

## **Intro to Samurai (6.x)**

By: Yami Ryujin

The Black Waltz FC (Jenova)



Samurai (SAM) is a very fun, strong melee dps class with very powerful bursts attacks and a very fluid rotation that involves a bit of weaving. The rotation is very strict and important, so messing up the rotation is pretty penalizing and getting back into the rhythm is fairly slow. Keep in mind it is a pretty selfish dps class as in not much mitigation and no party buffs. Although it is one of the highest dps classes.

## **ROLE ACTIONS**



**Feint** puts a 10 sec debuff on a target, reducing physical damage by 10% and magic damage by 5%. Useful for tank busters, auto attacks, and raidwides. Good for team mitigation.



**Arms's Length** gives you a 6 sec buff preventing knockback attacks. Not all knockback effects are affected by this prevention.



**Second Wind** Helps healers during high damage scenarios, or at times where it is just you taking damage. 500 Potency Cure



**Bloodbath** gives you a 20 sec buff healing you for a portion of any *physical* damage dealt. Helps healers during high damage scenarios, or at times where it is just you taking damage. Every little bit helps.



**True North** gives you a 10 sec buff allowing you to ignore positional requirements. Useful for times where you can't hit the positional or the boss is moving/rotating. There is a 45s recast timer, but you do have 2 charges



**Leg Sweep** will stun a target for 3 sec. Mostly used on adds, not many bosses are affected.

## Gauges

### Sen Gauge



Using certain combo actions will accumulate up to three Sen: Setsu (top), Getsu (left), and Ka (right). Sen is required to perform Iaijutsu, the number of Sen accumulated determines which can be executed—one for **Higanbana**, two for **Tenka Goken**, and three for **Midare Setsugekka**.



#### **Meikyo: Shisui**

Execute up to 3 weaponskill combos without meeting combo prerequisites.

Does not affect Iaijutsu or Ogi Namikiri.

Duration: 15s

55s Cooldown

Additional Effect: Successfully landing Gekko grants Fugetsu, and successfully landing Kasha grants Fuka

Maximum Charges: 2

What this means is instead of starting with

Hakaze > Shifu (Fuka: Speed Buff) > Kasha

Hakaze > Jinpu (Fugetsu: Damage Buff) > Gekko

You can just use Meikyo and ignore combo prerequisites (as stated above) in your prepull around 1 second on the timer. Use Gekko and Kasha to get your buffs and go through your opener without the slower start.

### Kenki Gauge



The Kenki gauge indicates the amount of Kenki you have accumulated. The red part of the sword and number shown out of 100 (max) is how much Kenki you have acquired.

Kenki is accumulated upon executing your combo actions or a successful **Third Eye**, and can be used to execute actions such as **Hissatsu: Gyoten** (Lvl 54), **Hissatsu: Yaten** (Lvl 56), **Hissatsu: Shinten** (Lvl 62) **Hissatsu: Kyuten** (Lvl 64), **Hissatsu: Guren** (Lvl 70), and **Hissatsu: Senei** (Lvl 72)

Another way to fill up your Kenki Gauge is by using a combo action, then using **Hagakure** which takes the Sen and turns it into Kenki. This is used during filler phases.

**Meditate** also fills Kenki and also Meditation stacks (below)

**Hissatsu: Yaten** can also be combo'd with **Enpi** which refills the gauge by 10 that was just used by **Yaten** (Backstep or Filler Occasion Only)

**Ikishoten** fills the gauge with 50 Kenki

## **Kenki Gauge Actions**



### **Hissatsu: Gyoten**

Rushes target and delivers an attack with a potency of 100.

Kenki Gauge Cost: 10

Cannot be executed while bound.

- This is your gap closer



### **Hissatsu: Yaten**

Delivers an attack with a potency of 100.

Additional Effect: 10-yalm backstep

Additional Effect: Grants Enhanced Enpi

Duration: 15s

Kenki Gauge Cost: 10

Cannot be executed while bound.

- This is your backstep if you need a quick getaway. Also has a combo action to use with it called **Enpi**



### **Hissatsu: Shinten**

Delivers an attack with a potency of 250.

Kenki Gauge Cost: 25

- Use this as needed as to not cap the Kenki Gauge



### **Hissatsu: Kyuten**

Delivers an attack with a potency of 110 to all nearby enemies

Kenki Gauge Cost: 25

- Use this as needed as to not cap the Kenki Gauge



### **Hissatsu: Guren**

Delivers an attack to all enemies in a straight line before you with a potency of 500 for the first enemy, and 50% less for all remaining enemies

Kenki Gauge Cost: 25

120s Cooldown

Shares a recast timer with Hissatsu: Senei

- Use this as needed to not cap the Kenki Gauge. Side note: I do not use this as it shares a recast timer with Senei. This does not mean do not use it.



### **Hissatsu: Senei**

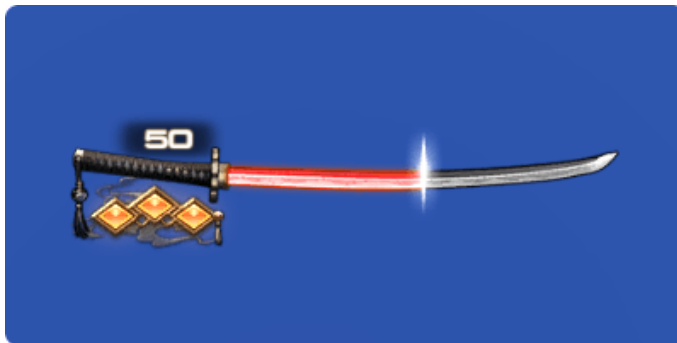
Delivers an attack with a potency of 800.

Kenki Gauge Cost: 25

120s Cooldown

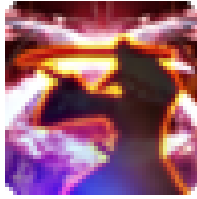
Shares a recast timer with **Hissatsu: Guren**

## **Meditation Gauge**



When you learn the action **Shoha**, the **Meditation Gauge** will be displayed, the 3 diamonds indicate the number of stacks you have.

Stacks are acquired by executing **Iaijutsu**, **Meditate**, or **Ogi Namikiri** (Lvl 90). When you acquire 3 stack you can then use **Shoha** (Lvl 80) or Shoha II (Lvl 82/AoE Ability)



### Shoha

Delivers an attack with a potency of 520.

Can only be executed after accumulating three stacks of Meditation by executing Iaijutsu, Meditate, or Ogi Namikiri while in combat.

Meditation effect fades upon execution.

Shares a recast timer with Shoha II



### Meditate

Gradually increases your Kenki Gauge.

Duration: 15s

Additional Effect: Grants stacks of Meditation when used in combat, up to a maximum of 3

60s Cooldown

Kenki Gauge is not affected when used outside battle.

Effect ends upon using another action or moving (including facing a different direction).

Cancels auto-attack upon execution.

Triggers the cooldown of weaponskills upon execution. Cannot be executed during the cooldown of weaponskills.

The only time you would use this ability is during a break period in the fight or the boss is not damageable and there is nothing to do but wait.



### Ikishoten

Increases Kenki Gauge by 50.

Additional Effect: Grants Ogi Namikiri Ready

Duration: 30s

Can only be executed while in combat.



### Ogi Namikiri

Delivers an attack to all enemies in a cone before you with a potency of 800 for the first enemy, and 75% less for all remaining enemies.

Grants a stack of Meditation, up to a maximum of 3.

Can only be executed while under the effect of Ogi Namikiri Ready. What this means is when you use **Ikishoten** then **Ogi Namikiri** is ready. You have 30s to use this ability and its 2nd ability, **Kaeshi:Namikiri**.



### Kaeshi: Namikiri

Delivers an attack to all enemies in a cone before you with a potency of 800 for the first enemy, and 75% less for all remaining enemies.

Triggers the cooldown of weaponskills upon execution. Cannot be executed during the cooldown of weaponskills.

30s to use after **Ogi Namikiri** is cast

## Iaijutsu



### **Iaijutsu**

Executes a weaponskill depending on the current number of Sen stored in Sen Gauge.

1 Sen: Higanbana

2 Sen: Tenka Goken

3 Sen: Midare Setsugekka

This ability will change depending on how many Sen's you have in your Sen Gauge



### **Tsubame-gaeshi**

Repeats the previously executed iaijutsu with increased potency.

Maximum Charges: 2

60s Cooldown per charge

Can only be executed immediately after using Iaijutsu.

Triggers the cooldown of weaponskills upon execution. Cannot be executed during the cooldown of weaponskills.

30s to use after an Isijutsu is cast

This will change depending on the ability used for Iaijutsu.



Higanbana >



Kaeshi: Higanbana



Tenka Goken >



Kaeshi: Goken



Midare Setsugekka >



Kaeshi: Setsugekka

So what are these Iaijutsu and Tsubame?



### **Higanbana**

Delivers an attack with a potency of 200.

Additional Effect: Damage over time

Potency: 45

Duration: 60s

Additional Effect: Grants a stack of Meditation

With Higanbana you always want to make sure that this is active. This is your Damage over Time (DoT). It has a 60s duration and you should end up recasting with around 5-15 seconds left in the duration. Normally this is also used during or around the time Meikyo: Shisui is cast and active which has a 55s recast timer.





### **Kaeshi: Higanbana**

Delivers an attack with a potency of 200.

Additional Effect: Damage over time

Potency: 45

Duration: 60s

Effect cannot be stacked with Higanbana.

Triggers the cooldown of weaponskills upon execution. Cannot be executed during the cooldown of weaponskills

Since this ability can not be stacked with Higanbana it is never used in any rotation I have made or seen.



### **Tenka Goken**

Delivers an attack with a potency of 280 to all nearby enemies.

Additional Effect: Grants a stack of Meditation

Tenka Goken will only be used in AoE rotations. This is not viable during a major boss fight ie. Normal or Savage raids, Dungeons, etc.

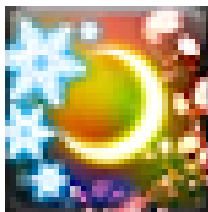


### **Kaeshi: Goken**

Delivers an attack with a potency of 280 to all nearby enemies.

Triggers the cooldown of weaponskills upon execution. Cannot be executed during the cooldown of weaponskills.

Again Goken will only be used in AoE rotations. This can be used during dungeon pulls in between bosses. Just keep in mind that it has a 60s cooldown with a maximum of 2 charges and you want both charges by the time you reach the boss fights. So I only recommend using it once if you can during those pulls.



### **Midare Setsugekka**

Delivers an attack with a potency of 640.

Additional Effect: Grants a stack of Meditation

This is your big boy/girl damage. This is not your highest potency attack, but it is your highest potency attack that comes up the most consistent because it's in your rotation. This ability will be the highest damage dealer overall in your arsenal





### **Kaeshi: Setsugekka**

Delivers an attack with a potency of 640.

Triggers the cooldown of weaponskills upon execution. Cannot be executed during the cooldown of weaponskills.

This is the other part of your big dps numbers, but you only have 2 charges and it is a 60s cooldown until you get 1 charge back. So while this also does big numbers and has a higher potency, it is rather limited and to be used

during your burst phases.

## **Other Kenki Gauge Fillers**



### **Enpi**

Delivers a ranged attack with a potency of 100.

Enhanced Enpi Bonus Potency: 260

Additional Effect: Increases Kenki Gauge by 10

Combo action with **Hissatsu: Yaten**



### **Hagakure**

Converts Setsu, Getsu, and Ka into Kenki. Each Sen converted increases your Kenki Gauge by 10. Can only be executed if under the effect of at least one of the three statuses

This ability is used during Filler GCDs normally. I also use it before a dungeon boss if I have any Sen in my gauge to make sure to have a clean Sen gauge and proper rotation

## **Basic Rotation**



Damage up first:

Hakaze>Jinpu>Gekko

Hakaze>Shifu>Kasha

Hakaze>Yukikaze

Speed up First:

Hakaze>Shifu>Kasha

Hakaze>Jinpu>Gekko

Hakaze>Yukikaze

Let's look at each ability now in your combo actions



### **Hakaze**

Delivers an attack with a potency of 200

Additional Effect: Increases Kenki Gauge by 5

**Hakaze is ALWAYS the start to the base rotation to begin the combo actions and fill up your Sen Gauge (Except when using Meikyo)**



### **Shifu**

Delivers an attack with a potency of 120

Combo Action: Hakaze

Combo Potency: 280

Combo Bonus: Grants Fuka

Fuka Effect: Reduces weaponskill cast time and recast time, spell cast time

and recast time, and auto-attack delay by 13%

Duration: 40s

Combo Bonus: Increases Kenki Gauge by 5



### **Kasha**

Delivers an attack with a potency of 120

170 when executed from a **Target's Flank**.

Combo Action: Shifu

Combo Potency: 330

Flank Combo Potency: 380

Combo Bonus: Increases Kenki Gauge by 10

Combo Bonus: Grants Ka



### **Jinpu**

Delivers an attack with a potency of 120

Combo Action: Hakaze

Combo Potency: 280

Combo Bonus: Grants Fugetsu

Fugetsu Effect: Increases damage dealt by 13%

Duration: 40s

Combo Bonus: Increases Kenki Gauge by 5



### **Gekko**

Delivers an attack with a potency of 120

170 when executed from a **Target's Rear**.

Combo Action: Jinpu

Combo Potency: 330

Rear Combo Potency: 380

Combo Bonus: Increases Kenki Gauge by 10

Combo Bonus: Grants Getsu



### **Yukikaze**

Delivers an attack with a potency of 120

Combo Action: Hakaze

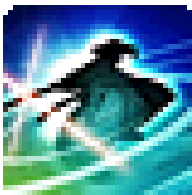
Combo Potency: 300

Combo Bonus: Increases Kenki Gauge by 15

Combo Bonus: Grants Setsu

## **AoE Abilities**

AoE abilities will/can be used when there are 2 or more enemies. Now why “can be”? Well let’s say there are only 2 enemies and they seem to have a lot of HP. Well in this case I would go through a normal cooldown rotation, while putting higanbana DoT on each enemy.



### **Fuga (Lvl 26)/Fugo (Lvl 86)**

Fuka - Delivers an attack with a potency of 90 to all enemies in a cone before you

Additional Effect: Increases Kenki Gauge by 5

Fugo - Delivers an attack with a potency of 100 to all nearby enemies

Additional Effect: Increases Kenki Gauge by 10



### **Oka**

Delivers an attack with a potency of 100 to all nearby enemies

Combo Action: Fuka

Combo Potency: 120

Combo Bonus: Grants Fuka

Fuka Effect: Reduces weaponskill cast time and recast time, spell cast time and recast time, and auto-attack delay by 13%

Duration: 40s

Combo Bonus: Increases Kenki Gauge by 10

Combo Bonus: Grants Ka



### **Mangetsu**

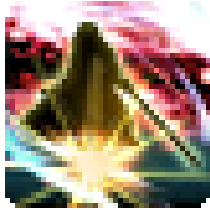
Delivers an attack with a potency of 100 to all nearby enemies

Combo Action: Fuka

Combo Potency: 120

Combo Bonus: Grants Fugetsu

Fugetsu Effect: Increases damage dealt by 13%  
Duration: 40s  
Combo Bonus: Increases Kenki Gauge by 10  
Combo Bonus: Grants Getsu





### Shoha II

Delivers an attack with a potency of 200 to all nearby enemies.  
Can only be executed after accumulating three stacks of Meditation by executing **Iaijutsu**, **Meditate**, or **Ogi Namikiri** while in combat.  
Shares a recast timer with **Shoha**.

## AoE Rotation

This is an OPTIONAL rotation (Use what works best for you)

Start with  Ikishoten to get  Ogi ready. You DO NOT have to cast Ogi right away. You have 30 seconds.



Fuko >



Mangetsu for Ka (Sen Gauge)





Fuko >



Oka for Getsu (Sen Gauge)



Meikyo is an Option to start with as well and just use  Mangetsu and  Oka



Ogi >





Kaeshi >



Tenka (2 Sen attack),



Tsubame (Kaeshi: Goken)

Weave  Hissatsu: Guren or  Hissatsu: Kyuten



Meikyo (if not started with)



Tenka >



Tsubame (Kaeshi: Goken) >



Shoha II

## Mitigation



### Third Eye

Reduces the amount of damage taken by the next attack by 10%.  
Duration: 3s  
Additional Effect: Increases Kenki Gauge by 10 when hit

This is Samurai's only class ability mitigation for self use only

## Opener and Rotation

This rotation will be your standard for most normal raids, savage raids, dungeon boss, or anything with boss level health. It will look like a lot and timing is key, but once you get the rhythm down, the flow feels really nice and eventually you will just do it without thinking.

The rotation itself does involve quite a bit of weaving. It is also fairly static, but combos are a must. You are doing the same rotation throughout the fight. You have an Odd Burst phase and an Even Burst phase. The only time you would change up your rotation would be if during a specific fight, burst phases line up with the boss moving, you have to move, or the boss becoming invulnerable. From there it's just about modifying your rotation and then working back into the static flow.

## Rotation Breakdown and General Tips

Before moving straight into the rotation let's break it down a bit

Pre-pull —> Meikyo Shisui > True North This, when I use it, is during the countdown timer around 1 second. True North lasts 10s, Meikyo 15s

Then as follows Opener > Cooldown > Odd Minute Burst > Filler > Cooldown > Even Minute Burst > Filler (SKS Dependent) > Cooldown, repeat from Odd Burst for the rest of the fight

- During the Opener is when you use pretty much your whole arsenal
- Cooldown phase is your normal base rotation
- Odd Minute Burst is when you have a **tsubame-gaeshi** back, **Meikyo: Shisui** ready, and time to get **Higanbana** back up after 1 minute has past
- Even Minute Burst is when **Hissastu: Senei** and **Ikishoten** come back up after 2 minutes, which also means **Ogi Namikiri** will be ready with **Ikishoten** up.

**Side Note:** Do not use your bursts out of burst phase besides **Midare Setsugekka**. You want to be able to line up your bursts with everyone's buffs and bursts. Save **Tsubame-gaeshi**, **Meikyo: Shisui**, **Ikishoten**, and **Hissatsu: Senei** for your burst phases.

- Make sure **Higanbana** is always active
- Make sure Fuka (Speed Buff) and Fugetsu (Damage Buff) are always active

### **Filler GCDs:**

2 Filler GCD —> Hakaze > Yukikaze > Hagakure

3 Filler GCD —> Hakaze > Jinpu > Gekko or Hakaze > Shifu > Kasha > Hagakure

The amount of filler GCDs depends on your skill speed. For example I use a 2.14 skill speed (SKS) So during my odd minute burst I need a 2 GCD filler. How is this determined? You are finding the correct amount of GCDs in order to keep your rotation timing on track. So I would use Hakaze > Yukikaze > Hagakure

<https://i.imgur.com/sP6if74.png>

## DO NOT CAP YOUR KENKI

Capping your Kenki means that you will be wasting Kenki. You can resolve this by weaving in **Hissatsu: Shinten** or **Senei** (when available every 2 mins). Or for AoE abilities as well.

## When is the proper time to weave?

Anytime in your rotation where it does not slow down, or stop rotation at any point and time. I also weave as to not cap my Kenki.

Can you double weave? Yes. Should you? You can, it's not viable all the time and if it's going to over use kenki or slow down or stop your rotation, then no.

## How to not cap Kenki?

Anything that uses Kenki, depending on the situation, use it. Meaning AoE for dungeon pulls and single target for bosses, but again do not over use. I say this a lot, but you need to be mindful of your usage. When Senei comes around, but you should also have Ikishoten up and ready by that time as well. Also be mindful of the party buffs at around 2mins. Make sure you have Kenki for that as well.

DO NOT use your AoE abilities as a shortcut to your Sen Gauge. While it does provide the same buffs (Fuka and Fuketsu) as it would the normal rotation, your damage is not maximized, so it is not ideal as your potency is much less on those abilities. AoE are only for AoE rotations

If you have any questions, don't hesitate to DM me in game or on Discord, Thank You







# Rotation Loop

Samurai LV.90



THE BALANCE  
www.thebalanceffxiv.com

Endwalker Patch 6.1

## – Opener



## – Cooldown Phase



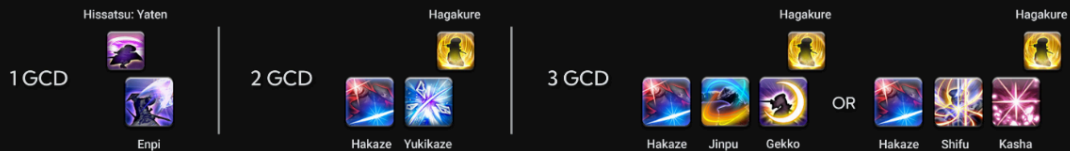
## – Odd minutes Burst



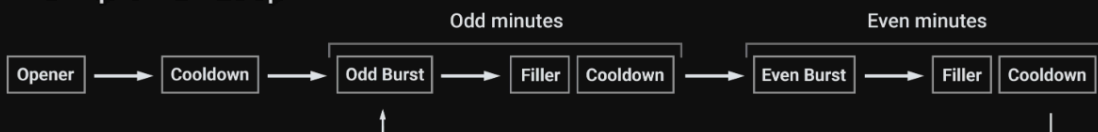
## – Even minutes Burst



## – Filler



## – Simple Full Loop



- **Shoha** and **Shinten** as necessary to not overcap resources.
- **Ikishoten** during or before 2min burst, depending on if you pool kenki for raid buffs or not.
- When under **Meikyo**, **Gekko** and **Kasha** are interchangeable - just don't overcap on sen.