

Final Fantasy 14 Beginner's Guide

Short guide to help you guys in your journey!

Free Trial

The Free Trial allows you play through the following expansions for free:

- ❖ A Realm Reborn
- ❖ Heavensword
- ❖ StormBlood
- ❖ Shadowbringers

Your character classes will cap at level 80, so you'll need to buy the game to reach the current cap and play the rest of the expansions (Endwalker and Dawntrail).

DO NOT BUY ANYTHING. ONCE YOU BUY THE GAME YOU WILL NEED TO PAY MONTHLY TO PLAY. PLAY THE TRIAL UNTIL YOU CAN DECIDE WHETHER THE GAME IS FOR YOU OR NOT.

Trial Limitations

You won't be able to do everything a subscribed player can do. You can read the [terms here](#) but I'll explain the important ones below.

- ❖ Free Trial account characters can possess a maximum of 300,000 gil (in-game currency)
 - You can reach 300k pretty quickly while doing the Main Story Quest. If you find yourself nearing the cap, spend the gil on some items.
- ❖ Free Trial Players cannot access the in-game market board during the Free Trial.
 - If you need an item, you'll need to get/find it yourself. You can't buy it from the player market
- ❖ Free Trial Players cannot trade with other players during the Free Trial.
 - A subscribed friend cannot give you items either.
- ❖ Free Trial Players cannot hire retainers during the Free Trial.
 - Retainers are like storage. They can hold your items and gil.
- ❖ Free Trial Players cannot create or join a Free Company during the Free Trial.
 - Free Companies are like guilds. A lot of people advertise their FC in chat, so feel free to ignore them for now.

- ❖ Free Trial Players can join a party if invited or by using the Duty Finder but cannot assemble a party during the Free Trial.
 - You can't form parties, but someone else can make a party for you. If you want to run content with another player who is also on the free trial, you can ask a subscribed player to make a party for you and they'll leave after.
- ❖ Free Trial Players cannot create or join a PvP team or participate in Crystalline Conflict, Rival Wings or Frontline.
 - No PvP ; ;

Where to Begin

We'll cover Data Centers and Servers first since it does matter where you join.

Data Centers and Servers

Data Centers each contain a number of servers you can join. You can play normally on your own server, and while you can travel to others, you'll be restricted on what you can do. You can also travel to other Data Centers, but again, you'll be limited. If you have friends who play the game, I recommend joining a server they're on so they can help you. However, you can always pay to transfer your character to another DC or server, so don't worry too much if you feel like you made the wrong choice while on the free trial.

Here are the Data Centers per Region.

★ North America

- Aether
 - Most Raid teams are here
 - Also a lot of content creators reside here from what heard, but I can't really confirm
- Crystal
 - Most Roleplay happens here
 - Balmung
 - This server is notorious for ERP. I just thought this was a fun thing to share, and in case you run into any jokes about being from Balmung

- Dynamis
 - New DC added recently. Easy to get a character here.
 - The Duty Finder (the menu that allows you to queue for dungeons and trials) only connects you to servers within your DC. You will not match with others from another DC.
 - Dynamis is a bit empty so players often travel to another Data Center to queue for their dailies there. This won't be a concern for too long as a future update will allow all Data Centers from the same region to queue together.
 - Cuchulainn
 - I have an alt here so I can help a little. Still in Shadowbringers
 - Golem
 - Alt also here so I can help a little. Still in Endwalker

- Primal
 - Not known for anything really. Kind of a mix of everything
 - Exodus
 - My main is here. All caught up and I can do just about anything to help you here.
 - Hyperion
 - Semi-Main is here. Working on Dawntrail, but can still help out well enough

★ **Europe** (I'm from NA, so I can't really describe the vibe for other regions)

- Chaos
- Light

★ **Oceania**

- Materia

★ **Japan**

- Even if your Japanese is great, I don't recommend joining these DCs. They play the game far differently than we do in the west.
 - Elemental
 - Tonberry
 - An english speaking community exists here, but there's some tension between JP and ENG players. Before Oceania servers were made, this was where people from the region mainly played.

- Gaia
- Mana
- Meteor

Server Selection

After you create your character, you'll be asked to choose a server to put them in. I recommend looking at this page to see where you can create a character.

◆ Online ◆ Partial Maintenance ◆ Maintenance ◆+ Creation of New Characters Available ◆× Creation of New Characters Unavailable

Any server with the Red Person Symbol means you can't create a character there. However, the server status depends on how many players are logged in at the given moment. If you really want to join a server, you can wait until like 2 or 3 AM in the morning and slip your character in there.

Server Status explained:

Congested: You can't make a character here at all. You also can't transfer your characters over to this server.

Standard: Regular server. Nothing going on here so you can wait out the red person symbol if you want a character here.

Preferred: Characters here get an EXP boost. You can also transfer your character here for free if you have an existing one, but don't worry about that right now.

Character Creation

Finally, the fun part!

When it comes to choosing a character race, choose the one you want to play. Unlike The Elder Scrolls Online and World of Warcraft, player race does NOT matter at all. You'll see a little stat screen showing stat bonuses but the amount is so minimal that it doesn't matter. In fact, hardcore raiders don't even care. Your gear is where your stats mainly come from, so pick what race appeals to you.

With Shadowbringers now included in the free trial, all the races are playable without needing to purchase the game! Each race comes with two versions. Some are noticeably different, others not so much.



Hyur

The human race in this game. You can't go wrong with making a hyur. They look good in lots of outfits. On the left are the Midlanders and the right are the Highlanders. Highlanders have more muscle and are taller than their Midlander counterparts. One of the popular races among players.



Elezen

The elven race in this game. Their neck length is often joked about, but in terms of outfits, they look good in nearly anything. This is one of the lesser played races mainly due to goofy animations and the neck as mentioned before. The left are the Wildwood and the right are the Duskwight. Aside from skin tones there aren't many differences.



Lalafell

Best described as the dwarves of final fantasy. Very small characters so they can be a little hard to play if you're used to playing taller/larger characters, but that's just me as someone who plays an elezen. Not as rare as elezen, but they're uncommon. On the left are the Plainsfolk and on the right are the Dunesfolk. There aren't many differences aside from their eyes and skin tones.



Mi'qote

Cat boys and cat girls. Live out your anime weeb dreams. Jokes aside, this is one of the popular races in the game and you'll see many of these models while playing. Don't let their popularity deter you from making one, they're well liked for a reason: The models are really cute and handsome! The left are Seekers of the Sun, and the right are Keepers of the Moon. Appearance wise, they are a bit different as Moonkeepers have larger fangs and ears. Skintones between the two are also different.



Roegadyn

One of the larger races in the games. I'm sorry to say, Final Fantasy is afraid of large women so you won't see big, beefy ladies that are the same size as their male counterparts. On the left are Sea Wolves and on the right are Hellsguard. Aside from skin tones and nose paint on the Hellsguard, there isn't much a difference between the clans.



Au Ra

Again, the game is afraid of big ladies. Another popular race and you'll see plenty of both the male and female models while playing. The male models are well known for their tiny waists and the female models are very cute and well liked among the fashion community. On the left are Raen and on the right are Xaela. Aside from the light and dark horn colors, there isn't much of a difference.



Hrothgar

Sorry for the inconsistent images, but these two were released during separate expansions. The two clans are Helion and Lost. Honestly, I haven't played Hrothgar so I don't know the differences. You'll have to play around in the character creator to see which one you like best. Keep in mind that they can't wear most hats in game. People say this is a rare race, but I've seen quite a few of them on my server, and run into a few while running content with people from other servers.



Viera

Like Horthgar, the male and female models were released during separate expansions. Another popular race among players, you can play this race if the elezen are a little too goofy. The left are Rava and the right are Veena. Aside from skin tones, there isn't much of a difference.

Once you made your character, you will be able to edit certain things (hairstyle, hair, eyebrows, facepaint, and little ornaments) in-game for 2,000 gil. If you want to change race, skin color, voice, or anything not available in game, you'll need Fantasia. You can buy this in the cash shop, but I believe you get a free one in game from a side quest NPC and another after completing a certain portion of the Main Story Quest.

Classes

We'll skip picking a god and Nameday (birthday) since they don't matter and are more for immersion and roleplay. You'll get a screen asking what class you want to start off as which will determine your starting city.

The starting classes can be upgraded to their full jobs once you reach level 30. Be sure to do your job quests as you're leveling since many of your abilities are locked behind them. Once you reach level 30 and complete the appropriate quest, you'll be given a job stone. Be sure to equip it once you get it. It does not slot itself, you have to do it manually anytime you swap between jobs/classes.

I won't note the difficulty level since you're just a beginner. When you want to optimize for endgame content if you decide to play FF14 for the long run, you can look up guides since difficulty varies by your playstyle and the raid you're running. I'll specify two of the easiest jobs in case you're the nervous type and are worried about disappointing people, however.



If you don't like a class, you can always swap to another one later. You can unlock the other jobs in the area and swap around to get a feel. You can play every job with one character so there's no need to make multiple characters to play them all.

Tank

Don't be afraid of tanking. As a new player, you'll have a sprout icon next to your name so people will know you're new and might be mindful. Players might ask you to pull wall to wall, but so long as you say you're new and are not comfortable, they're usually understanding. As you get more comfortable with your skills, you can pull bigger. I won't post a tanking guide, but you can find many online.

Gladiator

You'll start in Limsa Lominsa. Tanking job with an axe. Probably the easiest tank to play since they have strong self heals. At level 30 you unlock Warrior.

Marauder

You'll start in Ul'dah. This is your standard sword and shield class. At level 30 you unlock Paladin.

Healer

So long as everyone is alive, you did your job right. Just remember to deal damage when you can. Tanks usually pull large packs so it can be a little scary as a first time healer. If you think it's too much, ask if they can pull a little smaller. As the healer, you have the ability to resurrect players (all Healers can rez while the only DPS that can are Arcanist/Summoner at level 12 and Red Mage at level 64).

Conjurer

You'll start in Gridania. The easiest healer in the entire game. Staff based healer if you like staves. At level 30 you unlock White Mage.

DPS

As a new player, this is probably the best way to go. Deal damage, and worry about no one else but yourself.

Pugulist

You'll start in Ul'dah. No weapons, bare hands. At level 30 you unlock Monk.

Lancer

You'll start in Gridania. As the name implies, you fight with a lance. But, you also jump really high. At level 30 you unlock Dragoon.

Archer

You'll start in Gridania. Bow and arrow, really nice. The relic outfits are super stylish as well! At level 30 you unlock Bard. (You WILL love the bard boys)

Thaumaturge

You'll start in Ul'dah. Staff based damage dealer. Honestly, it feels slow in the beginning and it doesn't get fun until you unlock most of your abilities. For me, it was around level 70 when it started to get fun. At level 30 you unlock Black Mage.

Arcanist

You'll start in Limsa Lominsa. Book based DPS. This class is special in that you are actually leveling two Jobs: Summoner and Scholar. Summoner is the DPS job while Scholar is the Healer job. If you want to swap between healer and DPS while saving time, this is the best route to go. Keep in mind that the role quest for Summoner is in Gridania while the Scholar's is in Limsa Lominsa. You'll visit all the starting cities early (or can simply walk to them) so don't be too concerned about the location. You need to do each role quest to unlock the abilities for each class. Just doing one won't unlock an ability for the other.

Other Jobs

As you play, other jobs will unlock. They start at higher levels so I wouldn't recommend certain ones until you get more used to the game. I suggest sticking to the ones listed in character creation and exploring others once you get comfortable with the UI and figure out how you like to learn new jobs. It's safe to pick up Rogue, however, so feel free to do so!

Dark Knight (Tank)

Machinist (DPS)

Astrologian (Healer)
Samurai (DPS)
Red Mage (DPS)
Gun Breaker (Tank)
Dancer (DPS)

Sage, Reaper, Viper, and Pictomancer are from the Endwalker and Dawntrail expansions so you'll need to buy the game to play these. Blue Mage is a limited job and isn't one of the main ones. For now, don't worry about it.

There are also jobs called Disciples of the Hand/Land (Weaver, Botanist, Goldsmith, etc). These are crafters and gatherers. Ignore these. Since you're on the free trial, you don't need to worry about crafting since you can't buy or sell items.

What To Do Once You're In

You can do the Main Story Quests to begin. Everything in this game is locked behind the MSQ, so as tempting as it is to rush through everything to catch up with current content, don't do it. You'll burn out quickly. Get ready for at least 200 hours of content.



The top row are Main Story Quest Symbols

The middle row are quests that will unlock something (classes, mounts, dungeons, etc)

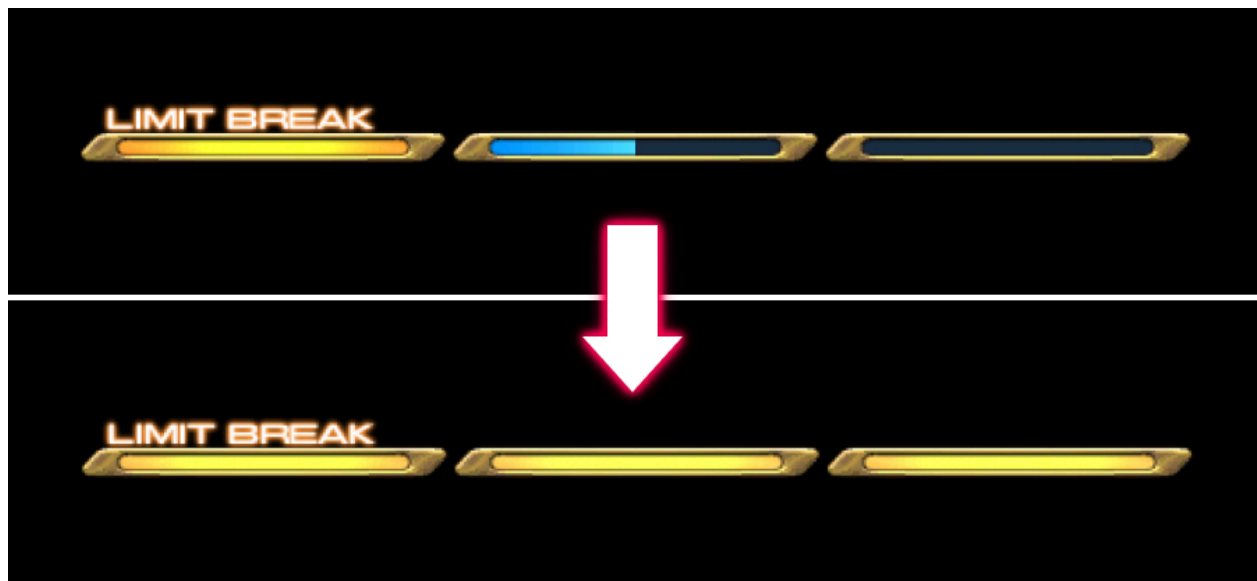
The bottom row are side quests. You can ignore them if you want.

Once you unlock Hall of the Novice, I recommend running through it since it teaches you the basics of your role (dps, healer, tank) and useful advice for everyone. You also get an item that boosts exp once you complete it.

Other Advice

Play the game at your own pace, and don't worry about the opinions of others. Ignore comments like "Get ready for peak" and "This part is such a drag." Someone's favorite expansion might be your least favorite, and their least favorite might be your favorite. Form your own opinions.

I'm not quite sure what the User Interface will look like on the Switch, so I recommend playing around with your buttons to see how you like things.



I couldn't find a place to fit this in, but when you run dungeons and trials, you will see this bar. THIS IS A SHARED RESOURCE. You do not get your own limit break gauge.

2 bars in dungeons (4 man content)

3 bars in raids (8 and 24 man content)

At three bars, healers can Limit Break to resurrect the ENTIRE party if the trial goes south. It's rare for normal content, especially old ones, but we all make mistakes and things snowball uwu