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If you find any incorrect data, please contact me on Discord at soft#8888 or in the Blue Academy, or The Balance Discord server.

RECENT CHANGES

removed belts from sets

This sheet is now considered finished, with the optimized sets and spell setups for roles that have gone through thorough testing. If you have any suggestions for this sheet, please reach out to me as well.

Red means that the pieces are potentially replacable, as opposed to the others that are "set in stone" to be BIS.

Totalled stats at the bottom of the sheets are including materia and lv70 base stats.

Elemental +1 because +2 differences only benefit inside Eureka.

If you have any questions regarding i390vsi400 items and SpS for DPS, please visit the FAQ sheet at the end.

DPS Build Disclaimers:

Big DPS build is centered around capitalizing on the native +20% DH to boost DET gains as secondary priority. The best build for big numbers.

DoT DPS is a build that focuses on the new strong DoT's we've received in 5.45 by added DoT damage from SpS.

The difference of damage between the two builds are within a ~1-2% ratio, which is negligible and both are viable options.

SpS/Det having 0.4% higher potency and more damage outside MF, but Crit/Det around 1.7% more damage over *infinite* casts, meaning that it's less reliable in a timed fight scenario. This also doesn't take into account the added benefits of drifting and a possible 80s Trident rotation with SpS/Det, as well as shorter cooldowns and faster casts on particular spells.

Crit/DH and Crit/SpS have been moved to the archive with explanation for why they are inferior.

Special thanks to lan#2779, Rhydee#5547, SkaiHigh#6932 and Fawks Beaumont#4038 as well as the servers below for answering my questions.

<https://discord.gg/eeF5mdk>

<https://discord.gg/thebalancefxiv>

<https://discord.gg/Pv7F4Tu>

If you'd like to help, please help put some traffic on the reddit post by upvoting to spread it around.

https://www.reddit.com/r/ffxiv/comments/lbxccq/patch_545_bis_blue_mage_gear_sets/

LINK: <https://etro.gg/gearset/2f22a8fa-d097-4718-93fb-d2cb9a0d295c>

Slot	Name	INT	VIT	DET	DH	CRIT	SPS	Materia 1	Materia 2
BASE LV70 STATS		335	292	292	364	364	364		
WEAPON	Friar Rush / Predatrice	0	0	0	0	0	80	SpS	SpS
HEAD	Augmented Scaevan Mask of Casting	228	232	180	0	40	200	Det	Crit
CHEST	Ivalician Oracle's Coat	353	356	80	0	219	313	Det	Det
GLOVES	Augmented Scaevan Gloves of Casting	228	232	180	0	40	200	Det	Crit
PANTS	Elemental Bottoms of Casting +1	353	356	313	0	120	299	SpS x2	Crit x3
FEET	Mirage Boots	228	232	40	0	180	200	Crit	Det
EARRING	Augmented Scaevan Ear Cuff of Casting	171	174	150	0	145	SpS		x
NECKLACE	Mirage Choker	171	174	150	0	145	SpS		x
BRACELET	Augmented Scaevan Bracelet of Casting	171	174	40	105	0	150	Det	x
RING1	Augmented Scaevan Ring of Casting	171	174	150	0	105	40	SpS	x
RING2	Augmented Scaevan Ring of Casting	171	174	150	0	105	40	SpS	x
FOOD	Zefir	0	204	0	46	0	179	x	x
Total:		2580	2774	1725	515	1173	2355	GCD:	2.19s
								DoT Damage%:	11.9
Diff Vs Crit/SpS		-245	-241	644	-589	-1583	1143		
Diff Vs EleDPS		-18	-17	157	-1108	406	53		

NOTE: For tanks and the loss of VIT with i390, visit the FAQ sheet.

POSSIBLE REPLACEMENTS		INT	VIT	DET	DH	CRIT	SPS	Materia 1	Materia 2
PANTS	Elemental Bottoms of Casting +1	353	356	313	0	120	299	SpS x2	Crit x3
PANTS	Omega Trousers of Casting	371	377	325	227	0	80	SpS	SpS
Diff Vs Replacer	INT +18, VIT +21, -100 sub stat (-219 SpS)	18	21	12	227	-120	-219		
Disclaimer:	Trades extra substats and SpS main allocation for INT, pushes down four GCD tiers (2.23s GCD).								
CHEST	Ivalician Oracle's Coat	353	356	80	0	219	313	Det	Det
CHEST	Omega Jacket of Casting	371	377	227	0	325	80	SpS	SpS
Diff Vs Replacer	INT +18, VIT +21, +20 sub stats (-233 SpS)	18	21	147	0	106	-233		
Disclaimer:	Trades SpS main allocation for extra main stats and sub stats, pushes down four GCD tiers (2.23s GCD).								

LINK:	https://etro.gg/gearset/e965df9c-bc43-4ccc-bb8e-e320b596f544								
Slot	Name	INT	VIT	DET	DH	CRIT	SPS	Materia 1	Materia 2
BASE LV70 STATS		335	292	292	364	364	364		
WEAPON	Friar Rush / Predatrice	0	0	0	0	80	0	Crit	Crit
HEAD	Mirage Hat	228	232	80	140	200	0	Det	Det
CHEST	Omega Jacket of Casting	371	377	307	0	325	0	Det	Det
GLOVES	Elemental Gloves of Casting +1	218	219	160	175	193	0	DH	Det x4
PANTS	Mirage Bottoms	371	377	307	0	325	0	Det	Det
FEET	Augmented Scaevan Shoes of Casting	228	232	180	40	200	0	Det	DH
EARRING	Mirage Earring	171	174	145	0	150	0	Det	x
NECKLACE	Augmented Scaevan Choker of Casting	171	174	40	105	150	0	Det	x
BRACELET	Mirage Bracelet	171	174	40	105	150	0	Det	x
RING1	Mirage Ring	171	174	0	150	145	0	Crit	x
RING2	Augmented Scaevan Ring of Casting	171	174	150	0	145	0	Crit	x
FOOD	Smoked Chicken	0	242	179		108	0	x	x
Total:		2606	2841	1880	1079	2535	364	GCD:	2.5s
								DoT Damage%:	0
Diff Vs SpS/Det		-10	-31	8	-182	1821	-1536		
Diff Vs EleDPS		8	50	312	-544	1768	-1938		
Diff Vs Crit/SpS		2435	-174	799	-25	-221	-848		
POSSIBLE REPLACEMENTS									
GLOVES	Elemental Gloves of Casting +1	218	219	160	175	193	0	DH	Det x4
GLOVES	Mirage Gloves	228	232	140	200	80	0	Crit	Crit
Diff Vs Replacem	INT +10, VIT +13, -108 sub stats	10	13	-20	25	-113	0		
Disclaimer:	Swaps Crit main allocation and substats for extra main stats. 108 substats are better than 10 INT but this is a budget option.								
RING1	Mirage Ring	171	174	0	150	145	0	Crit	x
RING2	Augmented Scaevan Ring of Casting	171	174	150	0	145	0	Crit	x
Diff Vs Replacem	DET +150, DH -150	0	0	150	-150	0	0		
Disclaimer:	It's been simmed that you achieve more stat tiers with DH, but if you want to go full Det then you can have double rings.								

LINK: <https://rfto.gg/gearset/477e1cc-0276-43b1-8092-70756579d906>

Slot	Name	INT	VIT	DET	DH	CRIT	SPS	Materia 1	Materia 2
BASE LV70 STATS		335	292	292	364	364	364		
WEAPON	Friar Rush / Predatrice	0	0	0	0	0	80	SpS	SpS
HEAD	Augmented Scaevan Mask of Casting	228	232	180	40	0	200	Det	DH
CHEST	Augmented Scaevan Coat of Casting	371	377	325	227	0	80	SpS	SpS
GLOVES	Augmented Scaevan Gloves of Casting	228	232	180	40	0	200	Det	DH
PANTS	Omega Trousers of Casting	371	377	325	227	0	80	SpS	SpS
FEET	Mirage Boots	228	232	80	0	140	200	Det	Det
EARRING	Augmented Scaevan Ear Cuff of Casting	171	174	150	0	0	145	SpS	x
NECKLACE	Mirage Choker	171	174	150	0	0	145	SpS	x
BRACELET	Augmented Scaevan Bracelet of Casting	171	174	40	105	0	150	Det	x
RING1	Augmented Scaevan Ring of Casting	171	174	150	0	105	40	SpS	x
RING2	Mirage Ring	171	174	0	150	105	40	SpS	x
FOOD	Zefir	0	260	0	108	0	176	x	x
Total:		2616	2872	1872	1261	714	1900	GCD: 2.26s	
								DoT Damage%: 9.2	
Diff Vs SpS/DET		10	31	-8	162	-1821	1536		
Diff Vs CRIT/SPS		-209	-143	791	157	-2042	686		
Diff Vs EltDPS		18	81	304	-362	-53	-402		

POSSIBLE REPLACEMENTS									
Slot	Name	INT	VIT	DET	DH	CRIT	SPS	Materia 1	Materia 2
GLOVES	Augmented Scaevan Gloves of Casting	228	232	180	0	40	200	Det	DH
GLOVES	Elemental Gloves of Casting +1	218	219	0	135	193	193	SpS x5	
Diff Vs Replacer	INT -10, VIT -13, +101 sub stats	-16	-13	-188	135	153			
Disclaimer: If you can be bothered to grind at least one elemental piece, this is the one piece to take since it's clearly better, even slightly.									
PANTS	Omega Trousers of Casting	371	377	325	227	0	80	SpS	SpS
PANTS	Elemental Bottoms of Casting +1	353	356	313	120	0	299	SpS x2	DH x3
Diff Vs Replacer	INT -18, VIT -21, +100 sub stats (+219)	-18	-21	-12	-187	0	219		
Disclaimer: The second-best piece of elemental gear to take that is a clear positive (2.23s GCD).									
CHEST	Augmented Scaevan Coat of Casting	371	377	325	227	0	80	SpS	SpS
CHEST	Naalican Oracle's Coat	353	356	0	80	219	313	DH	DH
Diff Vs Replacer	INT -18, VIT -21, -20 sub stats (+233 Sp)	-18	-21	-325	-147	219	233		
Disclaimer: Trades some main stats and substats for SpS main allocation, pushing for three extra GCD tiers (2.23s GCD).									

LINK: <https://rfto.gg/gearset/20928f5b-53c9-4d93-9ca2-55d95a2b3bed>

Slot	Name	INT	VIT	DET	DH	CRIT	SPS	Materia 1	Materia 2
BASE LV70 STATS		383	292	292	364	364	364		
WEAPON	Friar Rush	0	0	0	0	0	80	SpS	SpS
HEAD	Elemental Circle	218	219	150	0	0	175	SpSx1	Detx4
CHEST	Elemental Coat	353	356	120	313	0	299	SpSx2	Detx3
GLOVES	Elemental Glove	218	219	0	135	193	193	SpSx5	
PANTS	Elemental Bottom	353	356	313	120	0	299	SpSx2	DHx3
FEET	Elemental Shoe	218	219	193	135	0	193	SpSx5	
EARRING	Augmented Scar	171	174	150	0	0	145	SpS	x
NECKLACE	Mirage Choker	171	174	150	0	0	145	SpS	x
BRACELET	Augmented Scar	171	174	40	105	0	150	Det	x
RING1	Mirage Ring	171	174	0	150	105	40	SpS	x
RING2	Augmented Scar	171	174	150	0	105	40	SpS	x
FOOD	Zefir	0	260	0	108	0	176	x	x
Total:		2998	2791	1568	1623	767	2302	GCD: 2.2s	
								DoT Damage%: 11.6	
Diff Vs CRIT/DET		-8	-50	-312	544	-1768	1938		
Diff Vs SpS/DET		18	17	-187	1108	-406	-53		

The build above is a full elemental build that capitalizes on DoT damage. It's slightly better than the build to the left but expensive to get.
Thanks to Liam Gall for building these.

The spells below are suggested BIS for tanks, but needed abilities may vary. In that case, refer to the replacements below as to know which spells to replace.



POSSIBLE REPLACEMENTS		
TO REPLACE		TO GET
Libra		White Wind
Song of Torment		Magic Hammer
Triple Trident Combo + Final Sting		Basic Instinct
		Bristle
Off-Guard	=\=	Peculiar Light
Sonic Boom	>	Blaze

REASONS: TO REPLACE	
Libra	It's inconclusive, but the time for Libra might be over if DPS don't slot the triad. Depends on your group.
Song of Torment	617 potency per minute (Nightbloom) is still strong, but it might be worth to drop this.
TTC+FS	If your group isn't going for Final Sting percentages (which is viable), it's likely not worth to keep Whistle just for Triple Trident, and that severely lowers the damage of the Trident combo.

REASONS: TO GET	
White Wind	If your healers are having trouble keeping the group up even with the new addition of Stotram, consider slotting this in for safety.
Magic Hammer	Considering that healers should already be using Magic Hammer for specific mechanic mitigation, MH is only an emergency MP button for tanks.
Bristle	If you're abandoning the TTC+FS combos, you can consider taking this to buff your SoT.
Basic Instinct	If your group is going for Final Sting percentages, it's worth considering taking this spell for an additional and safer Final Sting.

REASONS: SWAPS		
Sonic Boom	>	Blaze
Especially since Glass Dance is cut from the tank kit because of its terrible potency, there is less weaving to do and it's very plausible that Blaze is the superior choice for the extra 10 potency per cast, moreso for tanks than for healers.		

These spell setups are assuming we are keeping the meta where one healer goes for a full healing build and the other a subdps with MF opener.

SubDPS Build



POSSIBLE REPLACEMENTS		
TO REPLACE		TO GET
Blood Drain	>	Blood Drain
Song of Torment	>	Gobskin
Sonic Boom	>	Blaze

REASONS: SWAPS		
Sonic Boom	>	Blaze
Blaze has 10 higher potency than Sonic Boom, but Sonic Boom sits at 1s and as a result is better for weaving. Blaze would be the better choice as non-weaving spammable spell.		
Magic Hammer	>	Blood Drain
If you're having MP issues, it's worth considering this swap to have safer MP management.		
Song of Torment	>	Gobskin
Gobskin doesn't stack, so it makes sense for only the full healer to be committed to shielding. Song of Torment is still a strong DoT without Bristle even if you can only use it every other minute because it doesn't stack with Nightbloom, but it's advised to have the full healer bring Gobskin only. This is an optional swap.		

Full Healer Build



POSSIBLE REPLACEMENTS		
TO REPLACE		TO GET
Libra		Mighty Guard
Blood Drain		Devour
Glass Dance		
White Wind		
Off-Guard	= =-	Peculiar Light
Sonic Boom	>	Blaze
Rose of Destruction	>	Chelonian Gate
Bristle + SoT + one from above	>	Final Sting or Triple Trident combo

REASONS: TO REPLACE	
Libra	With DPS now only having 2 out of 3 buffed elements with fillers, Libra is now a gamble, but you can still catch OGCD's with it.
Blood Drain	Worth considering if you're comfortable with your MP using just Lucid and Magic Hammer.
White Wind	If you're not planning to do snapshot healing with WW, it is worth cutting out since Stotram is the better option in general.
Glass Dance	On paper, Glass Dance is a terrible spell slot with 350 potency every 1.5min.

REASONS: TO GET	
Mighty Guard	Take this if you need additional mitigation for specific mechanics.
Devour	Take this if you need additional mitigation for specific mechanics.

REASONS: SWAPS		
Sonic Boom	>	Blaze
Blaze has 10 higher potency than Sonic Boom, but Sonic Boom sits at 1s and as a result is better for weaving. Blaze would be the better choice as non-weaving spammable spell.		
Rose of Destruction	>	Chelonian Gate
You likely won't be able to capitalize on CG's damaging part well since you'll be healing and you have Cold Fog to interchange with your healer buddy already, but the mitigation is still powerful and should be considered.		
Bristle + SoT + one from above	>	Final Sting or Triple Trident combo
The only difference between the healer and subdps build is the fact you're replacing almost all the possible replacements with both of these combos. At 2.19s GCD, the Triple Trident combo only has 47 higher potency than Bristle + SoT (maths below) and takes an additional spell slot. The Final Sting combo is only 5400 potency over an entire fight (8-10min) and takes an additional spell slot. Especially with the new spells in 5.45, it's likely the combo is overvalued. You could argue you can push mechanics with it or soft enrages, but even then you have to consider the potency those spell slots would have made in the same time. It's a fight dependant choice to make.		

SoT vs Triple (FOR HEALERS ONLY)
Based on 2.19s gcd and based on 3 minute and 1 minute intervals to compare the two. total potencies are based on comparison only.
3 min trident total potency: 2900 lingle 100 + trident 250x3 (+80% whistle) = 1450x2(3min) = 2900 6 total gcd's 3 spell slots 2900 3 min potency 1 min trident potency: 2900/3 = 967
3 min sot total potency: 2775 550 dot + 275 bristle = 825x2(1min) = 1650x4(4min) = 6600 can only use it half the time because of nightbloom so 6600/2 = 3300/4(1min) = 825x3(3min) = 2475 + 300 (12.1% SpS dot damage) = 2775 6 total gcd's 2 spell slots 2775 3 min potency 1 min sot potency: 2775/3 = 925 (825 without 12.1% dot damage) without bristle , 1 min sot potency becomes: 1850 (1650 + 200 12.1% SpS dot damage)/3 = 617
ontop of that, sot also gives you an extra spell slot since the combo is one spell less in trade for 42 potency, an additional spell slot can be freed up by trading 308 potency/min through cutting bristle.

Assigned spells and opener below are ideal for DPS, although there are potential replacements added below.

Latest change: 8th of Feb 10:33

On the topic of fillers, it's completely reasonable to only run with Sonic Boom. Spell cramming considered, the extra 88PPM might not be worth it.



POSSIBLE REPLACEMENTS		
TO REPLACE		TO GET
White Wind		Blaze
Diamondback		Mighty Guard
Sonic Boom		Abyssal Transfixion
Sharpened Knife		
Off-Guard	=	Peculiar Light
Rose of Destruction	>	Chelonian Gate

REASONS: TO REPLACE	
Diamondback	If the fight doesn't need it, you can swap this out.
White Wind	Could be argued that not everyone needs WW.
Sonic Boom	Possible to be replaced with Blaze if you're weaving with Knife.
Sharpened Knife	11 potency diff is only 88 PPM, consider only slotting Sonic Boom.

REASONS: TO GET	
Blaze	If you're keeping Sonic Boom, this completes Libra trinity.
Mighty Guard	Possible to take this if the fight calls for it.
Abyssal Transf	Ranged physical.

REASONS: SWAPS		
Rose of Destruction	>	Chelonian Gate
Definitely not optimal since it changes opener, but if a fight needs CG then go for it.		

OPENER		
TIMING	SPELL	POTENCY
Pre-Pull	Whistle	
0	Tingle	100
2.5	Moon Flute	
	J-Kick	450
5	Rose	600
	Nightbloom	2850
7.5	Triple Trident	2025
	Shock Strike	600
9	Bristle	
	Swiftcast	
	Glass Dance	525
	Supra	300
	Supra	450
	Supra	600
	Supra	750
	Matra Magic	1800
	Feather Rain	450
	Phantom Flurry	1800
32.5	Moon Flute ends	
	Total Potency:	13300 (After Nightbloom ends)

phantom flurry snapshots your buffs when it starts

Rotation in Action:
https://www.youtube.com/watch?v=WUbd_DR81Sw

Why SpS for DPS?	Why i390 instead of i400?
<p>SpS heavily scales with DoTs, reduces large cooldowns, and BLU now has a lot of powerful DoTs.</p> <p>Song of Torment is a 550 potency skill, 50 hit, 50 dot for 30s.</p> <p>Compared to Bio and Miasma, they are 200 and 220 potency skills respectively.</p> <p>Compared to Caustic Bite and Stormbite, those are 550 and 600 potency skills respectively.</p> <p>Now let's take Bristle into the equation, which is mandatory to pre-buff whenever you're applying SoT. It turns SoT into a 825 potency skill. It's two GCD's, so if we shred a Sharpened Knife (220, standard GCD damage for BLU) from the 825 you still end up with a 605 potency skill.</p> <p>Talking about DoT damage between SoT and Nightbloom only now. Nightbloom has 1500 potency where SoT for the same duration would have 780 potency because of the extra GCD, Nightbloom is OGCD (you could make the argument that Bristle would set it higher, but Whistle is now being used for Trident and that potency increase is much higher than Bristle would for SoT).</p>	<p>For the sake of the topic, let's assume that the "increased INT scaling for BLU" is derived solely from the fact that they don't have a weapon with native stats, which has been suggested.</p> <p>For other mages, an i400 weapon has 399 INT. A full i400 set gives us exactly 2400 INT without base stats and food. With that, we'd be able to make a sum of (399/2400) * 100 that comes down to the weapon being 16.625% of the total INT value of the set. So if we'd take that to the DPS gloves as example where you're sacrificing 10 INT, you'd be missing (10/100)*16.625%=1.6625 additional INT from the supposed increased BLU weapon scaling over other mages, not factoring in the magic attack gained.</p> <p>We don't know the specific scaling that INT has on potency (Potency/25*(1+(INT-LvMAIN)/5)), but it's been tested thoroughly at ~0.1 potency increase per cast per 10 INT. On the i390 elemental gloves in particular, the substats from i390 turned out to be a net increase in DPS considering you get 120 extra substats by trading 11.7(10+1.7 rounded) INT as well as much better substat distribution. Coat/Pants are a different question since you're getting even less INT for the same amount of substats.</p> <p>Even back in Stormblood, multiple classes were wearing i390 pieces as BIS because of the stat distributions and pentamelds, the argument that "BLU has ridiculously more INT scaling" is supposedly held in a bit too high regard by some people.</p>
(cont.)	<p>What about tanks and the loss of VIT?</p>
<p>Nightbloom is now used in the opener. So let's math that out.</p> <p>Nightbloom DoT-only is 2250 potency because it has MF's buff for the full duration. SoT's DoT in MF would be 810 potency comparatively only because you have to cast it once and recast it outside of MF (1250-440GCD).</p> <p>Ontop of that, Phantom Flurry is also considered a DoT with 1200 potency (200/s), that snapshots your MF for its duration, or 1800 if you cancel it last second inside MF. With MF, that makes PF a 1800/2700 potency DoT. Ontop of that, we have a 300 potency Feather Rain DoT.</p> <p>The simmed formula for the amount of damage that SpS increases DoTs by is as followed: $dot_sps_buff = \text{rounddown}[\text{rounddown}[130 * (SpS-364)/2170] + 1000] / 1000$.</p> <p>The Crit/SpS set has 1212 SpS, so using the formula we'd come out to a 5% damage increase per tick for a DoT. We've mathed this out against a Crit/DH build and it's turning out to result in more DPS, but we're still working on a perfect minmax.</p> <p>P.S. The elemental DPS gearset has 2271 SpS, which results in an additional 11.14% increased damage per tick for a DoT. That turns Nightbloom DoT-only from a 2250 potency MF'd DoT into 2500 potency DoT, or Phantom Flurry from 1800 to 2000 potency. We are now at the point where we are calculating how much bonus damage from Direct Hit and/or Critical Hit ticks it would take to beat that increase, and the RNG isn't looking too good.</p> <p>Nevertheless, the substat scales really hard with DoTs and you have to consider that harder DoT ticks aren't the only beneficial thing about SpS, for example faster Diamondbacks, an 80s Triple Trident rotation, and more.</p>	<p>There's an argument going around that <i>because BLU tanks have lower base HP than normal tanks, they should stack as much VIT as possible</i>, but that's a little misleading.</p> <p>Mighty Guard makes it so the DTK (damage to kill) from a boss on a normal tank to BLU tank is more similar than people think.</p> <p>With that in mind, especially with the lower base HP and as a result having worse VIT scaling than regular tanks, it makes sense to double down on the mitigation on BLU tanks that's already really strong by making smart trades with substats rather than prioritizing a main stat with worse scaling. Any boss mechanic that one-shots you at i390 would have more than likely killed you at i400 as well.</p>
(cont.)	
<p>Furthermore, patch 5.45 has brought with it more high potency abilities that have cooldowns that scale with SpS.</p> <p>The SpS/Det set for example shaves Matra Magic's 120s CD to 105s, Rose of Destruction from 30s to 25s, Angel Whisper from 300s to 260s, the list goes on. This isn't as big as a net positive since you're still constrained to the repeated MF window, but it allows drifting and on some fights you don't want to repeatedly use MF.</p>	

WHY?

Argument that DH is stronger than Det because of the native 20% DH increase that BLU gets is proven null when DH only scales its % chance of happening and doesn't scale its damage, as opposed to Crit. The extra chance of a x1.2 extra damage DH by building the substat isn't enough to make up for the damage that would be gained from building DET at lv70, which scales flat damage really well as a substat.

The 20% DH increase indirectly scales the increase in DET as well since the extra damage gained from DET is also multiplied by x1.2 when a DH happens.

Crit/DH is also a lot harder to itemize perfectly at lv70 than previously. Ontop of that, there are no Crit/DH foods at i510, whereas Smoked Chicken exists that's Det/Crit, which distributes better for the Crit-based builds.

LINK: <https://etro.gg/gearset/4dc6d693-c02b-46af-b911-4a7b8e18babf>

Slot	Name	INT	VIT	DET	DH	CRIT	SPS	Materia 1	Materia 2
BASE LV70 STATS		383	292	292	364	364	364		
WEAPON	Friar Rush	0	0	0	0	80	0	Crit	Crit
HEAD	Mirage Hat	228	232	40	180	200	0	DH	Det
CHEST	Omega Jacket of	371	377	227	80	325	0	DH	DH
GLOVES	Elemental Glove	218	219	160	175	193	0	DH	Det x4
BELT	Omega Tassets of	171	174	150	0	145	0	Crit	x
PANTS	Augmented Sca	371	377	0	325	307	0	Crit	Crit
FEET	Augmented Sca	228	232	140	80	200	0	DH	DH
EARRING	Mirage Earring	171	174	105	40	150	0	DH	x
NECKLACE	Augmented Sca	171	174	40	105	150	0	Det	x
BRACELET	Mirage Bracelet	171	174	40	105	150	0	Det	x
RING1	Mirage Ring	171	174	0	150	145	0	Crit	x
RING2	Augmented Sca	171	174	150	0	145	0	DH	x
FOOD	Pizza	0	260	108	179	0	0	x	x
Total:		2825	3033	1452	1783	2554	364	GCD:	2.5s
								DoT Damage%:	0
Diff Vs Crit/SpS		0	18	371	679	-202	-848		
Diff Vs Crit/DET		219	192	-428	704	19	0		
Diff Vs EleDPS		227	242	-116	160	1787	-1938		

POSSIBLE REPLACEMENTS	INT	VIT	DET	DH	CRIT	SPS	Materia 1	Materia 2	
CHEST	Omega Jacket of	371	377	227	80	325	0	DH	DH
CHEST	Mirage Coatee	371	377	0	325	307	0	Crit	Crit
Diff Vs Replacem	DET -227, DH +2	0	0	-227	245	-18	0		

Disclaimer: Swaps DET and some Crit for DH main allocation.

GLOVES	Elemental Glove	218	219	160	175	193	0	DH	Det x4
GLOVES	Mirage Gloves	228	232	140	200	80	0	Crit	Crit
Diff Vs Replacem	INT +10, VIT +13	10	13	-20	25	-113	0		

Disclaimer: Trades Crit main allocation and sub stats for extra main stats.

DPS: CRIT/SpS (not as powerful as SpS/DET DPS)

LINK: <https://etro.gg/gearset/fd399909-7f5a-4998-ad5a-2fad6ed88a0b>

Slot	Name	INT	VIT	DET	DH	CRIT	SPS	Materia 1	Materia 2
BASE LV70 STATS		383	292	292	364	364	364		
WEAPON	Friar Rush	0	0	0	0	80	0	Crit	Crit
HEAD	Mirage Hat	228	232	0	140	200	80	SpS	SpS
CHEST	Omega Jacket of	371	377	227	0	325	80	SpS	SpS
GLOVES	Elemental Glove	218	219	40	135	193	160	Det	SpS x4
BELT	Omega Tassets of	171	174	150	0	145	0	Crit	x
PANTS	Mirage Bottoms	371	377	227	0	325	80	SpS	SpS
FEET	Omega Shoes of	228	232	40	0	200	180	SpS	Det
EARRING	Mirage Earring	171	174	105	0	150	40	SpS	x

NECKLACE	Augmented Sca	171	174	0	105	150	40	SpS	x
BRACELET	Mirage Bracelet	171	174	0	105	150	40	SpS	x
RING1	Mirage Ring	171	174	0	150	145	0	Crit	x
RING2	Omega Ring of C	171	174	0	105	150	40	SpS	x
FOOD	Twilight Popoto S	0	242	0	0	179	108	x	x
Total:		2825	3015	1081	1104	2756	1212	GCD:	2.37s
								DoT Damage%:	5
Diff Vs Crit/Det		219	174	-799	25	221	848		
Diff Vs SpS/Det		245	241	-644	589	1583	-1143		
Diff Vs EleDPS		227	224	-487	-519	1989	-1090		
POSSIBLE REPLACEMENTS		INT	VIT	DET	DH	CRIT	SPS	Materia 1	Materia 2
GLOVES	Elemental Glove	218	219	40	135	193	160	Det	SpS x4
GLOVES	Mirage Gloves	228	232	140	200	80	0	Crit	Crit
Diff Vs Replacem	INT +10, VIT +13	10	13	100	65	-113	-160		
Disclaimer:	Swaps Crit main allocation and sub stats for extra main stats.								
BELT	Omega Tassets c	171	174	150	0	145	0	Crit	x
BELT	Yama Obi of Cas	163	164	0	0	141	144	Crit	x
Diff Vs Replacem	INT -8, VIT -10, -	-8	-10	-150	0	-4	144		
Disclaimer:	Trades main stats for SpS main allocation, pushes two SpS tiers (2.35s GCD).								