

FFXIV Concept: Geomancer

Role: Magical DPS / Starting Level: 30

Weapon: Bells



The art of geomancy is a sacred art that was established in East Orthard. Followers of geomancy believe that all power is derived from the earth and hone in on their practice to ensure the stability and longevity of the planet they hold so dear. The Geomancer is a magical DPS class that draws power from the earth by manipulating the terrain around them. By harnessing the power of their respective Geofields, they can provide boons for the party and unleash havoc on their foes. Through masterful play of their craft, they can build Geomantic Power and Affinity that allows them to further boost their fighting capabilities.

Geomancers have small cast times and have many off global cooldown abilities. While they tend to operate by alternating between appropriate geofields, they have tools so they can remain mobile when needed. Similar to a ranged DPS class, they can provide support through “Refresh” and “Regen” and even bolster the effectiveness of other magical DPS.

Geomancer Characteristics:

- Deals with three elements: Earth, Wind, and Water
- Off-Global 3 Tier Geomancy Spells based off of the respective Geofield (or ground affinity) they place.
- Can provide buffs by consuming a geofield or at Level 70 with *Gaia's Blessing*.
- Casted “Bell” spells will provide a rotation in order to cast Geomancy.
- Can deal heavy damage by successful utilization of their “Power” resource for levels 52+.
- Masterful play requires proper utilization of their “Affinity” resource for levels 64+.
- Essentially, after most hard-casted bell spells, the Geomancer will have an off-global that they use, providing a unique experience different from the other casters.
- Should not be standing in the same spot for the entire battle, but does have the mobility tools necessary to adjust where they stand without penalty.
- Has an “elemental wheel” type gameplay to enhance the rotation and encourage use of all geofields starting at level 64.
- Capable of a unique type of “raise” ability.

TRAITS:

Level	Name	Description
20	Enhanced Intelligence	Increases intelligence by 8.
40	Enhanced Intelligence II	Increases intelligence by 16.
52	Attrition	Allows the accumulation of "Power" by using each tier of Geomancy spell in a set.
60	Enhanced Intelligence III	Increases intelligence by 24.
62	Consume	Raise affinity by 5 for every action that consumes a Geofield. Having at least 5 affinity will raise base action damage by 10%.
66	Fervent Reply	Raise affinity by 5 every time that "Reply" is cast.

JOB GAUGE:

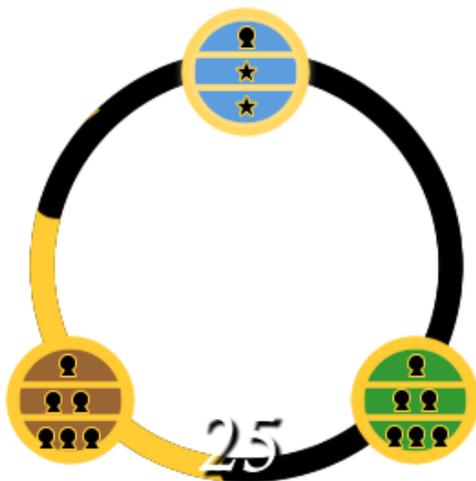
Their job gauge would show 3 circles representing the 3 elements they command with another circle connecting all 3.

The 3 element circles would be "highlighted" based off the current Geofield you are in. In addition, it would help identify what the requisite combo bell action is for unlocking said Geomancy Spell of each type.

A lock is shown by a keyhole, and a proc is shown by a star (given through using water geomancy after using "Reply").

The circle would be glowing if it has full power (I tried to indicate that water is glowing in graphic below).

The outer circle would show a number and just show you how much affinity you have, which affects your ability to cast Aspect & Nature's Grasp.



Action Name	Acquired	Type	Cast	Recast	Effect
Channel	LV. 1	Spell	2.0s	2.5s	Deals unsuspected damage with a potency of 100. <i>Additional Effect:</i> Opens the Level 1 Geomancy Gate.
Reply	LV. 2	Spell	2.0s	2.5s	Deals unsuspected damage with a potency of 160. <i>Additional Effect:</i> Provides “Reply” for water geomancy. <i>Fervent Reply Effect:</i> +5 Affinity
Geofield: Water	LV. 4	Ability	Instant	25s	Conjure forth an energy field beneath you that allows the siphoning of water magics. Grants a refresh effect while in the circle. Can only have one <i>Geofield:Water</i> at a time. <i>Potency:</i> 5
Geomancy LV1	LV. 6	Spell	Instant	5s	Action is changed into the respective geomancy lv1 spell based off of the Geofield you are standing in. As long as requisite gate is met, action will be available.
Waterspout	LV. 6	Spell	Instant	5s	Geomancy 1 spell. Deals water damage with a potency of 200. <i>Requires:</i> Gate 1 Open. <i>Additional Effect:</i> Grants Surge if “Reply” active.
Gate	LV. 10	Spell	2.0s	2.5s	Deals unsuspected damage with a potency of 100. <i>Combo Action:</i> Channel <i>Combo Potency:</i> 180 <i>Additional Effect:</i> Opens the Level 2 Geomancy Gate.
Attunement	LV. 15	Ability	Instant	40s	Reset the cooldowns for any currently active Geofield to 0.
Geomancy LV2	LV. 18	Spell	Instant	12s	Action is changed into the respective geomancy lv2 spell based off of the Geofield you are standing in. As long as requisite gate or reply is met, action will be available.
Sinkhole	LV. 18	Spell	Instant	12s	Geomancy 2 spell. Deals water damage with a potency of 120 to target and all enemies nearby it. <i>Requires:</i> Geomantic Surge
Geofield: Earth	LV. 24	Ability	Instant	25s	Conjure forth an energy field beneath you that allows the siphoning of earth magics. Grants a small regen effect while in the circle. Can only have one <i>Geofield:Earth</i> at a time. <i>Potency:</i> 10

Tanglevine	LV. 24	Spell	Instant	5s	Geomancy 1 spell. Deals earth damage with a potency of 80 in a cone before you. <i>Requires: Gate 1 Open.</i>
Contortion	LV. 24	Spell	Instant	12s	Geomancy 2 spell. Deals earth damage with a potency of 140 in a line before you. <i>Requires: Gate 2 Open.</i>
Geomancy LV3	LV. 30	Spell	Instant	14s	Action is changed into the respective geomancy lv3 spell based off of the Geofield you are standing in. As long as requisite gate or surge is met, action will be available.
Torrent	LV. 30	Spell	Instant	14s	Geomancy 3 spell. Deals water damage with a potency of 400. <i>Requires: Geomantic Surge</i>
Respond	LV. 34	Spell	2.0s	60s	Derive power from last used Geomancy spell, dealing damage with a potency equivalent to last Geomancy spell used. <i>Can only be used following a Geomancy spell.</i>
Passage	LV. 40	Spell <i>Class Quest</i>	2.0s	2.5s	Deals unsuspected damage with a potency of 100. <i>Combo Action: Gate</i> <i>Combo Potency: 220</i> <i>Additional Effect: Opens the Level 3 Geomancy Gate.</i>
Tremor	LV. 40	Spell	Instant	14s	Geomancy 3 spell. Deals earth damage with a potency of 220 to target and all nearby it. <i>Requires: Gate 3 Open.</i>
Geofield: Wind	LV. 45	Ability	Instant	30s	Conjure forth an energy field beneath you that allows the siphoning of wind magics. Grants a small haste effect while in the circle. Can only have one <i>Geofield:Wind</i> at a time. <i>Potency: 2%</i>
Gust	LV. 45	Spell	Instant	5s	Geomancy 1 spell. Deals wind damage with a potency of 160. <i>Requires: Gate 1 Open.</i>
Wind Slash	LV. 45	Spell	Instant	12s	Geomancy 2 spell. Deals wind damage with a potency of 330. <i>Requires: Gate 2 Open.</i>
Razor Gale	LV. 45	Spell	Instant	14s	Geomancy 3 spell. Deals wind damage with a potency of 410. <i>Requires: Gate 3 Open.</i>
Water Harmony	LV. 50	Ability <i>Class Quest</i>	Instant	40s	Consume current <i>Geofield:Water</i> to unleash cleansing rain, that provides a "Refresh" to all in the area. <i>Potency: 20 Duration: 30s Affinity Increase: +5</i>

Tsunami	LV. 52	Spell <i>Class Quest</i>	2.5s	1s	Consume water power to deal water damage with a potency of 650. Can only be used when you have max power with Water.
Earth Sonata	LV. 54	Ability <i>Class Quest</i>	Instant	40s	Consume current Geofield:Earth to unleash cleansing energy, that provides “Regen” to all in range. <i>Potency: 60 Duration: 30s Affinity Increase: +5</i>
Earthquake	LV. 56	Spell <i>Class Quest</i>	2.5s	1s	Consume earth power & deal earth damage with a potency of 300 to all enemies in range. Can only be used when you have max power with Earth.
Wind Rhapsody	LV. 58	Ability <i>Class Quest</i>	Instant	40s	Consume current Geofield:Wind to unleash swirling energy, to provide magical power increase to all in range. <i>Potency: +5% Magic Attack Duration: 30s Affinity Increase: +5</i>
Twister	LV. 60	Spell <i>Class Quest</i>	2.5s	1s	Consume wind power & deal wind damage with a potency of 550. Can only be used when you have max power with Wind. <i>Additional Effect: 5% Haste, 45s</i>
Reverberation	LV. 60	Ability <i>Class Quest</i>	Instant	90s	Grant a full stack of “Power” for element you are currently standing in. Stacks of “Power” can be expended to unleash more powerful geomancy magic.
Aspect	LV. 64	Spell	2.0s	2.5s	<i>Consume 5 Geomantic Affinity</i> to deal unaspect damage with a potency of 200. Causes target to have an aspect towards the element of your standing Geofield, making them weaker (-5% vuln down) to the opposing element. Water Aspect: <i>Wind</i> damage deals more damage. Earth Aspect: <i>Water</i> damage deals more damage. Wind Aspect: <i>Earth</i> damage deals more damage. <i>Additional Effect: Aspect Element</i>
Nature’s Grasp	LV. 68	Spell	2.5s	1s	<i>Consume 10 Geomantic Affinity</i> to place a damage over time effect on target. <i>Potency: 35 Duration: 40</i>

Gaia's Blessing	LV. 70	Ability <i>Class Quest</i>	Instant	270s	Derive a short-lived circle of protection in the ground. Any ally who dies in this circle will be instantly revived. The effect will not occur if all party members are incapacitated at the same time. <i>Duration: 8s</i>
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Not Included Abilities Yet:

Nature's Wrath - Consume Affinity to deal AoE damage.

Nature's Force - Consume Affinity to deal single target damage.

Another Passive that Increases Affinity rate some way.

Fervor - An ability that consumes current Power to convert to affinity.

Full Circle - Grant max power stacks for every element.

Removed Abilities:

Reawaken - Reset Cooldown of geofields and cast last used geomancy instantly. (Replaced with Respond)

Abilities that Drastically Changed in Function:

Attunement - Used to - Allow casting of currently standing geomancy from any location for a set duration. Duration: 25s

Notes:

- Originally Water Harmony, Earth Sonata, and Wind Rhapsody required a full stack of "Power" cast. It was too difficult so I changed it. Not sure if it was a good idea to remove, but it certainly makes the class easier.
- *Full Circle* may provide too much burst. Obviously I'm not sure if potencies are too much. I used Black Mage & Red Mage as an example for potencies.

SIMPLIFYING THE ART OF GEOMANCY:

Geomancer operates with a simple idea, that gets more complicated as you level to attain max effectiveness. The first thing: you place “fields” which changes your Geomancy Spells. Then, you figure out that:

Earth Geomancy alone is best for AoE.

Wind and Water geomancy for single target.

Geomancy Spells are off-global cooldowns, with spread out recast timers. This makes it after most hard casts, you have an off-global to use if you play the class well. It is setup so that you can’t just always cast LV1, 2, or 3 Geomancy, you pretty much need to cycle through.

Geomancer hard casts a select few spells with their Bells. These serve to form a rotation so that you aren’t just pressing the same button over and over waiting on Geomancy to come back up. Earth and Wind share a similar rotation, with unlocking Geomancy Levels with “gates” and a 3-combo sequence. Water only has 1 gate, and a successful cast of Geomancy 1 with water will grant “Geomantic Surge” as long as “Reply” was cast beforehand, allowing the cast of Geomancy 2 or 3 water spell. It makes you cast Geomancy in quick succession with water, changing its feel between the other two. As to why it’s like this, it will be described as “water flows”.

There are resources that may sound complicated, but its primarily just part of a rotation. You get “Power” for using each Geomancy spell (LV1-3) for an element, and you build affinity though giving out buffs or casting “Reply”. At 66, you really must cycle between both water and wind for best single target damage. This is because it grants faster accumulation of *Affinity* while going through the water combo.

WHAT MIGHT A ROTATION LOOK LIKE?

Geomancer’s rotations vary based off of your level, and which element you are casting.

LEVEL 50 AND BELOW:

At this stage, you have various parts of your rotation, but the gist is simple. If you are AoEing, place your earth geofield and use that combo series. If single target or very few mobs to AoE down, water and wind.

AoE (Geofield: Earth) Rotation:

- PRECAST: *Geofield: Earth*
- Channel, *Tanglevine*, Gate, *Contortion*, Passage, *Tremor*, [if Available] Respond

Single Target / Some AoE (Geofield: Water) Rotation:

- PRECAST: *Geofield: Water*
- Channel, Reply, *Waterspout*, *Sinkhole*, Channel, Reply, *Waterspout*, *Torrent*, [if Available] Respond

Single Target (Geofield: Wind) Rotation:

- PRECAST: *Geofield: Wind*
- Channel, *Gust*, Gate, *Wind Slash*, Passage, *Razor Gale*, [if Available] Respond

LEVEL 52-60:

Nothing TOO major changes here. You now have buffs to share with the party as well as some heavy hitting damage spells (with cast times) as long as you use your "Power" stacks. There is now reason to use Water and cycling between water/wind for single target is most effective.

AoE (Geofield: Earth) Rotation:

- PRECAST: *Geofield: Wind, Wind Rhapsody, Geofield: Earth*
- Channel, *Tanglevine, Gate, Contortion, Passage, Tremor*, [if Available] Respond, Earthquake, *Earth Sonata, Reverberation, Geofield: Earth, Earthquake, Geofield: Wind, Wind Rhapsody*

Single Target / Some AoE (Geofield: Water) Rotation:

- PRECAST: *Geofield: Wind, Wind Rhapsody, Geofield: Water*
- Channel, Reply, *Waterspout, Sinkhole, Channel, Reply, Waterspout, Torrent*, [if Available] Respond, Tsunami, *Water Harmony, Reverberation, Geofield: Water, Tsunami, Geofield: Wind, Wind Rhapsody*

Single Target (Geofield: Wind) Rotation:

- PRECAST: *Geofield: Wind, Wind Rhapsody*
- Channel, *Gust, Gate, Wind Slash, Passage, Razor Gale*, [if Available] Respond, Twister, *Reverberation, Twister, Wind Rhapsody*

LEVEL 70:

One rule, instantly gain 5 affinity, and never fall below that number. Now, you have to keep elemental affinities in check to do the highest damage which FORCES you to rotate between the elements unless you are AoE. The AoE rotation is almost identical, so not listing it. The number in [] is affinity total after the action. You never want that to be below 5. Water is first so you can get *Nature's Grasp* off faster.

Single Target:

PREPULL:

- *Geofield: Earth, Earth Sonata* [5], *Geofield: Water, Water Harmony* [10], *Geofield: Wind, Wind Rhapsody* [15], *Attunement, Geofield: Earth*

ROTATION:

- Earth Aspect (now weak to water) [10], *Geofield: Water, Channel, Reply* [15], *Nature's Grasp* [5], *Waterspout, Sinkhole, Channel, Reply* [10], *Waterspout, Torrent, Respond, Tsunami, Reverberation, Tsunami, Water Aspect* (now weak to wind) [5], *Geofield: Wind, Channel, Gust, Gate, Wind Slash, Passage, Razor Gale, Twister, Wind Rhapsody* [10], *Geofield: Earth, Earth Aspect* (now weak to water) [5], *Earth Sonata* [10], *repeat from Geofield: Water*