

Changes I'd like to see made

- Revert the Mp restored by [Aetherflow](#) to 20% And **REMOVE** the trait [Quickened Aetherflow](#). Even make [Aetherflow](#) a 70 second recast instead of sixty if that's what it takes to revert it's Mp restore **at the absolute worst**. But bottom line, Scholar has played with [Aetherflow](#) restoring 20% Maximum Mp for four years now since launch, **and they MUST have it back at 20% Max Mp restore regardless of how it is to be done**. That is one of the very important crucial parts of their class, that shouldn't and can't be taken away. [Lucid Dreaming](#) **DOES NOT** offset the nerf to [Aetherflow](#). The amount of Mp restored by [Aetherflow](#) was and always has been completely fine for years, if the other two healer's struggled to keep up in Mp management then give them their own Mp refresh skill back and buff their Mp management instead of nerfing Scholar's. Make [Lucid Dreaming](#) part of White Mage and Astrologian's core class skills not role skills and increase it's potency and/or duration while removing it as a role skill to prevent Scholar from taking it. Which would make White Mage and Astrologian's Mp management stronger than it was in Heavensward and Scholar would revert back to their normal 20% Aetherflow and remained unchanged. This balances the Mp management more than it was in Heavensward between the classes without nerfing or ruining any of the long lived playstyles of the classes that have existed for four years and that people love about the classes. There was nothing wrong with how healer's managed Mp before, if Scholar's Aetherflow was more potent and or more efficient than Shroud of Saints and Astrologian's equivalent, then again just turn up the Refresh Potency and/or duration for [Lucid Dreaming](#) and give it to only White Mage and Astrologian as a part of their normal class as they had their refresh skill prior to Stormblood this would be an easy thing to revert as it'd merely just be going back to how they managed Mp prior to stormblood, which is how they played for four full years. This way White Mage and Astrologian gain Mp management stronger than they had in Heavensward and Scholar goes back possessing the same 20% Aetherflow they've possessed for four years now since launch. Why must we instantly resort to nerfing Scholar instead of increasing the other two healer's Mp effectiveness and management if they were lacking and behind Scholar in that department? **(If this nerf is because of Summoner please nerf Summoner exclusive skills like Painflare and Deathflare for AoE. it's not fair to effect Scholar for Summoner changes.)**

-Revert the changes to [Bane](#), so it operates back under the -10% for the second, -20% for the third, -30% for the fourth, -40% for the fifth, -50% for the remainder. Make Bane cost Mp, give Bane a longer cooldown, something in order to revert it's damage nerf. But leaving the damage penalties doubled for Bane is unfair as the other two healer's AoE skills [Gravity](#) & [Holy](#) have been left to revolve around the same penalties Bane **USED TO**. On top of White Mage now getting [Thin Air](#) to make Holy cost 0 Mp paired with [Presence of Mind](#), yet [Holy](#) still sits at the same penalties Bane **USED TO**. If the reason scholar lost AoE Dps was because you are tired of four member runs being speed ran, then create all four member dungeons from here on out that prevent you from advancing to the next part until you kill a small group of 2-4 enemies. Then restore Scholar's AoE Dps. **(If this nerf is because of Summoner please nerf Summoner exclusive skills like**

Painflare and Deathflare for AoE. it's not fair to effect Scholar for Summoner changes.)

-Bring back [Bio](#), [Aero](#), [Combust](#). Aero doesn't have to be cross classable, but bring back the tier I DoT for all the healers at higher levels. Any player who has played since launch or has a year of experience of so would rather have the extra skill, than less buttons and more hotbar space, so the removal of the Bio Mastery at Lv.26, removal of the Aero Mastery at Lv.46 and the removal of Combustion Mastery at Lv.46 You encourage healers to Dps more with the removal of Cleric Stance and the ability to Dps and heal without stance dance and then take away Dps skills that have belonged to us for 4 years. Scholar lost Miasma II, Eye for an Eye and Virus as natural parts of their kit. So they already gained extra hotbar space. The only way leaving these removed is **even possibly questionably okay** is if you increase the potency and duration of the remaining two DoT's to make up for not having the lower tier DoT at higher level. But even then, you're changing the way the class has played after four years. That crushes people and makes them feel they've lost their purpose to play. Even if it's optional if you want to use it or not and people want the hotbar space, then they can choose not to set it. Sure they'll lose out on Dps, but what's the alternative? Make all healer lose out on Dps because of the minority who prefer less actions? This isn't only a reversion to Scholar, this would help and revert it for all three healer's. **(If this nerf is because of Summoner please nerf Summoner exclusive skills like Painflare and Deathflare for AoE. it's not fair to effect Scholar for Summoner changes.)**

-Revert the change of [Shadow Flare](#) back to a GCD. **Worst scenario possible** lower the potency or duration of [Shadow Flare](#), or even both in order to **bring it back to GCD** I'm fine with that even if it costs more Mp than before as well. But in it's current state, it being instant cast and having it's potency doubled **Does not make up for** it being on cooldown for 45 seconds after it ends. **(If this nerf is because of Summoner please nerf Summoner exclusive skills like Painflare and Deathflare for AoE. it's not fair to effect Scholar for Summoner changes.)**

-Revert The [Embrace](#) fifty potency reduction, back to 300 instead of 250, even if it means keeping her rng spell speed buff gone. As well as increase Eos & Selene's scaling healing value's with your character's level. Eos & Selene heal for less at Lv70 without Verity gear than they did at Lv60 on top of the fifty potency nerf to their heal.

-Revert the changes to [Adloquium](#) Mp increase, as Astrologian's [Aspected Benefic](#) is better all the way around. While I'm aware it too had its Mp increased, it's better all the way around so that makes sense for [Aspected Benefic](#) to have its Mp cost increased. But to increase Scholar's Mp cost on [Adloquium](#) when it's worse in every aspect compared to [Aspected Benefic](#) doesn't make sense.

-Buff [Sacred Soil](#) or nerf [Collective Unconscious](#) As they both provide -10% damage taken for anyone inside, but [Collective Unconscious](#) also provides a regen buff for 15s. Scholar is a main mitigation healer, Astrologian is Hybrid so nothing validates Astrologian having an on par bubble shield with Scholar let alone one better than the healer that has been pure mitigation and shield healing for four years.

-Buff [Adloquium](#) heal potency and/or the % of Hp restored it bases the shield off of, or reduce [Aspected Benefic](#) % of Hp restored it bases the shield created off of. Astrologian despite being a hybrid healer has an **instant cast** single target shield heal [Aspected Benefic](#) that creates a shield based off of 250% of the Hp restored as well as it cost less Mp than [Adloquium](#) **which has a cast time** and that creates a shield based off of 100% of Hp restored and 200% of Hp restored if it crits. On top of this Astrologian's stance [Nocturnal Sect](#) they must be in to cast [Aspected Benefic](#) to create a shield to begin with, which gives them an all time constant +15% Healing Potency. Despite Scholar revolving entirely around shield healing for four years and that being what Scholar is supposed to excel at. Scholar being a primary shield healer and always has been, should not be on par with a hybrid class let alone weaker.

-Buff [Succor](#) potency and/or the % of the Hp restored it bases the shield off of, or reduce the [Aspected Helios](#) % of Hp restored it bases the shield off of. Astrologian despite being a hybrid healer their [Aspected Helios](#) creates a stronger than Scholar's [Succor](#) shield heal because of [Aspected Helios](#) creates a shield for the entire party based off of 150% of the Hp restored, so it creates a shield for more than it even healed for. While [Succor](#) creates a shield for the entire party for only 100% of the Hp restored. On top of this Astrologian's stance [Nocturnal Sect](#) they must be in to make [Aspected Helios](#) shield players to begin with, which gives them an all time constant +15% Healing Potency. Despite Scholar revolving entirely around shield healing for four years and that being what Scholar is supposed to excel at. Scholar being a primary shield healer and always has been, should not be on par with a hybrid class let alone weaker.

-Buff [Broil II](#) to 250 Potency like [Stone IV](#) has, or reduce the potency of [Stone IV](#). (If Scholar is given back their AoE damage, then this change doesn't need to be made. But you can't make Scholar's AoE nonexistent, and then on top of that give them a weaker single target GCD Dps skill than White Mage. When White Mage still has [Thin Air](#) for 0 Mp cost Holy spam, [Presence of Mind](#) faster cast time during the 0 Mp cost Holy spam, [Holy](#) (Holy's damage penalties were not touched, yet Bane's damage penalties were doubled), [Aero III](#) and [Assize](#) for AoE Dps AND a stronger single target GCD Dps skill?

-Rework [Excogitation](#), as Scholar's find themselves even forgetting they have it or struggling to find an effective use for it. [Lustrate](#) only has fifty potency less and does roughly the same thing. (Waste of a new Stormblood skill, that could've been something so much better.)

-Remove [Chain Strategem](#) **IF THIS IS ONE OF THE THINGS IN QUESTION ON WHY SCHOLAR CAN'T HAVE THEIR AoE DPS BACK, BECAUSE THIS DOES NOT MAKE UP FOR OR VALIDATE SCHOLAR'S LOSS OF AoE.** If you revert the core DoT changes to Scholar's kit, I'd even be fine seeing [Chain Strategem](#) being removed entirely or nerfed to like 5% too. If the reason scholar lost AoE Dps was because you are tired of four member runs being speed ran, then create all four member dungeons from here on out that prevent you from advancing to the next part until you kill a small group of 2-4 enemies. Then restore Scholar's AoE Dps.

-Remove the fairy gauge for Scholar in PvP, it makes it to where 90% of the time you can't even have your pet out. As that defeats the purpose of Scholar, give Scholar [Indomitability](#) in PvP as well because White Mage gets [Assize](#).

-The removal of cross class skills was alright, but in doing so you should've given all three healer's [Esuna](#) and [Protect](#) in their kit naturally, maybe even [Swiftcast](#). You released [Rescue](#) and these cool new role skills that no one even gets to use, while yes all of it is optional. 4/5 are 100% mandatory. [Lucid Dreaming](#) being the 4th mandatory skill because of how you changed healer Mp management as a whole.