

Ninja Guide Cheat Sheet

Gear Calculator/Organizer: <http://ffxiv.ariyala.com>

Best in Slot (Turn 13): <http://ffxiv.ariyala.com/O58E>

Accuracy Caps:

http://www.reddit.com/r/ffxiv/comments/278dx2/accuracy_cap_for_everything_coi
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Stat Weights: Weapon Damage > Dexterity > Determination > Critical Hit Rate > Skill Speed.

WD: 9.132 DEX

DEX: 1.000

DET: 0.325 DEX

CRT: 0.226 DEX

SS: 0.215 DEX

Cross-Class Skills:

Mandatory - Invigorate, Blood for Blood, Internal Release

Personal Preference - Second Wind, Mantra

Single Target Rotation (Opener):

Without a Warrior/Slashing Debuff:

Pre-cast Huton -> Spinning Edge -> BFB + Internal Release -> Gust Slash -> Mega/X Potion of Dexterity -> Dancing Edge -> Suiton -> Spinning Edge -> Kassatsu + Trick Attack -> Shadow Fang -> Raiton-> Mutilate -> Mug+Jugulate -> Aeolian Edge Combo.

With a Warrior/Slashing Debuff:

Pre-cast Huton -> Spinning Edge -> BFB+IR -> Shadow Fang -> mega/Xpot -> Mutilate -> Suiton -> Spinning Edge -> Kassatsu/Trick Attack -> Gust Slash -> Raiton -> Aeolian Edge -> Mug+Jugulate -> Spinning Edge -> Shadow Fang.

Without a Warrior/Slashing Debuff, With Lag:

Precast Huton -> BFB -> Spinning Edge -> Internal Release -> Gust Slash -> Mega/X Potion of Dexterity -> Dancing Edge -> Suiton -> Spinning Edge -> Trick Attack -> Shadow Fang -> Kassatsu -> Mutilate -> Raiton -> Spinning Edge -> Mug -> Gust Slash -> Jugulate -> Aeolian Edge

With a War/Slashing Debuff/Lag:

Precast Huton -> Blood for Blood -> Spinning Edge -> IR -> Shadow Fang -> mega/Xpot -> Mutilate -> Suiton -> Spinning Edge -> Trick Attack -> Gust Slash -> Kassatsu -> Aeolian Edge -> Raiton -> Spinning Edge -> Mug -> Shadow Fang -> Jugulate

Priority System:

- 1.) Ensure Dancing Edge is always up (If no warrior for Storm's Eye)
- 2.) Shadow Fang combo if Shadow Fang is between 4-5 seconds left at the start of the combo.
- 3.) Reapply Mutilate just before or after it falls off. If it has under 4 seconds left when you finished a prior combo, reapply it.
- 4.) If both Shadow Fang and Mutilate have the same remaining time on their debuffs, prioritize Shadow Fang over Mutilate. Its better to prevent Shadow Fang from falling off than Mutilate.
- 5.) Line up Internal Release and BFB with DoTs and other high damage abilities as best as possible. Try not to hold onto these buffs for a long time without using them.
- 6.) Use Mug/Jugulate every chance you get unless their utility is needed otherwise (Jugulate Silence/Stun).
- 7.) Use Assassinate whenever an enemy falls below 20% HP, but be sure not to use it just before you'll need to dodge an attack since it comes with an animation lock.

AoE Rotation

Large AoE pulls: Pre-cast Huton -> Death Blossom -> BFB+IR -> Death Blossom -> Katon -> Death Blossom -> Kassatsu -> Death Blossom -> Doton

Small AoE Pulls: Death Blossom Spam with Katon or Doton

Additional Tips & Tricks

- 1.) Use Shukichi whenever you need to close the gap between you and an enemy. It helps ensure you are able to get back into the action quicker. It can also be used at the start of the fight to help close the initial gap between you and the boss.

2.) Goad your fellow physical DPS to help improve their TP management. Do it as soon as possible in a fight so it'll be available again between the 2nd and third invigorate. In dungeons if you have no fellow physical dps, goad the tank. If you do have a fellow physical dps who is AoEing, Goad them. If you have a Warrior, they'll hate you if you don't Goad them. Then again, so will the physical dps, so this ones on you to decide based on player performance.

3.) Hide is pretty much useless on end-game bosses currently as they reveal you as soon as they are pulled, so don't bother. Great for PVP though.

4.) Perfect Dodge can be used to avoid physical AoEs for better survival, or to allow you to keep DPSing by making it so you don't need to move away from the target. Remember, PHYSICAL damage AoEs.

5.) There aren't really any good macros for Ninja players. I highly recommend you never macro your main combo abilities, and especially never macro your Mudras. One useful macro you may like is the Mouseover-Goad macro, which allows you to Goad an ally by just mousing over their name in the party list. That macro is included in the document with the video.

6.) A few general tips of Ninjutsu usage overall

- Don't use Dotons on single-targets unless it's a last resort due to messing up. It is inferior to every other single target Ninjutsu other than Hyoton. It's a 3 part Ninjutsu which causes it to flow into the GCD and eat up more time than both Raiton and Fuma Shuriken, and its potency is inferior to Raiton by default, and due to taking longer to perform, will end up being inferior to Fuma Shuriken.
- Doton & Katon are both more effective than Raiton if there are at least two targets available, though Doton requires the targets remain alive 3/4's of its duration.
- Doton is only better than Katon in AoE situations if the enemies will remain in Doton's effect for at least 18 seconds. If enemies will die before this, Katon will do equal or higher damage.
- All Ninjutsu other than Fuma Shuriken IS affected by Foe's Requiem.
- If you're lagging really bad, it can sometimes be ok to use Fuma Shuriken instead of Raiton, but only if you are lagging, the enemy has a slashing debuff on them, and you don't have any of your buffs available. It takes a lot of practice to weave in Fuma Shurikens in place of Raitons at the right moments
- Practice ninjutsu a lot.