

Final Fantasy XIV: [6.0] LV 90 Red Mage Action Speculation

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Introduction:

I've seen some threads on the official forums and the FFXIV Subreddit regarding the speculation of skills that jobs will learn in the next expansion. I've always had fun anticipating the possibilities of the next set of skills each job would have since [2.x]. While I've read some really interesting and cool suggestions that were good on paper, a lot of them didn't form a complete kit or mesh well with RDM's current design. I am confident that I have a [very solid understanding of RDM's current toolkit](#) and FFXIV's general design, so I decided to give future skill speculation a try! I sat down and tweaked some of my ideas until they formed a kit that compliments RDM's current playstyle. In addition, I made some tweaks to existing abilities / traits to help with Quality-of-Life (QoL) and easier play.

Restrictions / Guidelines for Speculated Skills and Abilities

The developers (for the most part) do a good job listening to feedback and will incorporate common requests and suggestions into future abilities, skills and traits.

For example: In [4.0], Most of the player base loved the simplistic design of RDM, hated the AoE rotation (Scatter spam) and was afraid Shadowbringers [5.0] would make drastic changes to the rotation. In [5.0], RDMs got quality-of-life additions (Engagement, Reprise), a new AoE rotation (Verthunder II and Veraero II) and Scorch (a simple, extra button at the end of your melee combo once ~40s). Although there were some complaints (including from myself) that RDMs didn't get much added to their toolkit, RDM's [5.0] skills are still "satisfactory" and complimented the skillset and playstyle. So, to ensure that the new skills I've came up with are welcome additions, I must meet the following guidelines from frequent requests and suggestions I've seen in the forums / threads:

- ❖ **RDM's simplistic casting rotation and mana gain stays intact**
- ❖ **Additional movement tools**
- ❖ **Additional swordplay that won't interfere with RDM's role as a caster**
- ❖ **Introduction of the highly anticipated Verblizzard and Verwater spells**
- ❖ **Increased AoE Mana gain**
- ❖ **AoE Rotation "finisher"**

- ❖ **More utility to solidify RDM's role of a "utility caster"**

- ❖ **New Skills / Abilities linked to the Job Gauge that adds depth and progression**
- ❖ **No more than 3 new abilities / skills on the hotbar to prevent button bloat**
- ❖ **Skills together make a comprehensive kit**

Throughout this document, I prompt questions to you, the reader, about my design. I'd love to hear your suggestions / concerns! If you're reading this, you probably love RDM as much as I do! Once you're done reading through the descriptions below, take a look at "[The Abilities Explained](#)" and "[The Theorycraft and Breakdown](#)" sections to get a better understanding on how these new skills mesh with the current RDM skillset! Potencies and numbers are subject to change. So, without further delay...!

Proposed LV90 Actions and Traits:

Lv. 82 Verblizzard

Ability. Recast Time: 60s

Deals ice damage with a potency of 300 to target and all enemies nearby it. Shares a Recast Time with **Verwater**.

Additional Effect: Increases **Black Mana** by 17.

Additional Effect: Grants **Dualcast**

Additional Effect: Your next **Veraero** or **Veraero II** potency is increased to 400 and 150 respectively. Effect fades up execution of **Veraero** or **Veraero II**.

Duration: 5s

All combos are canceled upon execution of **Verblizzard**.

Lv. 82 Verwater

Ability. Recast Time: 60s

Deals water damage with a potency of 300 to target and all enemies nearby it. Shares a Recast Timer with **Verblizzard**.

Additional Effect: Increases **White Mana** by 17.

Additional Effect: Grants **Dualcast**

Additional Effect: Your next **Verthunder** or **Verthunder II** potency is increased to 400 and 150 respectively. Effect fades up execution of **Verthunder** or **Verthunder II**.

Duration: 5s

All combos are canceled upon execution of **Verwater**.

Lv. 84 Rouge (Red) Lotus: Schielhau

Weaponskill. 2.2s GCD

Deals unsuspected damage with a potency of 100.

Combo Action: Enchanted Zwerchau

Combo Potency: 300

Additional Effect: Unsuspected damage over time

Potency: 30

Duration: 60s

Balance Gauge Cost: 25 Black Mana

Balance Gauge Cost: 25 White Mana

Enchantment Gauge Cost: 50

Lv. 86 Balestra *[Enfire, Enstone, or Enjolt]*

Ability. Recast Time: 30s [See Appendix for another potential version of this ability]

Enfire Balestra: Deals fire damage with a potency of 375.

Additional Effect: Increases **Enchantment Gauge** by 10.

Can only be executed while **Verfire Ready** is active.

Enstone Balestra: Deals earth damage with a potency of 375.

Additional Effect: Increases **Enchantment Gauge** by 10.

Can only be executed while **Verstone Ready** is active.

Enjolt Balestra: Deals unaspected damage with a potency of 475.

Additional Effect: Increases **Enchantment Gauge** by 20.

Can only be executed while both **Verfire Ready** and **Verstone Ready** are active.

Lv. 88 Enhanced Moulinet

Trait

Reduces Verblizzard/Verwater recast time by 20 seconds upon executing Enchanted Moulinet.

Lv. 90 Chant du Cygne

Weaponskill. 1.5s GCD

Deals unaspected damage with a potency of 700. This move replaces **Enchanted Riposte** when under the effect of **Manafication**.

Additional Effect: Increases target's damage taken by 3%

Duration: 10s

Balance Gauge Cost: 30 Black Mana

Balance Gauge Cost: 30 White Mana

Enchantment Gauge Cost: 30

Can only be executed while under the effect of **Manafication**.

※This action cannot be assigned to a hotbar

The Actions explained:

1) Verblizzard / Verwater:

Both **Verblizzard** and **Verwater** are AoE abilities which have a unique effect of granting the user **Dualcast**. They give a large amount of mana for their respective schools of magic and make the opposite school of magic stronger to incentivize the balance of your mana. Faster mana gain for AoE situations as well. AoE mana gain is PAINFULLY slow!

Usages: Since these abilities grant **Dualcast**, it effectively makes them a job-specific version of **Swiftcast** to give RDMs more mobility. But that's not all! Use **Verblizzard** or **Verwater** for damage, a mana balancer, a movement tool or for high burst AoE DPS. These skills are a great compliment to RDM's single target and AoE rotations!

With the introduction of Verblizzard and Verwater:

- ❖ RDM's simplistic rotation stays in tact ✓
- ❖ An additional movement tool that doesn't require Gauge resource ✓
- ❖ Introduction of the highly anticipated Verblizzard and Verwater spells ✓
- ❖ Increased AoE Mana gain ✓

2) Introduction to the Enchantment Gauge and the Rouge (Red) Lotus series:

The **Enchantment Gauge (EG)** is an additional **Job Gauge** with a cap of **100 points**. This gauge is added when the first **Rouge (Red) Lotus** skill, **Schielhau**, is learned. The **Enchantment Gauge (EG)** is increased when enchanted weaponskills are used! **Enchanted Riposte**, **Zwerchau**, **Redoublement**, **Reprise**, and **Moulinet** all increase the gauge. Once the **Enchantment Gauge** is acquired, the following skills and abilities will have an additional effect added to their tooltip:

Enchanted Riposte – **Additional Effect:** Increases **Enchantment Gauge** by 10.

Enchanted Zwerchau – **Additional Effect:** Increases **Enchantment Gauge** by 10.

Enchanted Redoublement – **Additional Effect:** Increases **Enchantment Gauge** by 10.

Enchanted Moulinet – **Additional Effect:** Increases **Enchantment Gauge** by 10.

Enchanted Reprise – **Additional Effect:** Increases **Enchantment Gauge** by 5.

Manafication - **Additional Effect:** Doubles current **Enchantment Gauge** levels.

When the **Enchantment Gauge** is filled enough, stronger enchanted weaponskills will become available... Such as **Schielhau**!

Rouge (Red) Lotus: Schielhau is a weaponskill that uses **25|25 Balance Gauge**, and **50 Enchantment Gauge**. It combos from **E. Zwerchau**, and a separate skill from **E. Redoublement**. It does less damage upfront than **Enchanted Redoublement**, but inflicts a powerful DoT instead. As you'll gain **30 Enchantment Gauge (EG)** for a regular melee combo, you can use **Schielhau** every other melee combo.

Example:

First melee combo: **Riposte (10 EG)** > **Zwerchau (20 EG)** > **Redoublement (30 EG)**.

Second melee combo: **Riposte (40 EG)** > **Zwerchau (50 EG)** > **Schielhau (-50EG)**

With the introduction of Schielhau:

- ❖ New Skills / Abilities linked to the Job Gauge that adds “progression” ✓
- ❖ Additional swordplay that won’t interfere with RDM’s role as a caster ✓

3) **Balestra:**

An ability that enchants your blade with **Verfire**, **Verstone** or **both** to deal higher damage and build the **Enchantment Gauge**. This ability consumes **Verfire Ready**, **Verstone Ready** or **both** procs. This ability does **NOT** build **White / Black Mana** despite using the procs. The sharp decrease in potency for using **Enjolt Balestra** is meant to discourage people from ignoring procs and using that version of the ability excessively. (Which slows down Mana gain considerably throughout the fight). To compensate, **Enjolt Balestra** gives twice as much **Enchantment Gauge**.

Usages: This ability will be your primary source of building the **Enchantment Gauge** outside of your melee combo. However, you must be in melee range to use it! If you can’t use **Balestra** in melee proximity, using **Enchanted Reprise** will still give you **Enchantment Gauge (+5 EG)** although to a lesser extent! (See **“Theorycraft - The Toolkit in Action”** section for a more detailed explanation on how it works). The idea is to slightly reward RDMs for using **Balestra** in melee range, but also won’t punish RDMs greatly for being in long range to deal with mechanics as a caster DPS. This ability also has a secondary purpose to spend procs instantly before being overwritten or before long intermissions. (ex: Using **Verflare** when you are already **Verfire Ready**)

With the introduction of Balestra:

- ❖ New Skills and Abilities linked to the Job Gauge that adds depth and progression ✓
- ❖ Additional swordplay that won’t interfere with RDM’s role as a caster ✓

4) **Enhanced Moulinet [trait]:**

This trait reduces **Verblizzard**’s and **Verwater**’s recast time by 20 seconds upon executing **Enchanted Moulinet**. Every 3 **E. Moulinets**, **Verblizzard** and **Verwater** will be ready again to serve as a “finisher” for your AoE burst.

With the introduction of this trait:

- ❖ Implementation of an AoE “finisher” without adding a new skill / button ✓
- ❖ Indirect increase in AoE mana gain through **Verblizzard**’s / **Verwater**’s recast reduction ✓

5) **Chant du Cygne:**

An extremely powerful weaponskill that also increases the target’s damage taken, further improving RDM’s raidwide utility. This weaponskill can only be used under the effect of **Manafication**, uses **30|30 Balance Gauge** and **30 Enchantment Gauge**. This weaponskill replaces **E. Riposte** while under the effect of **Manafication**, combos into **Zwerchau** and then continues into **Redoublement** OR **Schielhau** if you have enough **Enchantment Gauge**! (A total of **80 Enchantment Gauge** to use both **Chant du Cygne** and **Schielhau** in one combo!).

With the introduction of Chant Du Cygne:

- ❖ More utility to solidify RDM’s role as a “support caster” ✓
- ❖ Implemented a new skill without adding an additional button ✓

Refresher:

All the new skills have been revealed and explained! Although these skills meet most of the restrictions, I was shy of one important guideline... Let's refresh ourselves of the conditions and restrictions these skills must meet:

- ❖ **RDM's simplistic casting rotation and mana gain stays intact ✓**
 - Jolt II, Verthunder, Verfire, Verstone, Veraero are still your bread and butter
 - AoE rotation has been kept intact as well
- ❖ **Additional movement tools ✓**
 - Verwater and Verblizzard are OGCDs that grant Dualcast (similar to Swiftcast)
 - Using Reprise benefits your rotation in the form of gaining Enchantment Gauge
 - Check **"Current Toolkit Tweaks"** for a QoL improvement for movement.
- ❖ **Additional swordplay abilities that don't interfere with RDM's role as a caster ✓**
 - Balestra is an OGCD, meaning RDMs won't be in melee proximity for long
 - Chant Du Cygne and Schielhau are intertwined with the melee combo, which is already designed with RDM's role as a caster in mind (total of 6s in melee range)
- ❖ **Introduction of the highly anticipated Verblizzard and Verwater spells ✓**
 - The abilities can be used for both single target and AoE rotations
- ❖ **Increased AoE Mana gain ✓**
 - Verblizzard and Verwater abilities and indirectly through Enhanced Moulinet trait
- ❖ **AoE Rotation "finisher" ✓**
 - Enhanced Moulinet trait
- ❖ **More utility to solidify RDM's role of a "utility caster" ✓**
 - Chant Du Cygne's effect of increasing damage taken onto the target.
 - Check **"Current Toolkit Tweaks"** below for a QoL improvement for Embolden.
- ❖ **New Skills / Abilities linked to the Job Gauge that adds depth and progression ✓**
 - Balestra links Verfire Ready + Verstone Ready to the Enchantment Gauge
 - Schielhau progresses the melee combo by giving RDMs a "choice".
- ❖ **No more than 3 new abilities / skills on the hotbar to prevent button bloat ✗**
 - Verblizzard, Verwater, Balestra and Schielhau are a total of 4 new buttons... No good. I will need to remove one skill. But which one?
 - **Solution 1:** Combine Verblizzard / Verwater into one button. Button automatically chooses the spell of lower mana
Issue: Braindead button press as it doesn't give you a "choice" like Verthunder / Veraero or Verflare / Verholy. Also, if your mana is even, which skill would be used / take priority?
 - **Solution 2:** Remove Balestra
Issue: Makes E. Reprise mandatory to build Enchantment Gauge.
 - **Solution 3:** Remove Schielhau
Issue: Redoublement / Schielhau mimics melee job's choice between strong hit or DoT (melee combo progression) and a simple way to introduce players to new Job Gauge.

Which one is your least favorite and what would you replace it with? If you like all of these skills, are you ok with having 4 additional skills added to your hotbar?

Existing Toolkit Tweaks:

6) Embolden:

Increases own and nearby party member's damage dealt by 10%. Effect is reduced by 20% every 4s. *[Changed from physical damage up for party members / magical damage up for self to ALL damage increase for party members and self].*

Reasoning: I'm sure we can all agree that **Embolden**'s current design should be changed. (**MNK's Brotherhood** as well...) Physical damage up only for party members is party composition restrictive. Magical damage up only for yourself is unintuitive as powerful attacks like **Fleche** and **Contre Sixte** are physical damage attacks.

I've seen the following arguments:

"Since it's one of the stronger raid wide buffs, it justifies its restrictive design" or even "Just find an all-physical composition, bro". These statements are dismissive and don't discredit that it's still BAD DESIGN. It doesn't FEEL good to have a **BLM** or **SMN** [in some cases, **NIN** and **PLD**] in your party because your PARTY BUFF isn't buffing the WHOLE PARTY. It also doesn't FEEL good knowing two powerful attacks in RDM's arsenal aren't buffed by this ability. If **Embolden** needs to be nerfed to compensate for a better design, that's fine by me. I, personally, would rather have this ability compliment all party members and be comprehensive with RDM's ENTIRE kit. The decay effect is also unintuitive because our strongest hits are on the weaker parts of the buff, but I'll leave that alone...

What are your thoughts? Do you agree?

7) LV 76 Trait will be changed from Enhanced Displacement to Weaponskills Mastery:

Gain 2 Charges for both **Corps-a-Corps** and **Displacement / Engagement**.

Displacement's potency is increased to 200. ***Manafication** will only refresh one charge.

Reasoning: This will give RDMs the option to use these abilities at their discretion (either for damage or to hold them for movement without losing DPS).

I've seen the following argument:

"You don't need Corps-a-Corps to dash in / Displacement to jump out for your melee combo. We don't need an extra charge."

Yes, a RDM doesn't NEED them. With Dualcast, it's very easy to move into melee distance within the GCD. But it doesn't hurt to have an extra charge to make some mechanics easier (ex: Icelit Dragonsong). If you don't need the extra charge for movement, just use it for damage. It's that simple. Having 2 Charges doesn't break RDM's design. It will inherently make people use them for their original purposes as movement tools, rather than just **"OFF COOLDOWN, MUST USE"**. Also, **Balestra** is a close proximity ability, so having an extra Corps a Corps and Displacement charge will help if RDMs want to quickly rush in, use the ability, and go back out seamlessly!

What are your thoughts? Will an extra charge be helpful?

The Theorycraft and Breakdown:

To ensure that the new abilities I introduced integrate well with the current skillset to make a well-rounded and comprehensive toolkit, here is the proposed opener / rotation for a LV90 RDM:

Theorycraft -The Opener:

In the beginning of a fight, you won't have time to build enough **Enchantment Gauge** for both **Chant du Cygne** and **Schielhau** on the first combo. It's best to start the battle with **Cygne** for high damage and a raidwide DPS increase.

The numbers in parentheses represent (White Mana | Black Mana / Enchantment Gauge)

Verthunder + Veraero (11|11) + Pot > Verfire + Verthunder (11|31) + Embolden + **Balestra (+20)** > Jolt II + Veraero (25|34/20) + Flèche + **Verwater(42|34/20)** > Verthunder (42|45/20) + Swiftcast + Engagement > Veraero (53|45/20) + Corps-a-Corps + **Manafication (100|90/40)** > **Chant du Cygne (70|60/10)** + Contre Sixte > E. Zwerchau (45|35/20) + Corps-a-Corps > E. Redoublement (20|16/30) + Displacement > Verflare (20|31/30) > Scorch (27|38/30). Looks like it works!

Breakdown - The Rotation:

The simplistic casting rotation the playerbase loves has not changed a bit. Cast shortcast spells (**Jolt II**) into longcast spells (**Verthunder, Veraero**) and use shortcast procs (**Verfire, Verstone**) to do more damage and speed up mana gain. Tools like **Verblizzard** and **Verwater** are added to improve mobility and to speed up mana gain once per minute. As the battle goes on, your priority is to apply **Schielhau** when available, as it's vastly stronger than **E. Redoublement**. Then, you'll want to accumulate additional **Enchantment Gauge** by using **Balestra** or **E. Reprise** at least once between **Manafication** windows to use both **Chant du Cygne** and **Schielhau** in one combo for massive damage!

Any more than 3 **Enfire / Enstone Balestras**, or 6 **Reprises** will overcap the **Enchantment Gauge** the next time you use **Manafication**. Over capping on the **Enchantment Gauge** isn't inherently a detriment to your rotation / DPS. But in order to overcap, you've probably lost excessive amounts of **White / Black Mana** through lost procs used by **Balestra** OR lost mana with **E. Reprise**. Too little swordplay and you won't be able to use the powerful **Chant du Cygne** > **Schielhau** combo, and too much swordplay means excessive **White / Black Mana** loss, which will correlate to less melee combos overall (Why would you want to use **Verflare/Verholy/Scorch** less???) Take a look below for a general idea of the correct / bare minimum requirements of the proper rotation:

Theorycraft - The Toolkit in Action:

First Melee Combo / Opener: (30 EG after **Scorch** - Look at "**The Opener**" section above)

Second Melee Combo: E. Riposte (40 EG) + E. Zwerchau (50 EG) + **Schielhau (0 EG)**

Third Melee Combo: E. Riposte (10 EG) + E. Zwerchau (20 EG) + E. Redoublement (30 EG)

As said before, you'll want to use **Balestra** or **Reprise** at least once between **Manafication** windows (once every 110s). The numbers below show 3 different scenarios and the total **Enchantment Gauge** accumulated gained after your third melee combo:

(**40EG** if you used at least one **Balestra** | **35EG** if you used at least one **Reprise** | **30EG** if none)

*Manafication (4th) Combo if you used one **Balestra** (Manafication doubles **40EG** into **80EG**):*

Chant du Cygne (-**30EG**) (**50 EG**) + **Zwerchau** (**60 EG**) + **Schielhau** (-**50EG**) (**10 EG**)

*Manafication (4th) Combo if you used one **E. Reprise** (Manafication doubles **35EG** into **70EG**):*

Chant du Cygne (-**30EG**)(**40 EG**) + **Zwerchau** (**50 EG**) + **Schielhau** (-**50EG**)(**0 EG**)

Manafication (4th) Combo if you used neither (Manafication doubles 30EG into 60EG):

Chant du Cygne (-**30EG**)(**30 EG**) + **Zwerchau** (**40 EG**) < **NOT ENOUGH** + **Redoublement** (**50 EG**)

As you can see, when you use at least one **Balestra**, you can combine both **Chant du Cygne** and **Schielhau** into one combo and still have **EG** left over! Using **E. Reprise** at least once is the absolute minimum to get you the correct requirements. Using neither prevents you from using **Schielhau** to finish the melee combo! The rest of the rotation continues on, prioritizing **Schielhau** over **Redoublement** and accumulating additional **Enchantment Gauge** for your **Manafication** combo. So on, so forth! It looks like it meshes pretty well to me!

What do you think? Too convoluted? Any glaring issues with the rotation? Let me know!

Let me know your thoughts on these skills and abilities! Answer the questions I've prompted throughout this document! Criticism and ideas are welcome! However, your suggestions must follow these guidelines to be "welcome additions" to the general playerbase:

- ❖ **RDM's simplistic casting rotation and mana gain stays intact**
- ❖ **Additional movement tools**
- ❖ **Additional swordplay abilities that don't interfere with RDM's role as a caster**
- ❖ **Introduction of the highly anticipated Verblizzard and Verwater spells**
- ❖ **Increased AoE Mana gain**
- ❖ **AoE Rotation "finisher"**

- ❖ **More utility to solidify RDM's role of a "utility caster"**
- ❖ **New Skills / Abilities linked to the Job Gauge that adds depth and progression**
- ❖ **No more than 3 new abilities / skills on the hotbar to prevent button bloat**
- ❖ **Skills together make a comprehensive kit**

Appendix:

This section is to answer any important suggestions/questions/concerns people may have!

Possible Suggestions / Questions / Concerns

Balestra Questions:

“It’s weird that all of the Enchanted skills are on GCD, but Balestra is an OGCD. Shouldn’t all of the swordplay skills be on the GCD?”

Ok, that’s a fair point. I’ve accounted for that! Let’s make Balestra a GCD Weaponskill:

Lv. 86 Balestra *[Enfire, Enstone, or Enjolt]*

Weaponskill Cast time: 2.0s Recast Time: 30s

Enfire Balestra: Deals fire damage with a potency of 375.

Additional Effect: Increases **Enchantment Gauge** by 10.

※Can only be executed while **Verfire Ready** is active.

Enstone Balestra: Deals earth damage with a potency of 375.

Additional Effect: Increases **Enchantment Gauge** by 10.

※ Can only be executed while **Verstone Ready** is active.

Enjolt Balestra: Deals unaspected damage with a potency of 475.

Additional Effect: Increases **Enchantment Gauge** by 20.

※Can only be executed while both **Verfire Ready** and **Verstone Ready** are active.

※This action does not share a recast timer with any other actions.

※**Balestra MUST grant Dualcast for it to work as a GCD weaponskill!**

“Why does Balestra NEED to grant Dualcast?”

Let’s take a look at the math...

※If Balestra doesn’t grant Dualcast: On top of “losing” mana because it uses a Verfire/Verstone proc, you also lose additional mana (and potency) because you can’t use Verthunder/Veraero on the next GCD...

Example Scenario: You are **Verfire Ready**...

Scenario 1: **Verfire (+9 Mana and Dualcast) > Aero/thunder (+11 Mana) = +20 Total Mana**

Scenario 2: **Enfire Balestra (0) (no Dualcast) > Jolt II (+6 Mana) = +6 Total Mana**

Instead of gaining **20 Mana** for your normal **Verfire > Veraero/thunder Dualcast**, you've gained only **6 Mana** total with **Balestra > Jolt II**. You've essentially "lost" **14 mana** during the same 2 GCDs by using **Balestra**. Even worse, using **2 Enfire / Enstone** or **1 Enjolt Balestras** costs you **28 mana per minute**, making it extremely inefficient and detrimental to your overall mana gain.

Note: The extra mana you will get from **Verwater** or **Verblizzard** is **17 mana** per minute if you're using it on cooldown.

Conclusion: Enfire/Enstone Balestra granting **Dualcast** will only take away the mana you would have gained from using **Verfire/Verstone** instead (**-9 mana**). Meaning with **Verblizzard** and **Verwater** in mind, even using **2 Enfire / Enstone Balestras** puts you at an infinitesimally small Mana Per Minute decrease! (**-1 Mana per minute!**)

"Ok, Balestra needs to grant Dualcast. Why should it have a cast time though?"

The simplest solution was to make it a weaponskill that grants Dualcast, but I wanted to make it more interesting and cohesive... Balestra will be a weaponskill with a cast time, similar to **SAM's Iaijutsus (Higanbana, Tenka Goken, Midare Setsugekka)**! Being on the GCD, not having a cast time but granting **Dualcast** would be "disruptive" and unintuitive to RDM's "2 GCD flow". However, giving it a cast time automatically grants you **Dualcast (Lv.1 trait)** and gives it a unique "**spellblade**" feel that still flows like RDM's traditional shortcast > longcast rotation.

"Does the opener still work with this change?"

Verthunder + Veraero (**11|11**) + *Pot* > Verfire + Verthunder (**11|31**) + *Embolden* + *Fleche* > **Enjolt Balestra (+20)** + Veraero (**22|31/20**) + **Verwater (39|31/20)** + *Contre Sixte* > Verthunder (**39|42/20**) + *Swiftcast* + *Engagement* > Veraero (**50|42/20**) + *Corps a Corps* + **Manafication (100|84/40)** > **Chant du Cygne (70|54/10)** + *Corps-a-Corps* > E. Zwerchau (**45|29/20**) > E. Redoublement (**20|4/30**) + *Displacement* > Verflare (**20|25/30**) > Scorch (**27|32/30**)

Yes, It does still work! Priorities change a little bit, but it still flows well if I say so myself!

So, what do you think? Should Balestra be a GCD or OGCD? Should it have a cast time?

Red Lotus: Schielhau Questions:

"RDMs don't need DoTs. They're uninteresting and they don't add anything to the rotation. (I don't want Red Lotus: Schielhau to be a DoT)"

I don't agree with that. I'll admit that DoTs don't add anything interesting to the rotation if it's just that, a DoT. However, there are multiple classes that apply DoTs as a reward to players who do job mechanics correctly with high, sustained damage. (Or rewards the player for applying the DoT with additional tools and actions.)

A better suited argument would be :**"I don't want a button that just applies a DoT. The DoT should either be a reward for doing your job's mechanics correctly, rewards the player for applying the DoT with additional tools / actions OR is a mechanic itself"**.

Ok, now we're talking! Let's take a look at our caster counterparts, (**BLM** and **SMN**) and why their DoTs work...

- BLM's playstyle revolves around knowing the encounter and using their limited movement tools to maintain **Astral Fire/Enochian** and GCD uptime. Applying **BLM's DoT (Thunder)** rewards the player by giving them a small chance for an instacast, on-the-fly movement proc. It's an "interesting" DoT because the random chance to proc **Thundercloud** requires good judgement to make the most out of it. Using **Thundercloud** too much during your **Astral Fire** phase will cut it short or possibly even make you lose the buff if one is not careful. Using it at just the right times rewards the player with higher damage, an extra movement tool and another chance to proc **Thundercloud** again. It works!
- One of **SMN's** main mechanics (**Dreadwyrm** and **Firebird Trance**) resets **Tri Disaster's** CD for instant reapplication of their DoTs. The mechanic rewards players with the correct timing / execution of their **Trances** with **Tri Disaster** multiple times per minute. Meaning the player has to reapply the DoTs manually very rarely. Also, the DoTs affect the potency of **Fester**. (A skill that uses another job mechanic, **Aetherflow**)
So, the solution to make a DoT "interesting"? Directly link it to a major mechanic of the class!

Using procs to build the **Balance Gauge (Verfire, Verstone)** and **Enchantment Gauge (Enfire, Enstone)** correctly rewards players by allowing them access to even more powerful melee combos! As said before, too much swordplay takes away from the **Balance Gauge** and too little swordplay doesn't give you enough **Enchantment Gauge** for stronger melee combos!

*An additional reason as to why you might want a DoT: DoTs "stabilize" your DPS. Even when you're not doing upfront damage, your DoTs are ticking and doing damage for you. RDMs have frequent mobility embedded in their tool kit in the forms of **Dualcast**, **Swiftcast** and **Reprise**. However, there will be times where those resources won't be available to you / won't help. Ex: some mechanics stop you from attacking completely while the boss is still targetable. While other classes are still doing damage with their DoTs, you are doing none.

Enchantment Gauge Questions:

"What would the Enchantment Gauge look like?"

Well, the **Balance Gauge** looks a LOT like the **Murgleis Crystal Medium**. So the **Enchantment Gauge** should look like the **Murgleis Rapier**. Makes sense as you gain **Balance Gauge** by casting spells through the **Crystal Medium** and gain **Enchantment Gauge** by using the **Rapier**!

"Do we really need to add an additional gauge to RDM? The Balance Gauge alone is fine"

Yes. RDM is the **only DPS** job that has **1 Gauge** resource to keep track of. **No**, your procs **DO NOT** count as a gauge resource. **Yes**, they directly help the build of your **Black** and **White Mana**, but it isn't a Gauge Resource that you "accumulate" or keep track of. Lv70 to LV80 changed nothing about our rotation. We got a few QoL additions and an extra button at the end of our melee combo. I wouldn't call that "progression"... I understand that a LOT of players like RDM because it's easy to play but the job needs to **EVOLVE**. The overall progression of the class shouldn't be held back because players don't want to put in the effort to learn it. I apologize if that statement offends some people, but it's the truth.