

**Edit 8/10/20: Changed the WAR Opener to reflect the 5.3 changes.
Look at all those FCs and ICs! XD**

FF14 5.X Delayed Openers

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ToC:

1. [Melee Openers - Up Close and Personal](#)
2. [Physical Range Openers - Locked on Target](#)
3. [Caster Openers - The Walking Artillery](#)
4. [Tank Openers - Eyes on Me](#)
5. [Healer Openers - Don't Mess with the Medic](#)

Introductions

Hello there, Roxanne Stoner here! After months of talking with several experts in each class, poring over guides, utilizing simulators, leveling jobs for hands on experience, and staring off into space for hours at a time, I've finally put together a list of openers that work well with a delayed raid buff alignment for all the battle classes of FF14 5.X! Some may be the same as the currently known openers while others are a bit different.

These openers are based on this concept: if the number of GCDs, oGCDs, and buffs are the same in a given time period (be it a number of phases or an entire fight), then it's better to align raid buffs more uniformly in the beginning than to use everything as early as possible. The reasoning behind this is because several classes need at least 10-15secs before they're able to use their most potent GCDs and/or enter their burst phases. As damage buffs in FF14 are all percentage based, skills with the higher potency gain the most extra damage from offensive buffs. What's more, due to Embolden's particular effect (it becomes 20% less potent every 4

seconds), it's important to make sure that it catches other physical classes' most powerful skills at the start of the buff.

That said, I would also like to state that on the other side of the spectrum, if delaying oGCD or raid buffs results in a usage loss overall, then it's better to use them earlier, even if it completely falls out of raid buffs. The reasoning is that it's very rare for any number of raid buffs to outweigh the damage from an extra cast, which by extension leads to more raid dps.

To see a more detailed explanation, as well as examples, check out the [Early vs Delayed Openers Doc](#). Now, let's get started!

This list is made with the assumption that you know all of the terms used in relation to FF14's battle system. Also, each opener covers up until the end of the PoT window, give or take a few GCDs.

2. Melee Openers - Up Close and Personal

2.1 Ninja Opener



Extra Notes:

- Huton should be used no later than 7secs (preferably 8) pre-pull.
- Doton should be used no later than 3secs (preferably 4) pre-pull.

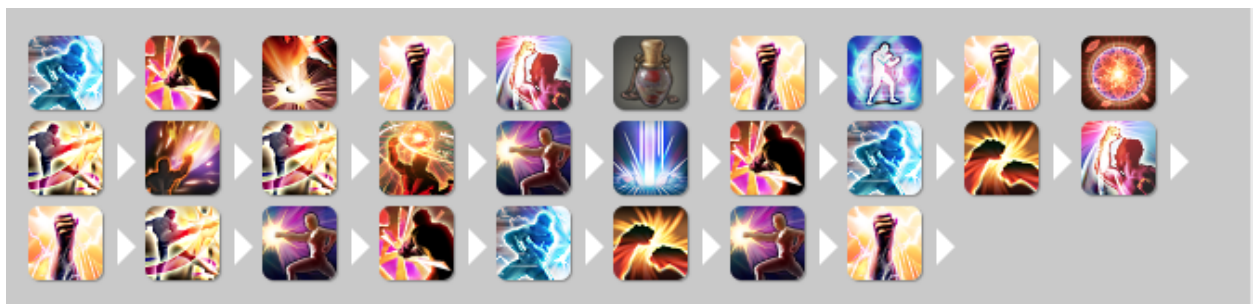
2.2 DRG Opener



Extra Notes:

-BotD should be used pre-pull.

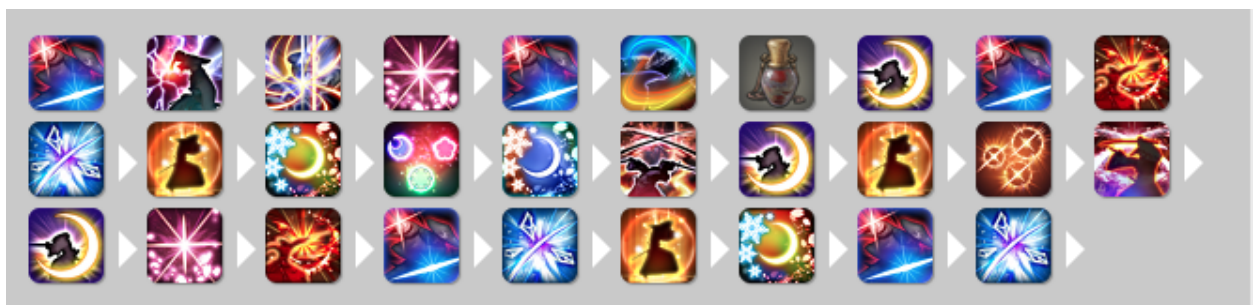
2.3 MNK Opener



Extra Notes:

In the event that the buff reaches other party members late (specifically WAR, BRD, and DRG), you may opt to double-weave BH after FC.

2.4 SAM Opener



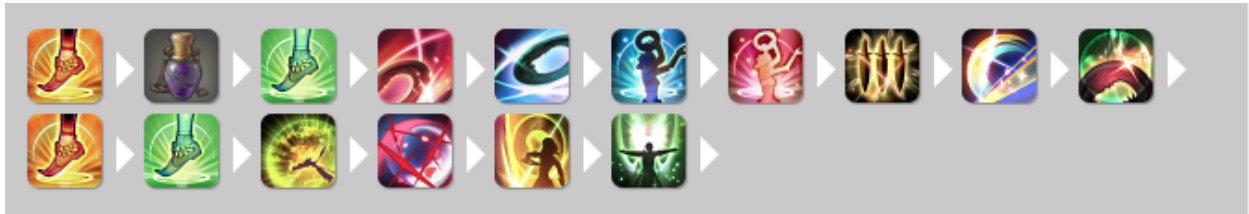
Extra Notes:

-Like casters, oGCDs can be pressed during the cast times of Iaijutsu and will be used immediately.

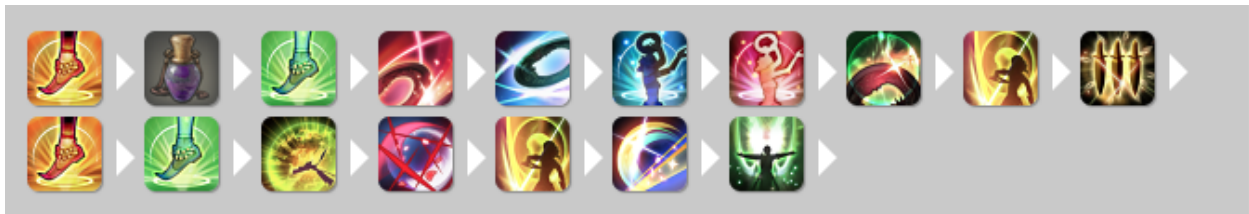
3. Physical Range Openers - Locked on Target

3.1 DNC Openers

No Proc Opener



Proc Opener



Extra Notes:

-Use RC in place of the first FF if Fountain doesn't proc. If both proc, use FF and overwrite RC with Flourish.

-Tinc should be used about 1 second or so pre-pull before the first Standard Finish (it can be used during Standard Step).

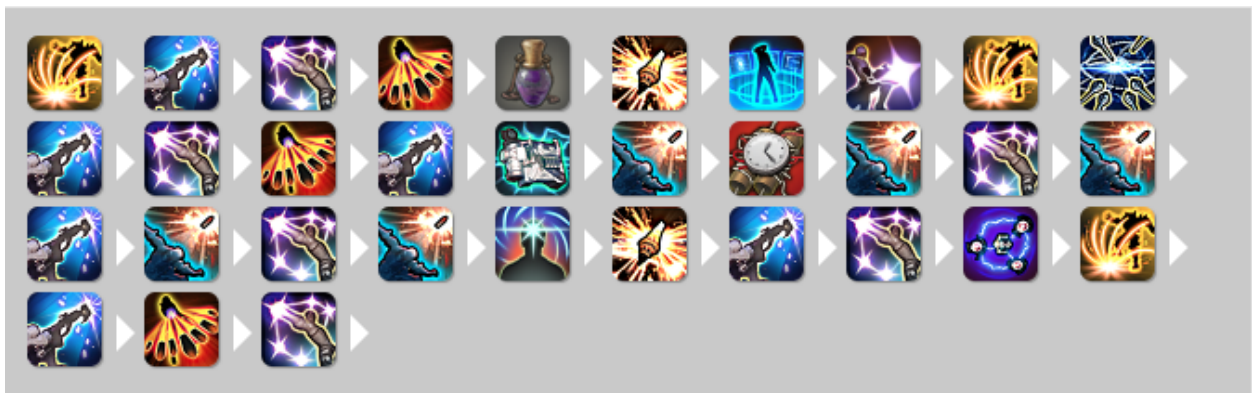
3.2 BRD Opener



Extra Notes:

-Tinc should be used about 2 seconds pre-pull.

3.3 MCH Opener



Extra Notes:

-If doing so will earn you an extra cast, use AA either after Barrel or as the 1st GCD.

4. Caster Openers - The Walking Artillery

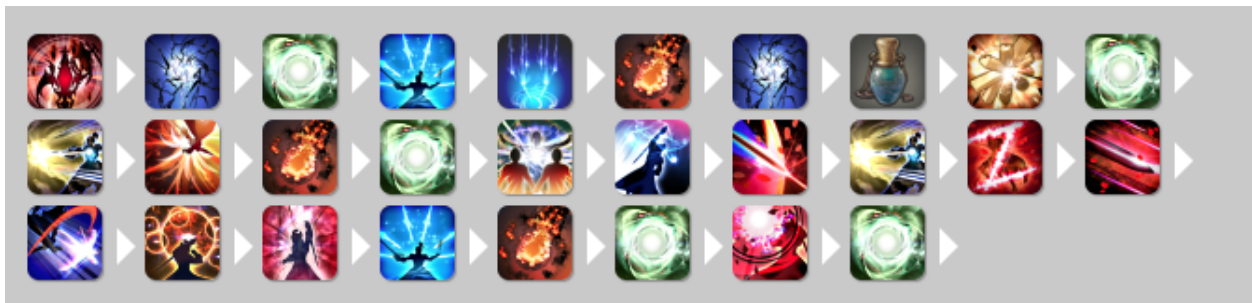
4.1 SMN Opener



Extra Notes:

-R3 should be cast pre-pull.

4.2 RDM Opener



Extra Notes:

-Verthunder should be cast pre-pull.

- Acceleration can be used as early as 15 seconds pre-pull.

-Jolt 2 can be replaced with Verstone if under Verstone Ready.

4.3 BLM Opener



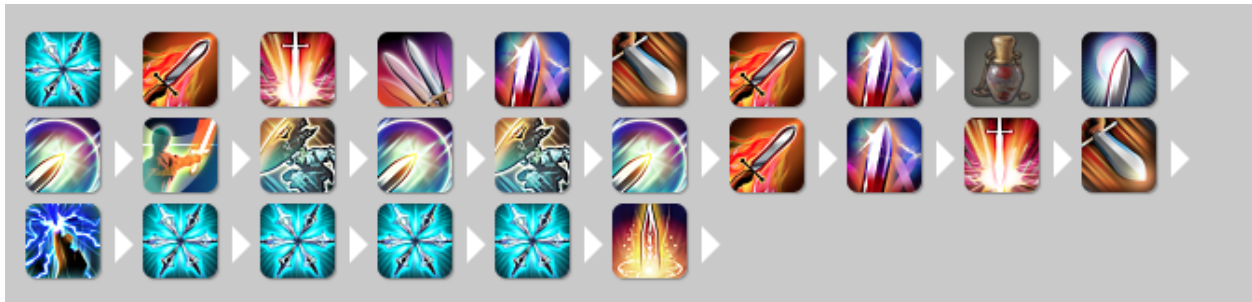
Extra Notes:

- Sharpcast should be used 11 seconds pre-pull.
- B3 should be cast pre-pull.

5. Tank Openers - Eyes on Me

5.1 PLD Openers

FoF Opener



Extra Notes:

- HS should be cast pre-pull.
- If you can gain a usage of it overall, use Intervene after the first HS.
- If you retain the same number of casts in doing so, feel free to move the first Spirits within to after the first RB.
- If you have a RDM, move Spirits and both Intervenes down by 1 GCD.

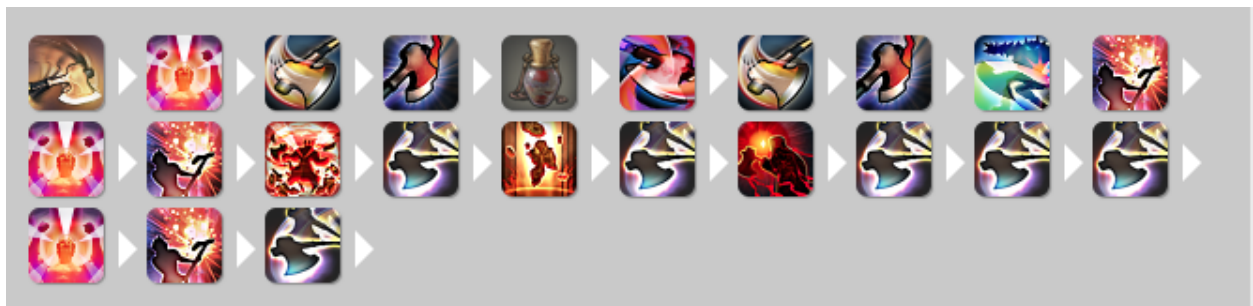
Req Opener



Extra Notes:

- HS should be cast pre-pull.
- If it gains you a usage, feel free to use Spirits after the first CoS.

5.2 WAR Opener



Extra Notes:

- If MT and if it's not needed elsewhere, use Defiance before Infuriate for extra damage.
- If it earns you an extra usage of Upheaval, move the second IC after the 5th FC (i.e a IC > IR > IC > IC opener).

5.3 DRK Opener



Extra Notes:

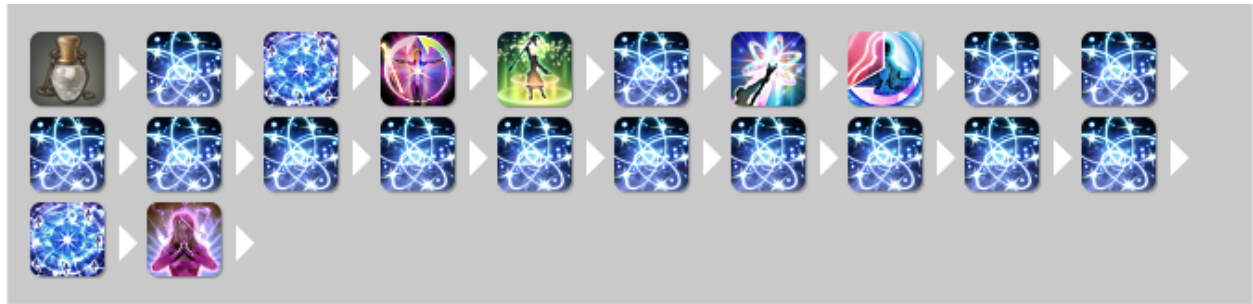
-So long as it breaks, TBN can be double-weaved with Living Shadow instead of at the beginning in order to not overcap MP.

5.4 GNB Opener



6. Healer Openers - Don't Mess with the Medic

6.1 WHM Opener



Extra Notes:

- Tinc should be used 4 seconds pre-pull.
- Glare should be cast pre-pull.

6.2 SCH Opener



Extra Notes:

- Tinc should be used 4 seconds pre-pull.
- B3 should be cast pre-pull.

6.3 AST Opener



Extra Notes:

- Draw should be used 30 seconds pre-pull.
- Star should be used 4 seconds pre-pull.
- Tinc should be used 3 seconds pre-pull.
- M4 should be used cast pre-pull.

Outro

And that's it! A full compilation of delayed openers for unified raid buffs! While I firmly believe (and have data to prove as such) that these openers are optimal, that's not the case in every encounter. Remember the More Casts Vs Buffed Casts rule. A rotation that results in an extra cast will lead to more damage. However, if the number of casts is the same regardless, then more casts under more buffs will lead to more damage. The more options you have for every encounter (even if it's only one more), the more prepared you'll be!

I'd like to thank all the people who talked with me and gave advice on the intricacies of the different classes in FF14. I'd also like to thank the [Balance Discord](#) for providing the many guides, openers, and rotation simulators that I used heavily in making this list. Definitely be sure to check them out as they take great effort in optimizing every class and encounter to the fullest. And lastly, I'd like to thank the FF14 community on the FF14 forums

for providing feedback on these openers and specifics on individual classes.

With that said, I hope this list was able to help you in some way! Be sure to check back to see if anything changes with patch updates and enjoy the rest of the FF14's 5.X series! \o/

Change Log

(3/5/20): Edited some openers to match the ones listed in the [Early VS Delayed Openers](#) doc, as well as the intro and outro.

(1/17/20): Overhaul and adjustments to many openers, as well as editing to the intro and outro.

(12/8/19): With the release of my [Early Vs Delayed Openers](#) doc, the NIN, DRG, and RDM openers have been adjusted.

(11/3/19): Thanks to the feedback I've received, the NIN, DRG, PLD, SMN, RDM, WHM, SCH, and AST openers have been fixed. Also, multiple opener titles have been renamed and extra notes adjusted.