

[Skip to main content](#)

r/ffxiv



Search in r/ffxiv

[Log In](#)

r/ffxiv • 1 yr. ago

TigerRei



## Idiot's guide to Pictomancer?

**[Question]**

So I've only recently returned to FFXIV and while currently working on a RPR I wanted to try the new class out. Honestly it confuses the hell out of me. I'm a bit used to button chasing (thus why I'm RPR right now) so for me there's a lot to do with Picto, and I can't figure out what I should be doing. I got one skill that chains into two more, one AOE that chains into two more, a bunch of motifs which do....things, and no idea how to put this all together into a rotation. I've looked at a few guides but I have no idea how they come up with their string, and different guides say wildly different things. Halp.



Archived post. New comments cannot be posted and votes cannot be cast.



0



16



Share

Sort by: **Best** ▾

Search Comments



xemyik • 1y ago

[Skip to main content](#)[Log In](#)

motifs are always going to be worth it to paint, living is not only 1100 potency on cast, but also half of a 1300/1400 potency laser beam, so each "living" cast can be considered 1650-1700 potency for the cast. Every time you have a motif available to draw and use, you should draw and use them.

holy in white is a a movement/weaving tool that is a VERY slight dps loss to use. I mean incredibly slight. Use it solely to move and weave. the reason that it is a very slight DPS loss is because more water in blue casts = more subtractive palettes. Do not be afraid to use it when you need to, but do not worry about overcapping your holies. Honestly probably the best designed thing about the job.

so what makes a good picto vs a bad picto? What you're able to fit in during Starry Skies. Your entire rotation revolves around being able to shove as much potency as physically possible within that window. by the time the 2 minute is around, you should have a living muse drawn, a mog/medeen ready (or 1 away from ready, which you will get when you use living muse within starry), hammers drawn, starry drawn, and a comet in black from a previous subtractive palette.

to go a little further into the comet in black, comet is 880 potency which is the exact same as thunder in magenta. By keeping a comet in black from a previous subtractive palette, our starry skies window will look something like...

Starry > Star Prism > living muse > Comet > Subtractive > Comet > mog/medeen > Stone in yellow > steel muse > thunder in magenta > rainbow drip > hammer > hammer > hammer.

of course, with Pictomancer's freeform rotation, this can look incredibly different. Because hammers are unaffected by your hyperfantasia, you can use them earlier, in case a mechanic forces you out of your circle. You could also already be in subtractive palette when your starry activates, and have something closer to starry > stone > thunder > comet > subtractive > comet > star prism > rainbow drip > hammer > hammer > hammer. So long all the potency fits within the raid buff window (which will be your starry skies buff), you're golden.

This is just a theoretical most potency possible, however. At times, you won't be at aetherhue 1 when your starry is ready. You also lose your ability to move with holy whenever you save a comet, so you may have to drop your comet smuggle in favor of movement. The difference in using comet in starry versus not is 0-80 potency depending on where you are in your aetherhue, so it's not the biggest thing to stress about.

When you're in content, find time in the fight where you aren't moving that'll be good times for you to paint. If there's going to be time where you're stunned (like M1 knockups), you can swiftcast a motif or rainbow drip. any time the boss leaves, or when the boss is about to die, swiftcast rainbow drip. Just make sure not to miss your artist deadlines (overcapping your CDs) and keep things saved/plan ahead for your 2-minute, and the rest is just filler. Happy painting!



35



LadySilvie • 1y ago

This explanation is super helpful! Thank you!

4

[Skip to main content](#)[Log In](#)

getting everything I can in the starry window and your explanation made it more clear, thanks.

↑ 3 ↓ ...



**Brabsk** • 1y ago

when it doubt, check out the balance

pct didn't change *at all* in patch 7.05 so the guides should be current

↑ 17 ↓ ...



**Killinshotzz** • 1y ago

put buttons on a hotbar, and hit the striking dummy for 20 minutes

reading all the abilities was confusing as hell to me, but actually *\*playing\** the job made it very easy to understand

↑ 13 ↓ ...



[deleted] • 1y ago



**BajamutBlast** • 1y ago

[https://youtu.be/VpKn9is\\_kCI?si=aiN2tVgCY3b6fM1X](https://youtu.be/VpKn9is_kCI?si=aiN2tVgCY3b6fM1X)

↑ 4 ↓ ...



**Ghiblit** • 1y ago

I thought it was complicated at first but it's really pretty simple. When pallet gauge gets to 50 you can spend it to use stronger versions of your spells for a bit. Use your motifs on cooldown and try to paint your motifs during downtimes if you can. Use holy for movement.

↑ 3 ↓ ...



**r/cachyos** • 1 yr. ago

## An idiot's guide to CachyOS?

15 upvotes · 16 comments



**r/ffxiv** • 7 mo. ago

[Skip to main content](#)[Log In](#)

r/ffxiv • 2 yr. ago

**We all know this is how the Pictomancer job quests are going to go.**

1.6K upvotes · 140 comments



r/ffxiv • 1 yr. ago

**Pictomancer stat priority, explain please?**

3 upvotes · 13 comments



r/ffxiv • 8 mo. ago

**Oops! All Pictomancer!** 🙄

1.8K upvotes · 248 comments



r/ffxiv • 1 yr. ago

**Explain pictomancer to me**

22 comments



r/ffxiv • 2 yr. ago

**I see so many split opinions on Pictomancer... I wanted to see if we could get some consensus in one place.**

187 comments



r/ffxiv • 1 yr. ago

**Pictomancer is such a breath of fresh air**

5 upvotes · 24 comments



r/ffxiv • 4 mo. ago

**Pictomancer should get buffs**

54 comments



r/ffxiv • 1 mo. ago

**Pictomancer beginner help**

19 comments

Skip to main content



Log In



1.2K upvotes · 291 comments



r/ffxiv • 4 mo. ago

Pictomancer or viper, which is more fun to you?

64 comments



r/ffxiv • 2 yr. ago

Wanted to unlock this to prep for Viper/Pictomancer leveling but...



19 comments



r/ffxiv • 2 yr. ago

Pictomancer Art block..



1.3K upvotes · 48 comments



r/ffxiv • 1 yr. ago

Pictomancer's Breakthroughs in Theoretical Physics



31 upvotes · 22 comments



r/ffxiv • 2 yr. ago

More than a year ago, I posted what a Pictomancer job gear could look like...



665 upvotes · 23 comments



r/ffxiv • 2 yr. ago

Pictomancer Doodle!



218 upvotes · 6 comments



r/ffxiv • 5 mo. ago

I love this community. Sincerely, an irl Pictomancer ( bonus fluff )



13

Skip to main content

Log In

I'm gonna start this game, so I need the best tips.

18 comments

 r/ffxiv • 2 yr. ago

Me, a SMN main after PCT(?) reveal



95 upvotes · 33 comments

 r/ffxiv • 12 days ago

Looking for advice(sorry if it's a dumb question)

14 comments

 r/ffxiv • 1 yr. ago

PCT and balance

10 comments

 r/ffxiv • 17 days ago

Is the community friendly to beginner?

48 comments

 r/ffxiv • 9 days ago

Am I playing the game TOO much, or am I just not bored yet?

37 comments

 r/ffxiv • 2 mo. ago

Man I really love this game sometimes.



222 upvotes · 20 comments

TOP POSTS

 Reddit

reReddit: Top posts of August 1, 2024

 Reddit



Log In



reReddit: Top posts of 2024

[Reddit Rules](#) [Privacy Policy](#) [User Agreement](#) [Accessibility](#) [Reddit, Inc.](#) © 2025. All rights reserved.