

Dancer F.A.Q-Anastasia Yumi@Leviathan

***The majority of information here is subject to change as new data and methods are found.**

Q. Can Dancers stack their buffs?

A. Devilment and Technical Finish cannot be stacked with another Dancer's application. Standard Finish can be "stacked" by two dancers, but if a third Dancer attempts to apply Standard Finish to one Dancer, it will overwrite the originally shared Standard Finish. Esprit buff stacking is currently unknown."

Q. Is it worth using Standard Step on cooldown to reapply the Standard Finish buff?

A. Yes. Note, you can use it out of combat to prepare Standard Finish for use on pull. Make note that any AoE based around you that has a damage falloff (Standard and Technical Finish, Rising Windmill, Bloodshower) will apply their primary big hit to the closest target, and not necessarily the enemy you're actually targeting. Fan Dance III and Saber Dance are targeted AoEs and will deliver their primary hit to your current target.

Q. Should I hold my Fourfold Feathers or use them immediately as they proc?

A. You can hold them for buff windows, but you do not want to overcap on Fourfold Feathers, so you should dump one if there is a chance of proccing a would be 5th. Note, Feathers are best used for AoE in dungeons.

Q. Who should I choose to partner with?

A. To start with, there is a missing line of text on the English tooltip for Esprit. This line is basically "Esprit proc rate will vary with each job." Ideally this rate is equal across all jobs, and thus your partner should be whichever dps is doing the most damage in your group. Theoretically, this is likely either a BLM, MNK, or SAM; however, until more concrete numbers are known there is no definite choice. Esprit proc rates across various jobs may have a slight impact on this decision, but for now, just partner whichever dps is doing the most dps.

Q. How should I level from 60-70?

A. There are a variety of ways to get to 70. HoH becomes accessible at 61, which can be reached by a combination of Challenge Log completions, Roulettes, Dungeons, Beast Tribe Quests, and Fates. Hitting 61 will give you access to HoH, or you can continue to do Fates, Beast Tribe Quests, and/or Dungeons after reaching 61 if that's what you prefer. In the end, it's up to personal preference, and with an optimally performing group both Dungeons and HoH are quite fast.

Q. What is the current optimal opener/rotation/priority system?

A.

Opener(Provides more Raid DPS at the cost of a little personal DPS)

- Prepull Standard Step (~15s before fight)
- Pot at 2s in the count down
- Standard Finish at 0 (Within 15 yalm range, the range at which a tank can use their ranged ability, suggested to pop sprint for ease of use)
- *Optional - Devilment can go here instead of later (Check Ellunavi's Pin in #dnc_questions for explanation)******
- Begin Technical Step
- Do your four steps
- Use Technical Finish
- Use Flourish
- Use Rising Windmill
- If you have a Ninja, wait another GCD before using Fan Dance III + Fans for better trick alignment(Only valid for the opener)
- Continue on with priority system

Single Target GCD Priority Under Tech Finish

- If you have 80+ Esprit -- Use Saber Dance - We don't want to overcap Avg 14/GCD in Technical
- If Standard Step is available and Devilment has 4 seconds or more left - Begin Standard Step
- If you will lose any procs prioritize them right here. The best way to figure out the time needed is to do some quick math. The amount of seconds required to use your remaining procs is your GCD x number of procs left. This is a little tricky but once you get used to it it should be fine.
- If you have 50 Esprit > Use Saber
- Use Fountainfall if you have the proc
- Use Fountain if you are in combo and its been up awhile
- Use Bloodshower / Reverse If proc'ed
- Use Rising Windmill
- Use Fountain
- Use Cascade

Single Target GCD Priority Not Under Tech Finish

- Technical Step
- Standard Step

- Saber Dance (iff at 80+)
- Fountainfall
- Reverse Cascade=Bloodshower
- Rising Windmill
- Fountain (comboed off Cascade)
- Cascade

AoE GCD Priority

- Technical Step
- Saber Dance
- Standard Step (iff there are 5 or less targets)
- Bloodshower
- Rising Windmill
- Fountainfall (iff there are exactly 2 targets)
- Reverse Cascade (iff there are exactly 2 targets)
- Bladeshower (comboed off Windmill)
- Windmill
- Standard Step (iff 6 or more targets and only to maintain buffs)

★★★Note that if you do not have a NIN in your party you can use Saber Dance as a buffer if Flourish is within one GCD of being available, rather than risk getting a proc by using Cascade or Fountain. This only applies on odd-numbered Flourishes (e.g. 1, 3, 5 minutes etc.) In general, do not use flourish if you have a proc available.

Q. Why is Rising Windmill used before Bloodshower?

We use RW first in order to push the other procs into TA.

Q. How does Improvisation function, and when should I use it?

A. Improvisation generates Esprit at a rate of 3 + 1 for each player within its 6y radius, and will only generate Esprit if you are in combat . If you can guarantee that 7 people will be inside the radius on press then you can try to weave it for a bonus 10 esprit every 2 minutes, but the gain is rather small. Otherwise, it can be used during downtime to build up Esprit for a coming phase, akin to SAM's Meditate. Improvisation's most powerful use is really as a ~4s 10% healing buff. Coordinate with your healers to determine its best usage

Q. What is the stat/melding priority?

A. crit>dh=det>sks.

Q. What should I do if Standard Step and Technical Step both become available at the same time?

A. Use Technical Step first, then hold Standard Step for an appropriate use after Devilment.