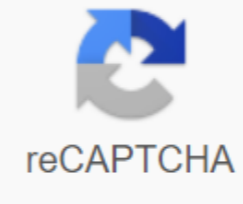




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08-14-2020 3:06 #1 Why is DRK's emnity gene so much smaller than other thoughts? In a case where the drken has the same level gear, the other tanks will generate more emnity. In a case where the drken has slightly better gear, the other tanks will generate more emnity. Why is this and can we get a buff or something at some point during this expansion? 08-14-2020 03:15 AM #2 Originally Posted by Magictrix Why is DRK's emnity gene so much smaller than other thoughts? In a case where the drken has the same level gear, the other tanks will generate more emnity. In a case where the drken has slightly better gear, the other tanks will generate more emnity. Why is this and can we get a buff or something at some point during this expansion? the case is simple: DRK does less DPS than other tanks, so it generates less emnity, it doesn't really affect the jobs performance unless you're racing someone to see who can MT first, but DRK really needs some QOL changes. I've suggested some simple but effective changes to another thread, and hopefully they can be implemented by 5.35 or 5.4 in order to get drk up to par with the other 3 tanks in terms of easy smoothing and quality of performance for most content under lv 80. go check it out if you want! 08-14-2020 03:58 #3 is this even a problem? emnity it's a joke and you can establish a strong lead by just spamming 1 button and no DPS or healer will gonna steal hate from you, still DRK has the lower dps from all thoughts but diference is minimal so I doubt his monomy generation it's being much smaller compared to other thoughts, so what kind of situations you are facing to find this is a problem? 08-14-2020 05:02 #4 SAYS DRK has emnity issues is a lie. You get front loaded burst and DPS is equal over the tanks. 08-14-2020 07:04 #5 Originally Posted by Hierro Says DRK has emnity issues is a lie. You get front loaded burst and DPS is equal over the tanks. Because some people, like myself, want emnity combos to comeback for emnity based mechanics(they just need to be DPS neutral as the same potency as your main combo and the same resource generation as the main combo) or to have a clearer distinction of what a main tank and off tank are supposed to be. Originally Posted by ArianeEwah Doing things brain dead doesn't solve problems. 08-14-2020 07:15 AM #6 Originally Posted by DRKoftheAzure Because some people, like myself, want emnity combos to comeback for emnity based mechanics(they just need to be DPS neutral as the same potency as your main combo and the same resource generation as the main combo) or to have a clearer distinction of what a main tank and outside thought is supposed to be. The issue is that you can get the same effect by simply turning off your posture mt to get initial aggro. The problem with emnity combos is that they are not inherently adding to gameplay. Warrior had 3 different combos, one for emnity, an injury buff, and self healing. You had to use your injury buff combo after emnity to increase emnity generation per combo. You sometimes used yourself healing ability, but that only makes you a little squishier if you spammed BB all the time. I would claim stance dancing as more of a dynamic. You can just turn off your posture for the increased damage, sing your posture up for the tank swap, provoke and then finish your emnity combo for a piece of threat. Posture dancing did more than combos did in terms of gameplay behavior./ 08-14-2020 08:16 AM #7 Originally Posted by Leiron The question is that you can get the same effect by simply turning off your posture after taking MT to get the initial aggro. The problem with emnity combos is that they are not inherently adding anything to gameplay. Warrior had 3 different combos, one for emnity, an injury buff, and self healing. You had to use your injury buff combo after emnity to increase emnity generation per combo. You sometimes used yourself healing ability, but that only makes you a little squishier if you spammed BB all the time. I would claim stance dancing as more of a dynamic. You can just turn off your posture for the increased damage, sing your posture up for the tank swap, provoke and then finish your emnity combo for a piece of threat. Posture dancing did more than combos did in terms of gameplay behavior./ I will say that the damage buff combo ender is probably the dumbest thing that hasn't gone away yet... In fact, I think injury buffs tied to any injury dealing ability that requires you to successfully hit the target you want to do damage to is stupid, then again I was spoiled by pre-Shadowbringers Darkside... Stance dancing gave more of a dynamic, but only for the Warriors because of their stances not tied to GCD... And if you didn't have tank posture on but you weren't second on the emnity list, your main idea is expected you to use emnity combos... Before the advent of Provoke + ShirK... Now everyone in the party is wondering why off the idea isn't second on the emnity list because they get destroyed by the boss, and if your off tank isn't dead and they don't have tank posture on, it's time to bring back emnity combos... and DPS stances for good measure Last edited by DRKoftheAzure; 08-14-2020 at 04:52 PM. Originally Posted by ArianeEwah Making things brain dead does not solve problems. 08-14-2020 10:31 PM #8 Imagine having a spammable 500 potency move that no other tank has like an OGCD and still lose hot lmfao. Okay. 08-15-2020 2:20 am #9 Originally Posted by shao32 why is this even a problem? I agree that it is not one, but I see more and more people thinking that aggro jauges are some kind of pارسnip, giving a perfectly accurate rating of a player's skill. If you are in lead good, and if not You're bad. So I wouldn't be surprised if some people thought that thoughts don't all have the exact same aggro generation needs to be corrected. One of the next steps in the obsession with having everything perfectly balanced. 08-15-2020 2:54 #10 Emnity combos were impossible to balance if I remember. That's why they removed DPS positions from thoughts and leveled the playing field as much as they could. Save for DRK... it needs some love. That said, i rarely ever have problems with the emnity of dungeons, 24 men, 8 men, savage, or trials. You still have to provoke and dodge, which is why they were left in the game for emnity management. Devs still that force tank swaps like mechanics or swap tank busters. I'm in the camp for good riddance to the gradual generation of onemen. Now tanks either have it or then don't. I'm free to tank how I want rather than posture dancing like an idiot as it was in SB.... Forget about that. This also applies to DPS, Mage classes. They can go balls out on that DPS and never worry.... does anyone remember Diversion? Strangulation of DPS is kind of stupid, when you have DPS controls or enrages.... kinda counter intuitively. Now DPS just goes nuts without ever pulling aggro as long as the tank doesn't sleep. 08-29-2013 10:32 PM #1 I'm a 50 WHM and all week has progressed through endgame content and along with my (also WHM) healing partner we have noticed the emnity generation from the regen seems to be totally disproportionate. The issue is that rather than a flat emnity amount per cast of the spell, the regen is considered almost exactly the same as any general cure spell and accrue to onemenness as such. (70+ HoT x 0.5 according to Japanese emnity tests) As a basic example. Going into amdapor demon wall boss fight I pre-cast the regen on myself and my party members. assuming an average per tic amount of 350HP -This is a conservative figure especially as regen tics can proc- on 4 players, regen is "healing" 1400HP every 3 seconds. The current emnity generation for cure is 0.5 for each point of cure, thus 1400 HP every 3 seconds means WHM emnity generation of 700 every 3 seconds before any active healing spells are thrown. Overhealing-hardening while the HP bar is full- generates emnity at the same rate as if bote actively regenerates HP. Obviously the endgame instances of the regen alone is not enough and further healing is required in addition to the regen. As a cure 2, crit to over 2000 a WHM can doable gain 1700 emnity in 3 seconds. (1000 emnity from a cure 2 + 700 emnity from the passive healing from regen tic) To put this in perspective a 50 PLD using Flash while under the effect of shield ed only generates 1100 emnity, a deficit in the above cases of 600 from whm in the same time period. This becomes even more problematic when you consider all endgame content is 8 man raids and if a WHM makes a full full rotation they can doably generate in excess of 1400 onemein a single tic before a cure is even molded. This causes even more problems if a party member is given the regen before engaging a group of enemies. In most cases while the tank draws the enemy or group of enemies, they get a tic of the regen and monsters immediately run on the stomach, even if the tank is at full HP. Even more confusing I ran an example of Amdapor Keep today and died while Regen remained on my tank. I returned to the beginning of the instance and an enemy monster I had slept woke up and immediately began trying to run to the beginning of the instance to attack me due to emnity generation from the ongoing regen. I'm unsure that not having had time to level SCH on the same issue available with Whispering Dawn, but given the amount of HoT abilities used by healing classes I feel this is something that really needs to be addressed. I have also submitted a bug report but I also wanted to post here as I have a feeling that this currently works as intended and the full consequences of how much emnity this would generate have slipped past the development team. Last edited by KiraHime; 08-30-2013 at 01:41. 08-29-2013 11:14 #2 Maybe you should not throw the regen on the whole lot just before the draw? 08-29-2013 11:15 PM #3 Flash > Fast Blade > Circle of Scorn (no GCD) > Savage Blade > Spirits Within (no GCD) > Rage of Halone This combo, taking about 3-4 seconds to complete should generate (estimate) around 6000 emnity. Once the first emnity spike has been set to retain it as a PLD on a single target is ludicrously easy. This takes care of your only goal/manager refueling woes easily. When it comes to multi and junk pulls, I'm not sure I can tell if you speak from first hand experience or theory crafting. The way you describe the regen emnitet gain should not cause a problem for any attentive PLD. I think the emnity from hardened HP is split up and applied evenly to all the mobs you've currently pulled. For example, rather than the 1700 emnity Cure/Regen tic applied to each of the 3 mobs you've just drawn, you actually get 566 emnity on each mob. Easily low enough for a responsive tank to overcome with a Flash- Feel free to correct me if I'm wrong about this! If this is still a problem you encounter I can only suggest that you avoid the pre-casting regen on each individual party member, or ask your group to refrain from performing any actions for 2-3 seconds after the tank engages. Last edited by Jahaudant; 08-29-2013 at 11:37 PM. 08-30-2013 1:25 #4 Originally Posted by KatzeTitania Cut for text limit sorry It was deliberately made to test this issue, but why would a tank be forced to wait to pull the next set of junk mobs if he has the regen still active from the last draw? SCH also has a From their fairy fairy Dawn aimed at all members of the radius, which I imagine causes them enormous questions of monoumist. Originally Posted by Jahaudant Cut for text limit sorry To answer your question we discovered emnity generation issues with regen under Titan Hard, and my above examples of trash mobs were intentional experiments. As for the hostility shared across crowds, I'm primarily concerned with this in a single manager's fight setting. For a single case example I can say that during a Titan Hard run I did nothing but held up a regen rotation for the first phase, while the second WHM did all the other cures required. When he used Geocrush and I threw Medica II at the party I drew hatred temporarily and had to beat the shroud of saints. I have been essentially healed my tank for years and he is no slouch, especially when we conduct the world's firsts. The fact that with a HoT alone I was higher on the

hate list than 5 DPS in full darklight/penta melded darksteel with relics may not be intended. If nothing else, the implications for SCH as an important healer on prolonged fights in endgame cases are enough grounds for this to be reviewed again. Last edited by KiraHime; 08-30-2013 at 01:39. 08-30-2013 1:40 #5 I would post this in the bug forum as well. Every forum you can find. As a future playoff healer I don't want to be pulling threats every time I throw out a big heal. 08-30-2013 03:04 AM #6 Originally Posted by KatzeTitania Maybe you shouldn't be casting the regen on the whole lot just before the pull? Maybe you can join clear bosses in the binding coil of Bahamut's Labyrinth as well, and then come back and give her healing advice. 08-30-2013 03:16 #7 I noticed this too. It seems every tick of Regen adds enmenhet that doesn't seem like it should be. I dealt with it regardless, just something I didn't expect. It sucks when adding spawn mid fight and you have a couple of regens at your party. You are immediately targeted. I like it anyway. Make juggling your monothey tougher along with keeping your tank on your toes. Make for interesting play. Oh what I wish THF was available for hate management. That would be so much fun. 08-30-2013 3:21 #8 I just want to chime in here and say that the SCH fairy has its own enmity, and it's not uncommon for her to pull aggro when using Whispering Dawn at the beginning of a move (at least around level 30 where I am). So from a SCH perspective, the question is more that enemies sometimes run away from thoughts while they build aoe enmens at the beginning of a fight. I've never seen it draw a tank's primary target. 08-30-2013 03:29 AM #9 WAR uses Holmgang to bind, then Infuriate>Unchained>Berserk>Enmity combos should override your Regen issue. For every problem there is a solution! 08-30-2013 05:01 #10 Originally Posted by HiirNoivl WAR uses Holmgang to bind, Infuriate>Unchained>Berserk>Enmity combos should nullify your Regen issue. For each each there is a solution! Note in the original post: Originally Posted by KiraHime Even more confusing I ran an instance of Amdapor Keep today and died while regen left on my tank. I returned to the beginning of the instance and an enemy monster I had slept woke up and immediately began trying to run to the beginning of the instance to attack me due to enmity generation from the ongoing regen. The idea is to successfully hold hatred for some of the best DPS in the game in Coil Binding. If he loses hatred to the regen in Ampador even after the healer dies and returns, it's a bug. I don't discredit you for trying to be helpful, but it completely misses the point by focusing on a symptom rather than the problem. Last edited by Ikkenoe; 08-30-2013 at 05:04. Imperial.

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