

FFXIV Concept: Beast Master

Role: Tank / Starting Level: 30

Weapon: Whip

The Beast Master will be a tank class whose ability to tank is reliant on their pet. Should the pet fall, there is a chance that the Beast Master will be useless as a pet can only be called every 10 minutes. They will be capable of dishing out relatively high damage and providing unique buffs, but do not have full control over their pet until high levels. Their resource is called “Ferality” and is granted by performing weapon skills by the master while under the “Feral Instinct” command. Proper management of Ferality will be important for keeping enmity, control of the pet, and unleashing burst damage. The pet utilizes a basic attack chain learned through leveling in addition to executable commands through Ferality.



Several elements will make this class unique, such as:

- Not needing a “stance” to maintain reliable enmity through the pet. In fact, it’d be hard not to be the main tank unless you refuse to use “Ferality” skills. The Lv. 50 ability, “Inner Savage” makes it easy to maintain the off-tank status, however.
- The master will have a relatively weak VIT stat, much like a DPS. Therefore, careful positioning of the master is extremely important. Also, they have the position of the pet to worry about.
- Their resource is always relevant.
- Two sources of damage with the potential for short periods of burst.
- Has the ability to provide “Vulnerability Up” to multiple foes with “Savage Whirl”.
- Mounting the pet is cool.

TRAITS:

Level	Name	Description
1	Ferality I	Allows stacking of “Ferality” up to a max of 50.
6	STR Bonus	Increases STR of master and pet by 6 points.
20	Stout Servant	Decreases damage dealt to pet due to avoidable attacks by 25%. Grants an enmity bonus to pet.
26	STR Bonus II	Increases STR of master and pet by 15 points.
38	VIT Bonus	Increases VIT of master and pet by 20 points.
40	Ferality II	Allows stacking of “Ferality” up to a max of 80.
45	Instinct	All weaponskills now generate 5 ferality, even when not in Feral Instinct. This bonus is applied when under the effect of Feral Instinct.
50	Master Tamer	Pet bonuses granted through maneuvers now affect master at 150% potency.
54	Stout Servant II	Decreases damage dealt to pet due to avoidable attacks by 40%. Grants an enmity bonus to pet.
62	Ferality III	Allows stacking of “Ferality” up to a max of 100.

MASTER ABILITIES:

Action Name	Acquired	Type	Cast	Recast	Effect
Blood Coil	LV. 1	Weaponskill	Instant	Global	Delivers an attack with a potency of 110. <i>Feral Instinct Effect:</i> Drain 80% damage dealt as HP.
Feral Instinct	LV. 2	Ability	Instant	60s	Gain a 10% haste buff and cause all weaponskills to gain an <i>additional effect</i> and provide a base 10 Ferality.
Quick Lash	LV. 4	Weaponskill	Instant	Global	Delivers an attack with a potency of 90. <i>Feral Instinct Effect:</i> +5 Ferality
Call Beast	LV. 6	Ability	Instant	600s	Summon forth your beast familiar to aid you in battle.
Defensive Maneuver	LV. 10	Ability	Instant	120s	Reduce damage taken by pet by 20%.
Offensive Maneuver	LV. 15	Ability	Instant	120s	Increase potency of all actions taken by pet by 30.
Swift Spin	LV. 20	Weaponskill	Instant	Global	Deal damage with a potency of 10 to all nearby targets. Additional effect only granted under effect of Feral Instinct when used in a combo. <i>Combo Action:</i> Quick Lash <i>Combo Potency:</i> 35 <i>Additional Effect:</i> Reset global cooldown to 0.
Sustaining Maneuver	LV. 24	Ability	Instant	120s	Grant a “regen” effect to pet. Potency: 30 Duration: 20s
Guarded Lash	LV. 30	Weaponskill	Instant	Global	Deal damage with a potency of 40. Additional effect only granted under effect of Feral Instinct when used in a combo. <i>Combo Action:</i> Blood Coil <i>Combo Potency:</i> 90 <i>Additional Effect:</i> Reduces damage taken by 5% for 7s.
Feral Transfer	LV. 30	Ability <i>Class Quest</i>	Instant	60s	For the next 12 seconds, the additional effects of all weaponskills will be applied to the pet at an enhanced 150% potency with double duration.
Blood Rite	LV. 50	Ability <i>Class Quest</i>	Instant	100s	Transfer 50% of master’s current health to the pet. In addition, the pet will inherit 200% of master’s current enmity value and 50% of master’s current mitigation.
Inner Savage	LV. 50	Ability <i>Class Quest</i>	Instant	1s	Removes “Stout Servant” bonuses from pet and adds 30 potency to all master’s weaponskills and damaging abilities.

Action Name	Acquired	Type	Cast	Recast	Effect
Wrenching Coil	LV. 52	Weaponskill <i>Class Quest</i>	Instant	Global	Deal damage with a potency of 80. Additional effect only granted under effect of Feral Instinct when used in a combo. <i>Combo Action:</i> Guarded Lash <i>Combo Potency:</i> 150 <i>Additional Effect:</i> Grant "Shock Spikes" for 10 seconds. <i>Shock Spikes Potency:</i> 40
Wild Rose	LV. 58	Weaponskill <i>Class Quest</i>	Instant	Global	Deal damage with a potency of 90. Additional effect only granted under effect of Feral Instinct when used in a combo. <i>Combo Action:</i> Swift Spin <i>Combo Potency:</i> 200 <i>Additional Effect:</i> Increase damage dealt by 5% for 10s.
Charm	LV. 60	Ability <i>Class Quest</i>	Instant	60s	Command a wild beast to fight for you for 10s. This does NOT work on bosses and is resisted by non-beast foes.
Armageddon	LV. 68	Ability	Instant	45s	Deliver an attack with 250 potency. Additional Effect: Increase enmity.

PET ABILITIES:

Action Name	Acquired	Type	Cast	Recast	Effect
Command	LV. 1	Ability	Instant	0	Command the pet to attack the designated foe.
Adjust	LV. 1	Ability	Instant	1s	Command pet to move to the master's location at time of execution. The master moving after casting does not affect pet's destination.
Slash	LV. 1	Auto Attack Chain #1	--	--	Deliver an attack with a potency of 50. Will be followed up by <i>Blood Rend</i> once learned. <i>Additional Effect:</i> Increased enmity.
Swipe <i>Feral Cost: 15</i>	LV. 1	Ability	Instant	Global	Deliver a conal attack dealing damage at 80 potency. Pet's target is changed to selected enemy. <i>Additional Effect:</i> Increased enmity
Cauterize <i>Feral Cost: 10</i>	LV. 1	Ability	Instant	30s	Deliver an attack with a potency of 30. Pet's target is changed to selected enemy. <i>Additional Effect:</i> Damage Over Time <i>Potency:</i> 50 <i>Duration:</i> 30s
Blood Rend	LV. 18	Auto Attack Chain #2	--	--	Deliver an attack with a potency of 80. Will be followed up by <i>Brutalize</i> once learned. <i>Additional Effect:</i> Drain 40% damage dealt as HP.
Savage Whirl <i>Feral Cost: 10</i>	LV. 35	Ability <i>Class Quest</i>	Instant	60s	Each second, a 50 potency attack and 2% vulnerability debuff is applied to all nearby targets. The debuff is strengthened each hit up to a maximum of 10%. The debuff lasts 30s. 10 Ferality is drained every second this is active and can be cancelled by clicking "Savage Whirl" again.
Brutalize	LV. 40	Auto Attack Chain #3	--	--	Delivers a 3-combination attack with a potency of 50 for each hit. Each hit can deal critical and direct hits. Is followed up by <i>Rake</i> once learned. <i>Additional Effect:</i> Increased enmity.
Brutality <i>Feral Cost: 30</i>	LV. 40	Ability <i>Class Quest</i>	Instant	120	Interrupts the auto attack chain to execute Brutalize at 200% potency. Next queued auto attack will be <i>Rake</i> when applicable.

Action Name	Acquired	Type	Cast	Recast	Effect
Rake	LV. 42	Auto Attack Chain #4	--	--	Deliver an attack with a potency of 90 in a cone. Is followed up by <i>Upheaval</i> once learned. <i>Additional Effect:</i> Increased enmity.
Leap <i>Feral Cost: 10</i>	LV. 45	Ability <i>Class Quest</i>	Instant	15s	Orders pet to leap to master's location dealing 150 potency damage when landing. Interrupts pet auto attack chain, causing pet to start over again with <i>Slash</i> .
Rush <i>Feral Cost: 25</i>	LV. 56	Ability <i>Class Quest</i>	Instant	10s	Rush toward target dealing damage with 200 potency. Will cause pet to target chosen enemy. Starts pet auto-attack chain at <i>Brutalize</i> .
Savagery <i>Feral Cost: 50</i>	LV. 60	Ability <i>Class Quest</i>	Instant	240s	The pet supplies all of his power to his master, placing him in a non-action performing state. The master will gain a 30% haste bonus and gain 150% increased potency for all actions while doubling TP costs. <i>Feral Instinct</i> cannot be applied at this time but each weaponskill will generate it's additional effect.
Evade & Punish <i>Feral Cost: 40</i>	LV. 64	Ability	Instant	10s	Maintain a defensive stance for 1.5s to avoid the next incoming attack. If an attack is avoided, the pet becomes 50% stronger for 5s. Interrupts pet auto attack chain, causing pet to start over again with <i>Slash</i> .
Upheaval	LV. 64	Auto Attack Chain #5	--	--	Deliver an attack with a potency of 200 in a circular area. <i>Additional Effect:</i> Increased enmity.
Feral Howl <i>Feral Cost: 30</i>	LV. 66	Ability	Instant	60s	Howl loudly, stunning all nearby enemies for 2s. Cannot be resisted by normal enemies but never works on bosses.
Feral Link <i>Feral Cost: 100</i>	LV. 70	Ability <i>Class Quest</i>	2.5s	240s	Allows the master to mount the pet, gaining 100% invincibility to ALL attacks for 6 seconds and increasing movement speed by 50%. Master is allowed to execute any weaponskill at full potency and effect during this time.