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r/ffxiv • 4 yr. ago

SpaceCowboyDark



What's the best job for retainers?

[Question]

I'm finally trying to get my retainers set up to go on ventures. What would be the best jobs for them? I do know they can't get higher than your own character's job.

I have an 80 RDM, WHM, MIN, and BOT. I'm currently leveling my crafters (I have 7 at level 63).



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6



14



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I've gone with 2 DoW, 3 Botanists, 3 Miners and 1 Fisher, makes crafting super easy.



6

**Adept_Strength2766** • 4y ago

To anyone who is confused, you can pay extra per month to have additional retainers. This person is basically paying a second standard sub's worth of retainers.

And before you judge him, some people just have that kind of disposable income, others just like the game's crafting and economy so much that they need the extra storage. Nobody needs to be wrong or right here, you just need to be happy with the way you personally play.



25

**BlackNair** • 4y ago

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I wish I could afford to play this game like this.

↑ 3 ↓ ...



AshrakTeriel • 4y ago

Regarding DoW/M-Jobs, it doesn't matter which job you assign to your retainer. That's just cosmetics. They always clear the mission that you are giving them. The only thing that matters here is itemlevel to give them higher ranked missions.

It's probably a smart choice to assign your mainjob to your retainer, so you can equip him with your outdated gear.

↑ 10 ↓ ...



Aerolithe_Lion • 4y ago

All 5 of mine are fishers

↑ 5 ↓ ...



esmelusina • 4y ago

All DoL jobs offer unique expeditions and let you gather whatever you might need for crafting.

Everything else is a "hunter." They can get monster drops and have another set of expeditions available.

This gives us 4 retainer jobs, basically. Quick ventures are the same for all of them.

Recommend one of each of you only have 4.

↑ 4 ↓ ...



dragoduval • 4y ago

I got one WHM and the rest as botanists gathering crystals. That's how i make my cash

↑ 3 ↓ ...



Dirk_Tungsten • 4y ago

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If the combat class is the same as you, then you can easily gear them up with your old hand-me-down equipment. For the gatherer, they can be useful for farming mats if you get into crafting, and fishing doesn't feed into crafting as much as the other two. I have a preference for botanist right now, since it can gather everything you need to make coffee biscuits (a good endgame gil-maker).

I have three retainers, myself. One combat, a botanist, and a miner.

↑ 3 ↓ ...



Gremlinsworth • 4y ago

Just make sure you make them whatever job you for sure plan to level. You don't want to have them as white mages and then they be stuck with level 80 WHM retainers while you've leveled most everything else to 90 because you don't like WHM anymore, ya dig? And on that note, I'd make them all the same because it doesn't matter. Unless it's for role play purposes there's no reason to have a WHM, DRG, and PLD retainer when you can just have them all one job and they all level at the same time.

I have 3 endgame characters, 6 retainers each. 3 DRG, 3 SCH, 5 MIN, 5 BTN, 2 FSH.

↑ 2 ↓ ...



Cloudy-Wolf • 4y ago • Edited 4y ago

Combat jobs are identical no matter what class or job they are.

Edit: A BLM retainer doesn't get me "Black Mage things." The ONLY reason having a specific job retainer matters is for your customization options for them. You WILL ultimately have to equip your retainer, so it SHOULD be a job you intend to play and possibly glamour, but if you plan on becoming an omnificrafter and crafting as they level to equip them appropriate, it truly does not matter. Having a BLM retainer just means I was able to hand down my gear so it remained useful for longer.

1 DoW/DoM

1 Botanist

1 Miner

1 Fisher

This is all you "need" depending on what you're doing or wanting to accomplish. If you cook more, you may wish to add additional Fishers or Botanists for more storage / convenience of ingredients. If you like Goldsmithing, a second miner will be helpful. DoW/DoM are primarily going to get you skins, leathers, furs, meats.

I currently have two a black mage, botanist, miner, and two fishers - but I'm debating scrapping a fisher since I've learned to better manage my inventory. They currently hold all my spare "junk" items for comical effect, like "Wahoo" or "Little Flirt" fish to link in chat, and a bunch of stuff I'll never use.

 r/ffxiv • 6 yr. ago

Best Retainer Jobs for Ventures? (Profit, Pets, etc)

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Update: Retainer Contract Job for \$175/hr was real! First Deposit Just Hit ✨✨✨



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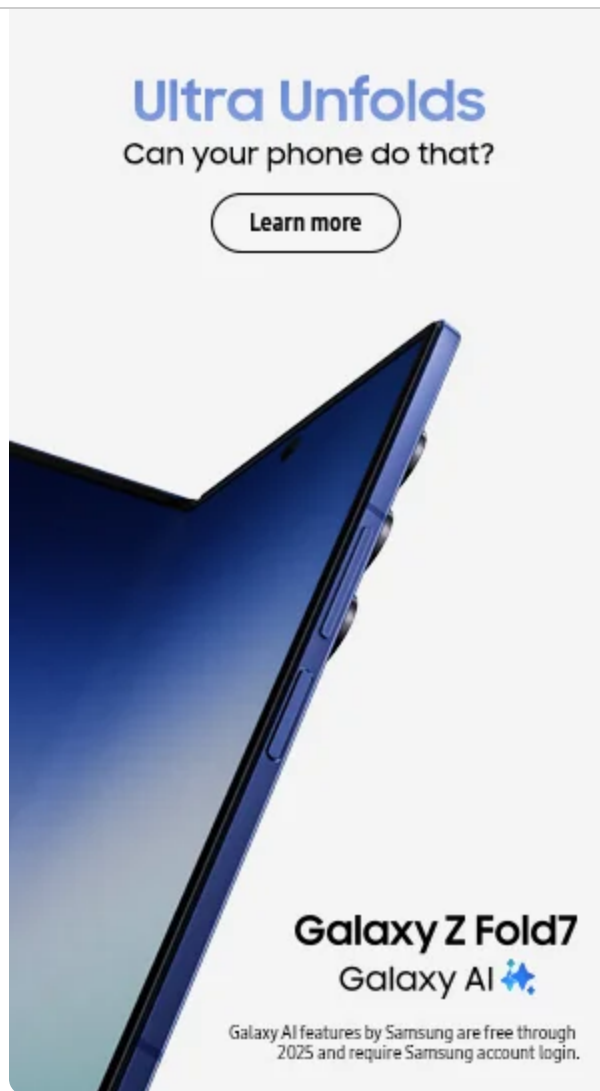
 r/freelance • 8 yr. ago

I'm about to be on a retainer. So, uh... wtf does that mean?

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Curious to know how many retainers everyone has, and what jobs they are.

24 upvotes · 77 comments



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FFXIV retainer's guide

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r/ffxiv • 3 yr. ago

Retainers: What is best?

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- Miner
- Blacksmith
- Fisher
- Quil

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9 retainers what class should I choose

6 comments

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Can't give any job to my retainer

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Best Job for Retainer

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Retainer Job Change

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My neighbor's retainers are incredible.



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Retainer class choice

1 upvote · 9 comments



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Retainer classes/jobs

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Fishing Retainers

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WHY are additional retainers a subscription?

32 comments



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[3 Retainers & a WoL #14] Anybody else change their retainer's job?



505 upvotes · 11 comments



r/ffxiv • 3 mo. ago

Another day that makes me wonder what the hell my Retainer is up to...



785 upvotes · 84 comments



r/ffxiv • 3 mo. ago

What can I do to find out if my retainers are slacking off?

209 upvotes · 74 comments



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Playstyle of all jobs

26 comments



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

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What is an easy to play job you want to play, but for some reason or another always mess up the rotation of?

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