

QnA with Yoshida in 33rd KR-Letter Live Broadcast

It's October 6th. Yoshida Naoki P/D and management team of Korean publisher shared words with many adventurers in the Actoze Arena lounge, right below the building of Eyedentity Entertainment. Starting 14:30, Yoshida P/D, Irin PM and Choi P/D answered some of questions chosen before the official broadcast.

Q: What is the best and worst raid content for you, Yoshida P/D?

Yoshida P/D: No doubt it's Alexander: Gordias as my worst raid content. The reason of choice starts back when we received a lot of feedbacks about the Final Coil of Bahamut, previous raid tier, was quite a "friendly" and easy raid across the global server.

At the time, new raid tier for Heavensward expansion was under development with all these feedbacks. We decided to make normal versions, where everyone can enjoy the story content while we prepared savage versions for those who sought challenges. We separated the difficulties with intentions of making normal really easy to run while savage really challenging.

Notably with the Alexander: Arm and Burden of the Father, we put the DPS check far higher than before, mixed with challenging mechanics that the right audience for challenges can enjoy. Basically, this tier's savage raid was designed to be difficult without help of higher item level.

All then our adventurers exclaimed. "What, this is too difficult!" and "It's impossible!" With that, I questioned myself "Which side (of difficulty) do they really want?" In the end, we fell in with the adventurers' taunt for challenge and we realized we made the worst mistake possible by answering how much they were capable of clearing no matter how hard contents can be.

By now I get fair number of responses in offline events saying to me like "Yoshida P/D, it was fairly easy this time!" Which I found such reception was just the right difficulty I found myself to accept. We simply learned not to fall into taunts for difficulty so easily from working with Gordias.

Meanwhile, my personal favorite is absolutely both the Unending Coil of Bahamut (Ultimate) and the Minstrel's Ballad: The Weapon's Refrain (Ultimate). We made them challenging enough to push everyone to pull their maximum effort within limited item level; not to mention how we staged everyone in these fights were so awesome, making them my absolute favorite raids.

Q: Is there any plan with gears like Maid and Butler costume to be wearable without gender-locks?

Y: I need to be very careful with my word choice to answer this question... Not just within the global server, the term like transgender or LGBT are on the social spotlight world wide. In my personal opinion, I do not want to put any limitation on what everyone can do with their freedom.

We already have Eternal Bond ceremonies that bon everyone regardless of their gender or race. Just like that, I want to provide neutral middleground contents locks no one out. Once again, I thought myself to provide various gears without genderlocks at the very bottom.

However, beyond individual level, the general perspective can be different--that there could be quite number of people who would find uncomfortable with what they're seeing. There were several negative feedbacks after we removed the gender-lock with bunny suit costumes from the global sever.

However, in general perspective outside of personal reasons, there could be a lot of people uncomfortable with the visual as well. There were quite a lot of negative feedbacks after we removed the gender limitation on bunny suit costumes across the global server.

It would be difficult to remove gender locks on every gears but it's something that we definitely want to take a gentle and steady step, one by one to make sure we can represent adventurers' broad views.

Q: There is a technical issue where furnishing in the house do not show at all when there are too many placed. Is there any solution to this?

Y: Technically, it won't be impossible to display every placements. For an example, if your home PC is equipped with powerful graphic card and memory capacity, it can absolutely handle full display. On the other hand, in case of your friend or Free Company member with inadequate PCs, might not see everything when they visit.

The problem is little more than whose PC display everything or not. There are possible conflicts in between the capable and incapable PCs. Our development team always bear in mind about the balance across the levels of PC performance. Considering this, we first prioritize the stable environment that provides the most when it comes to the layout of the development.

Do we have any audiences using Windows 7? ($\frac{1}{3}$ raise their hands) Windows 10? ($\frac{2}{3}$ this time) We see plenty Windows 10 users here. There aren't any 32-bit users, are there? Unfortunately we can't really stretch our technical support to 32-bit PC users. I do not know exactly why but there are still a few users who insists on staying 32-bit. For your own goods, please start upgrading and start using 64-bit if possible.

Q: Contents like Kugane Rooftop Puzzle (Savage), Cliffhanger G.A.T.E, and so on...seems to hint something. Is Yoshida P/D great hobbyist of mountain climbing?

Y: Even if I look like so, I'm not much of an outdoor person. Although I like sports like swimming, running, softball, baseball, soccer, skiing, snowboarding and so on, I'm not really into mountain climbing. I do enjoy watching Japanese TV show "Sasuke," I don't know if anyone here knows. It's where challengers go through obstacle courses only using their physical strength. (Something like American Ninja Warrior for NA)

Y: Even if I may look like so, I'm not much of an outdoor person so I don't really do mountain climbing. I do like sports though--swimming, jogging, softball, baseball, soccer, ski, snowboard and so on. There could be some people who would know about the Japanese TV show "Sasuke," where one goes through obstacle courses using physical strength. (Something like American Ninja Warrior for NA)

I like to watch those so perhaps that's why love contents like Kugane Rooftop Puzzle (Savage).

Q: Can you make Morbols as player mounts?

Y: I feel that it's something about mounts that players feel like they cannot tame when you can't defeat them... but haven't our Warrior of Light defeated them, after all? If our Warrior of Light can beat it, he/she can ride it as his/her mount. Morbol mount is absolutely within the possibility too.

I have to ask...where do you exactly intend to ride Morobl on? On Top of its head? Inside its mouth? I don't think you can bear the stink breath if you stay there... I will try to message our developer team about it but I never expected so many adventurers wanting to ride Morbols.

Q: is it possible to increase the limit of the blacklist?

Y: Are there people who actually have blacklist filled that much? (Q: About 183 people are on my list...) Let's keep it friendly and not fight about it though. (Q: It's less about fighting but more about dealing with people who grief with weekly loot chests in the Savage raids...)

I don't really see the positive of increasing the limit of the blacklist but it seems there's quite a demand on it to be considered. The loot chest griefing is also known in Japan as "Phase Griefing." I do not simply understand why some people even try to grief against weekly loot chests in the first place--doing so will definitely get themselves caught and will be later problematic to find groups on later floors.

I think it's much better to implement a system that prevents such griefing instead of increasing the blacklist limit. We will take this to our development team and discuss about what we can do.

Q: Full Party raid composition is locked to 2 Tanks, 2 Healers and 4 DPS jobs. Are there any raid contents in future that breaks the composition?

Y: Such meta composition is the meta that suits the most people to make progress and clear. We do not really have any plan to break this basic composition.

I have to state that it is impossible to make raid contents that any job can progress and clear. Most likely because job balance will be 100% impossible. If we ever had raid contents with unlimited composition, there could be at least ten thousands of possible compositions--we cannot reflect that magnitude of diversity in composition into balancing jobs in reality.

Wouldn't it be painful, for an example, to have a composition of 4 Samurais and 4 Black Mages? Because of possible difficulties, our development team always have set of basic rules and produces contents that are balanced within the sets. I believe it's not just about Final Fantasy XIV but also for any other games at their own grounds.

However, we've had enough Savage raid tiers with so-called predetermined rules and composition--so we prepared a fresh surprise of experience from all that. The Great Hunt is coming soon with V4.36 Update from Monster Hunter: World collaboration, in which you can actually play it right now here.

We made the trial without the rule of enmity, so you might experience and enjoy the trial quite differently from your ordinary raid runs. Starting with MHW collaboration, we want to continue experimenting and try these fresh ideas--please give us feedbacks through Korean management team and we will be very thankful to hear.

Q: Are there any plans to sell Final Fantasy XIV merchandise goods directly in Korea?

Y: I received a similar question in other interview and answered quite much in detail--it will be helpful to revisit that answer.

Simple explanation is, there are merchandise goods that many adventurers not just in China or Korea really want to own--like Estienne figurine that our Korean publisher released before. SQEX first plans the merchandise introduction by local publisher, like what and how many our adventurers want.

We do have plans to broaden the range of our merchandise goods globally, including China and Korea. However, it's something we can't really do so. It's mainly because, including Final Fantasy XIV goods, all official SQEX goods are managed by the specific department that handles marketing and production.

At the time of plan, developer team does get involved but nothing past the production and supply chain from China to Japan. Manufactured goods in China are shipped to Japan overseas for safety and quality inspection--after that, it's finally distributed to shelves.

If we were to do so in Korea too, we have to make an extra step from Japan to Korea post-inspection. Using shipping overseas, which is cheaper than air, takes about 1 to 2 months. At this point, the goods'

original price tag become much more expensive in Korea as the result of lengthier and more expensive distribution.

We understand how money isn't really an issue no matter how merchandise goods can be as long as they're purchasable for some adventurers. Although they would understand after we explain the reason of the price, the others would wrongly assume the reason and even damage our publicity, like "Why are they selling them so much more expensive in Korea than anywhere else?"

I absolutely refuse this end where goods sold in Korea would be expensive than any other places. Considering everything, we try to compromise with the special department to give cheapest possible with goods like Estienien and Shiva figurines. (Choi P/D: And please understand there's also the factor of custom process as well.)

Q: Apparently Haurchefant's body is not buried under his monument. Where exactly is he?

Y: To answer this, we probably have to ask the FFXIV lore team. My simple answer is that Haurchefant is part of lineage of Fortempts and I'm sure he was buried with other great peoples of Fortempts.

Within Final Fantasy XIV lore, they do not share the same idea of body in between life and death. Lore-wise, there is the existence of Aether. The reason why warrior of light placed the monument along with shield and flowers in Coerthas Central Highlands was probably because he/she wished Haurchefant's aetherial being would be able to visit the viewpoint where Ishgard can be seen the best. We believe a soul, if exists, wouldn't really be mattered to be connected to where body would be at.

Q: There have been too much of frequent server disconnections and we haven't really received any compensations to this issues. Are we supposed to simply wait until the situation is resolved every time it happens in the future?

Choi P/D: Our servers are located in Mok-Dong (A district in capital, Seoul) data center. It's not much about the server's network instability. Every time hardware checks with the maintenance patch once a time, there has been a chance of hardware malfunction within server PC. This is something we cannot really resolve perfectly because of the nature of hardware malfunctions is something that just happens. We station ourselves because of this uncertainty so we can respond as quick as possible whenever the alarm rings.

As the publisher, it hurts us to see this problem getting repeated. Please understand it's something that is impossible to prevent perfectly. There's also factor of legality in Terms and Conditions. It is established by Fair Trade Commission (of Korea) in which we have to specifically state that in Terms and Conditions we can provide specific compensations accordingly only if the user couldn't use the service more than 4 hours.

As a raid player myself, i can recall when we cleared the Savage floor and got disconnected with the loot chests right in front of our eyes. It's not something that can be done perfectly so I hope our adventurers would understand more. The recent 90002 errors have been mostly either DDoS attacks or content server's hardware malfunctions as well.

When the server disconnection happens, we are not physically capable of checking every single server log, eureka, sigma, random dungeon instances and so on, to pinpoint the content, look over the logs to see when and what exactly happened. (to individual characters' data) 90002 Errors were mostly related to DDoS attacks and content server malfunctions; there were also potential issues with individual PCs and network issues too. Please understand that we're doing absolute best to maintain the stable network environment as much as possible.

Yoshida P/D: I would like add more onto this as well. Whenever the content server goes down a little after major update is released, the issue is mostly likely because of our developer team in SQEX Japan. At certain conditions, major updates often result in massive disconnections and follow-up bugs within the servers, not just content server alone.

We tried to prevent this issues when transferred the major patch to K-FFXIV by making improvisations. Due to developmental limitations, we only could improvise by having only certain servers shutdown instead of all servers. When some asks "Why the servers go down?," responsibility can be either global management team, SQEX development team, server administrators so it can't be just Korean management team alone.

Our most effort go to investigating on the reasons why global servers' cases by looking at logs and then work on issues before transferring our major update from global to Korean but no always can be smooth. Please understand, even if it sounds more like an excuse. The server shutdown issues happening little after the major update in K-FFXIV is actually about the same for global FFXIV as well. It's just K-FFXIV's frequency of such massive disconnections is much less prevalent than global FFXIV--and I can assure that for sure.

In future, we will try to explain in adequate detail in announcements about these reasons rather thoroughly. Now that you mentioned, I'm quite curious myself if other game services in Korea provides some sort of compensations, like in-game currency or items after resuming process? We try to compare other online game services as well and try our best to provide the best service, but it intrigues me if other services are capable of restoring the server with follow-up with compensations that quick. (Q: Not quite "immediately" but it takes about an hour or two for server maintenance. There are a few games that do provide small compensations as well.)

In summary from our perspective, I think it's clear for both management and development team's goal is to provide stable network environment where sever won't go down than calculating the compensations. After hearing everyone's feedbacks, will it be okay to accept them as strongly wanting to have stable servers rather than wanting some sort of compensations?

Once again, we will do our best as development team working on how to reduce bugs and how to respond quickly with thorough investigations, coming up with appropriate patches too. We are grateful for your feedbacks and encouragements and we will do our best.

2nd QnA

Q: Please implement enhanced Linkshell functions like organization and ordering Linkshells the way we want them!

Y: We will first implement cross-world Linkshell with upcoming V4.3 Update to answer your question about various improvements of Linkshell system. With this change, you will be able to talk with friends from different server. It will take time including the functions mentioned to make better and easier usage of Linkshell system so please stay patient with us.

Q: Can we have Ishgardian Grand Company? Aymeric's portrait too...

Y: Let me answer your question about Aymeric's portrait first--we will try to message our development team, if the art designer at the time of drawing Aymeric did not forget. The artist have not worked on Aymeric for really long time.

There were questions about Grand Company of Ishgard. However, lore-wise, Ishgard is putting majority of its effort on bonding the working class and noble class together after the Dragonsong War. Once Ishgardian military, commonwealth and nobles stay in harmony, Aymeric's portrait might be possible after all that. Right now, we do not have any plan of making the portrait of Aymeric but discussing the plan of staging something new inside Ishgard overall instead.

It will be a long time from making an official announcement but please beware that "there will be something happening in Ishgard."

Q: We would like to know how many party members already cleared the floor and available number of chests when we enter the Savage raid instance!

Y: We received a lot of the same request from our adventurers from the global server as well, especially when so called loot chest griefing seem to be frequent especially both right before and after the weekly reset day. We originally intended to leave this invisible to players because of our own reasons. However, things have changed over the course of time and we scheduled these feedbacks to be reflected soon with updates in future in global server--it will be introduced in here as well. Please have patience with us.

I would like to extend the development team's reasoning behind--It was already possible to display those informations within the system at the time. However, cross-world matchmaking was not available at the time. The sheer amount of time required to wait in matchmaking without that in mind was already burdening enough. If, upon entering the instance, system displayed how many have already got their weekly loot and number of loot chests available after clear, there was a greater risk of players simply quitting the instance and return to experience worse risk of waiting indefinitely without getting actual progress being made.

Yet as the time went by, we were able to tell from the record that everyone was utilizing PF a lot more frequently ever than before. We're planning to step out of the limitations (to display these informations) but it will be introduced in some time later. K-FFXIV might have them implemented even later but it will definitely be available at one point.

Q: Please make a new beast tribe quest line with Qiqirins!

Y: Actually...we were originally planning to introduce the beast tribe quest line with Qiqirins on V4.3 Update. You can already see the Qiqirins' settlement in Gyr Abania and we were planning to make quests for Disciples of Hand and Land since V4.0... but it was taken by Namazus instead.

The real reason why that happened was that in our development team, we had fervent fans of Namazus at the time of the development and pushed the idea of making quest lines with Namazus instead really hard, ending up with Qiqirins pushed aside with comparably lesser support.

Since the time of ARR, Qiqirins were already known to be with us here and there and I've wanted to introduce contents with Qiqirins. Yet our planboard is blank right now. One day when Qiqirins become more involved in the scenario, we perhaps can prep up titles like "Revenge of Qiqirin" and others.

Q: It's really troublesome to use the Glamour Dresser because we can only use it in the inn room. Can't you make it available as a housing item?

Y: The Glamour Dresser is a very intricately coded feature that puts immense burden on the server traffic, burdening enough to put a limitation with it being only usable in inn rooms. We're planning to have the Dresser available in the Grand Company headquarters first while we're continually working with our server team in order to increase the item limit in the Glamour Dresser.

We're planning to have various features to be updated--we will definitely do it but it takes time and patience from our adventurers. It's best to have it available starting with individual rooms that also includes those owners of apartment units--would be unfair if it didn't. We are discussing about that stage of the feature foremost.

Q: Can we have PvE skill combos like how PvP chains the skill combos? The number of skills we have to put definitely has been lesser since Stormblood but it feels like more can be done.

Y: If that happens, skill combo would be too simple and easy. Additionally, PvP uses simplified skill combos because we want to pinpoint the players' focus on broader perspective of battle than using the skills in order. PvE combat environment is a lot different from PvP, where players need room in between combos to respond to various situations in the raids. That's one of the reasons why we are keeping the way of skill sets structured.

In other perspective, the development team already saw that the number of skills are reaching the capacity in terms of system limit. Instead of increasing the number of skills, we are planning to replace the skills or alter the skill that are rarely used instead. You won't expect the number of skills surging back in the near future.

Q: Is it possible to have amount of shield displayed on the party members' HP bar?

Y: Should I answer this? No? We actually discussed this already last week and decided to display the differences upon receiving the shield. We have been discussing on the planboard in details. Please make sure to not stand away too far from the group when this feature comes in because being without shield would be VERY noticeable by then.

Most of the cases, it's that Black Mage who misses the shield. Sorry, we (BLM) will try our best.

Q: Are the dances that Miqo'te dancers perform in Ul'dah possible to be implemented as player emotes?

Y: Well we can make that without an issue--you're talking about those dancers in front of the Adventurer Guild, right? Well, if it comes with acceptable price... We will have to check with the development team first because these dance animations were designed at the time to only work with Miqo'te models.

I've noticed those dance moves require you to move your legs a lot... Will Lalafells be okay with these moves? Can Lalafells cross legs that much? We will first have to check if Lalafells can perform these kind of dances without trouble.

Q: We would like to know more about the NPC, Ysayle.

Y: Isn't Ysayle's lore already available in game? What kind of lore of Ysayle did you want to know?

The main story part where our protagonists journey through 7th Calamity to Dravania is pretty rich in context along with related side quests as well. Perhaps it was more of not paying enough attention to these details...maybe?

Beyond that, we probably have to work on making the new scenario instead. Our adventurers might have similar questions to not just Ysayle but also other characters as well; Any point in their lives, like "I want to hear the story when this character was xth years old..." If you want that, we can definitely give it a shot with the scenario team and see if they have free room for developing a new story. Please give us a lot of opinions.

Who else did you want to know about, other than Ysayle? We seem to have a lot of Estienen fans out here. Though, I don't think he's kind of person who talks a lot about his own life tales in the first place. We will see if he becomes more involved in the story so let us wait until then.

Q: Please allow fishes in the outside furnishing--like ponds!

Y: This looks like a challenge. We will try to message our development team for housing content but it would be difficult if we were to have features allowing players to put fishes in the ponds instead of including a few fishes in the ponds. I feel like our head programmer would go like "Huh?" (Audience cheers with claps)

I know getting cheered is all good for our programmers but they're the kind of people who say "Thank you but what's not possible is impossible"

Q: Why do we have /slap?

Y: /slap wasn't initially available in the past. We thought that /slap emote would make people uncomfortable and didn't implement because of that. Yet, we had frequent requests so we assumed that the community cultivated enough to form a sort of tolerance, resulting in its implementation.

Even if you use /slap for a joke, some people might still take it offensively after all. Final Fantasy is an online game that takes roleplaying as one of the important factor of enjoying the game as well--so please use /slap with precaution. Consider various factors like how close you are to the person and the person's tolerance with jokes.

It isn't just about emotes but also with chatting too. One moment of thought beforehand is the first and easiest step to make everyone friendly and happy. We take a careful consideration before any action in the real life and it seems to be about the same in the world of roleplaying too. Please consider while you're playing around.

Q: Mogstation items often have slight differences based on race or gender. Can we have previews?

Choi P/D: We recieved this request for longest time and the current version already have several improvisations we have made so far. Perhaps, if you meant by showing the images of mounts on individual races, we will try our best to suit our audiences' needs. If there's anything else to provide better shopping experience, we will see what we can do.

Yoshida P/D: We received a lot from the global server as well. Global server does not have preview function either. Our development team considered it but concluded that the amount of work involved to make preview available for every single listed items available in Mogstation was bit too much.

We understand that you might end up regretting your purchase because of those specific differences, so we will try to prevent that as much as possible.

Q: Ever since the cutscenes in Main Scenario dungeons were made unskippable, a lot of new players are finding themselves in trouble for getting into the instance. Is there a plan to revert this?

Y: There's no easy answer to this. With V4.3 Update in global server, we already increased the overall rewards for experienced adventurers from completing these dungeons. Yet, we don't that really tapped the fundamental issue so we're trying to work on the right solution. It's on our to-do list.

Q: Is it possible to add friends without both of us online?

Y: Might not be interesting to go full technical about this, don't you think? Technically, Final Fantasy XIV is an online game that connects players together via server-side client. Adding friends cross-world or finding a cross-world party is featured with dedicated server we call "Frontier Server." It manages anything outside of individual worlds and makes sure that all the informations of multiple ten thousands of players like chatting, fighting and so on are monitored thoroughly. It also makes sure that none of the data communication may crash into each other during the exchange and avoid any possible datasync conflicts.

However, even Mr. Frontier has one major problem. He doesn't really monitor offline players. He simply doesn't pay attention to them in exchange of capability of monitoring online players with details. Online players are not able to communicate with offline players simply because Mr. Frontier is right in the middle, not allowing them to do so.

Mr. Frontier is a quick learner and pretty rigorous about learning new features, like cross-world matchmaking and cross-world Linkshells as examples. In future, it might be possible to send someone who logged off from recent raid a message that you would like to be friend with the person for an example. How extensive our Mr. Frontier can perform is purely up to our server team, whom are in charge of maintaining his conditions so let us keep our hopes up for future improvements.

Q: Any plans for Final Fantasy XIV Orchestra concert? (in Korea)

Y: I quite want to it's different from the Distant World concert you visited before. It was possible because of the orchestra director Arni Roth, who takes full position of both management and direction including the business risks instead of Square Enix. Orchestra concert is a major project that our development team can do alone even if were to host one with FFXIV music only. It required intricate collaboration between professional orchestra group, dependable staffs and others in perfect sync.

Of course, we already hosted orchestra concert in Tokyo last Fall with FFXIV music, if anyone was unaware. The concert was highly successful enough that our business partner was fully supportive of hosting the concert in Europe and North America in next Summer.

We want to host concert in similar scale in every regions we service Final Fantasy XIV. However, we believe our main priority is the game development to continuously provide quality contents to our adventurers so it's difficult to host anything alone. To overcome this obstacle, we must invest on human resources far more than what we needed for Fan Festival. If schedule permits us, we hope to bring good news so we will keep it updated.

Q: There are player mounts only obtainable by completing the last part of the Main Scenario Quest line. Is there a possibility for new one at the end of Stormblood Main Scenario Quest?

Y: Actually, We really haven't thought much into make it happen. We did not intend to add the mount reward during initial scenario writing. For an example of back in A Realm Reborn, We added Magitek Armor mount with an idea of giving adventurers a companion by the end of the story.

In Heavensward, Midgardsomr mount was rewarded because it followed the broader theme of the Heavensward scenario for the protagonists, in which was the journey with your companions. The theme was built with the idea of travelling together with Estienne, Ysayle, and Alphinaud. During the journey, we needed a different perspective that did not side with anyone with cold judgement instead of taking side of either the mortals (Alphinaud/Estienne) or the dragons. (Ysayle) Midgardsomr already lost his cause on mortals but he re-established his trust by observing the bond between our Warrior of Light and his/her companions. This was reflected in his conclusion--and dialogues if I recall too-- that "I can trust my back and soar through the sky with a mortal if it was the Warrior of Light" during the storyline.

So far from A Realm Reborn to Heavensward, we did not intentionally made mounts as reward of completing the Main Scenario Quest line in every expansion. Rather, there were lore-wise reasons why these mounts became accessible by the end of the quest line.

V4.3 Update brings the finale to Stormblood Main Scenario quest line and V4.4 Update starts a whole new chapter, or "Season 4" as we call among the team. How story will write and whether we will be able to do the same with mount reward at the end of the storyline is purely based on how our scenario writers team will bind everything together.

Q: I'm a former Time-Attack player. There has been several ways of quickly filling the Limit Break gauge that was researched and "exploited". I'm curious of thought of the development team.

Y: I'm not against the whole idea of Time Attack on contents so I don't see the issue there.

You did mention something about exploiting but I don't necessarily think it's an exploitation.

Interdimensional Rift: Sigmascape V4.0 (Savage) Had several mechanics that dropped players HP to 1, so i can see it possible to utilize them to fill up the Limit Break gauge fast.

However, I don't think I fully grasped the situation our questioner tried to put spotlight on so we will have to check footages of those speedruns to see what exactly is going on and see if we can make any responses out of it.

Q: I spend about 2 hours on fishing daily. There are just too many different baits and I can't even open my chocobo saddlebag. Is it possible to make a separate inventory dedicated for baits?

Y: I received the same question quite a lot often from the global server as well--the request for inventory dedicated to storing fishes and baits.

We asked Mr. Frontier for this conundrum and it's been on stalemate on his response "is this really necessary to do all that just for fishers?"

Right now, we can't promise anything but we do have plan of providing unique inventory spaces for both Disciples of Hand and land. This is the first official information announced about that. We will try to give our adventurers including you the sense of "Thanks Twelve I'm a fisher!" or "Good thing I have Fisher!" We are grateful for your patience and support.