximum Charges: 2