


# Ffxiv fastest way to level 60-70

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With three extensions now under his belt, the Final Fantasy XIV level cap has moved from 50 all the way to 80. It's a lot of levels to fight, hack, and craft your way through, but we have some important tips for a hardcore and casual player who is in a hurry to maximize his earnings and reach the cap quickly. Over the years, Final Fantasy XIV has introduced a dizzying number of ways to get EXP. It's not as clear as the classic days of MMO shredding the same crowd cluster for days on end. The most effective method is to use daily and weekly bonuses, those who have enough time on hand, a lot of snacks, and perhaps a spare screen for some Netflix binging can master all the possibilities to grind your way to the top. Here's how to quickly reach the maximum level in Final Fantasy XIV. You can absolutely live your life as an artisan or collector once you hit the level cap, but you need to do it on one fighting class before you can turn your life around like this. You will need to plod through the main plot of the game before you are really free to do your own thing. There are many ways to align in Final Fantasy XIV, but new players need to focus on the basic script quests, then we touch a little bit in our beginner's FFXIV guide. This way you'll align and experience the game and its location as the developers are designed to be. It won't be a quick trip, but you'll have to complete basic quests to make top-level stuff anyway, so you might as well just go with the flow. Experience point-enhancing items are available - like Brand-New Ring awarded through the Rookie questline hall at level 15, a headdress via Recruit-A-Friend, or multiple signature outfits bought for real money through online store items FFXIV. The Level Of Another Final Fantasy XIV combat class is different from most other MMOs. One character is free to master each class, meaning the side quests will eventually run out. To help this, any combat class in your highest level class will always score experience points at 100% the normal rate, dropping to 50% at 70 or above. It's an invisible positive effect that we call Armory Bonus, and it magically reduces the grind of aligning subsequent classes with a good margin. That being said, side quests are not the best way to grind levels in later classes. They can send you on the chase for the goose not so much exp. So what do you do? Well, there are a bunch of ways to align subsequent classes, and while some are faster than others, they tend to be much more repetitive, risking player burnout that much faster. The ideal alignment process includes daily bonuses that make the queues are generally more favorable than rushing through the experience. But if you absolutely have to grind your way to the finish line, choosing between FATEs and Deep Dungeon runs tends to go to the route. Copies of dungeons before the release of Shadowbringers, Shadowbringers, the dungeon at unlock level offered the best successes of EXP thanks to Chain Bonus. You don't get that addictive time-limited EXP positive effect these days, but the EXP dungeon has been upgraded to make running less chain/intense gloves. This means that dungeons are still a good way to grind EXP, but with the new time around three levels between it, repetitive runs can age quickly. You'll get a bonus for your first run of each dungeon per character (not a class), so if you're new in the game, you'll have a lot of bonuses to get from a dozen or so dungeons you'll unlock at the cover level of each previous extension. AI Squadron Dungeons If you're not in the mood to work with real players, running to pick dungeons with members of the AI Squadron can fill in. you'll have to contend with some wobbly AI from time to time, but the raw killing power of these NPCs paired with the massively increased exp stakes can make the short work of the 18-50 part Of Final Fantasy XIV level grind these days. Reach the second rank lieutenant with your Great Company to gain access to them. FATE Grind After a bastion of level grinding, FATE farming isn't exactly the hippo it used to be. However, it's a decent way to push through the levels when you're between optimal dungeon runs and/or waiting in line for a pop. FATEs are found all over the gaming world, you can usually easily solo with the appropriate gear, and award a decent piece of your exp bar within minutes they can take to complete. In the Heavensward areas and above, they can sometimes offer up 2x their normal experience points. Just look at the card for those 2x bonuses. Better yet, if you see a mention of the stench of death bringing Forlorn Maiden on the field during FATE, be sure to kill it to get a positive effect, which will award 2x EXP to the next FATE clear, too. The boosts can really add up over time. Deep Dungeons was originally conceived as a fun pastime for players to test their wit as they rise leaders, Palace of the Dead, and its Stormblood equivalent of Heaven-on-High, now little more than a glorified level grind of gold veins. These randomly generated dungeons creeps to provide a good amount of exp after every tenth floor. But be careful; Die before you get there and you'll be pushed back to the first floor of the set. The Bozzhan Southern Front, unlike the last relic zone we had in Stormblood- Eureka- Bozhensky Southern Front, will not allow us to gain experience regardless of our main level. It doesn't release until October 13, but we already know that any class level 72 and above are welcome, with the typical relic grind it's expected to deliver doubling as an easier way to get middle classes caught up with our roles Level. Hardcore Grind Method - If you're willing to play 12 hours a day, FATEs, as they've always been, are the way to go. Regular and Deep Dungeon works well, too, but they're harder to double with a source of entertainment - as let's play the series on your phone. You Are You Carry it all the way up to 80 or jump into the Bozjan Southern Front on the 72 to add a bit of variety to the final dash. Random Shredding Method - If you only have a few hours to spare each day, daily/weekly game bonuses can get you a lot of EXP quickly. Rely on dungeon squadrons running and hunting log to reach level 50 while avoiding matchmaking queues. Switch this to FATEs if you run out of Grand Company currencies. Get Guildhest and Dungeon first-time bonuses when they are relevant to your level, clean up your weekly call logs, and focus on burning through any extra rested exp you've accumulated while at work, etc. at 50 and above, the hardcore method takes effect again, but take it easy once the weekly bonuses have been spent, as you'll notice things slow down significantly after that. EXP fans of Final Fantasy XIV have slowly introduced more and more ways to enhance the experience point of benefit. By stacking as many of these pieces of equipment and consumables with the armory bonus, you can boost your experience point gains from battle to as much as 250%. Weapon bonus (100% below the level of 60, 50% after that) Rested (50%) Free guide to the actions of the company or squadron (up to 15%) Wearable items (different) Food (3%) Like the grinding craft classes of subset classes in Final Fantasy XIV, Apprentice Hands are a collection of craft-based classes like Blacksmith, Culinarian, and Goldsmith. There are a total of eight craft classes right now and we don't expect another one arriving anytime soon. The level of these classes can be a difficult and time consuming process, but each one can help others make each new class a little easier than the last. Just like fighting classes, there are several different ways to go about alignment. Craft is one of the most important although not absolutely necessary, new artisans can enjoy a splash of experience points simply by designing an item for the first time. Notice that the little tick next to this item you just whipped for the first time? You can do this for any item on the recipe list and it gives the one time experience a bonus point. You want all the practices you can get if you're new to crafting, so ticking off each item is not a bad way to chip away at your experience bar. The more you raise the quality of the item, the more exp you will get when you finish the ship. Custom deliveries are available at about 50, these weekly turns are quick and easy to take off. Just check the delivery list of the week, buy the necessary items from the appropriate supplier, and craft six of the requested items as best you can. You will earn a lot of experience points when delivering these items and you will even get the scrums used to purchase powerful craft gear. A great company turning in often Out of sight these days, your chosen Grand Company will ask random levels of relevant ships from you every day on the turn in the counter. Just like levequests, handing in a high-quality item will net more experience points. It's This. and an easy way to get a bonus experience every day. Guildleves Probably the best (and cheapest) way to align any craft class at the moment is to dedicate yourself to Levequests. These repetitive quests challenge players with delivering certain items to NPCs for a generous number of experience points. They come in a few flavors, but The Charity Guildlev, denoted by the image of two female artisans, tends to offer the greatest time/experience ratio as you can turn into 3 sets of items at a time. Experience point rewards are generous and multiply for high quality crafts. Better yet, most will reward you with the materials you used to make the item in question, making it much easier to replicate Levequest over and over again. If you're rolling in Gil, you can even buy the necessary items and pass them on as your own. Random shredding method - There are not many reasons not to abuse Levequests all the way up to cover level. They are fast, comfortable and rewarded with metric tons of experience points compared to other methods. Custom deliveries offer a quick and easy bonus experience every week, and scrips are an added bonus. Feel free to complete those if and when you are able to. Beast tribe daily newspapers like Namazu and Moogle can offer a reliable boost every day. Hardcore grind method - craft, craft, craft. Preferably without the use of rapid fusion. Buffs are available like any class in Final Fantasy XIV right now, craft classes can use a bunch of buffs to increase their income. Stacking them will make for a much faster crafting experience and should be in effect at all times. They won't do much when turning in Guildlev, but they will really help speed things up together while performing actual crafts. Rested (50%) Guide to Designing Issue Companies (50%) Free amateur company (guild) or ether wheel (up to 20%) Food (3%) As a grind of collecting classes the Ultimate Type Final Fantasy XIV class is a humble Earth Apprentice. With only fishing, botany, and mountain available right now, these collection classes are far less than their crafting counterparts - but they go hand in hand in many ways. The level of these classes will be pretty uneventful, but their predictability and relative simplicity make them excellent candidates for things to align while you're watching a movie or listening to a podcast. Shredding still won't be the fastest way, but it sure is less demanding to your attention. For those willing to pay a little more attention, Levez will be way forward once again. Grind by collecting similar craft classes, discovering a new item awarding bonus experience points. If you see any unknown items in the collection list, when you open the site, successfully collecting them for the first time will reveal their true definition and give amount bonus exp compared to each swing at the same item. Chain bonuses for successful swings at the same point in one node mean farming the same Ash Log may not actually be a bad idea. Just uncover every new element in a new area area Then go after one with the best chance of collecting. A simple swing and skip will reset that beautiful bonus chain. Just stick a movie or audiobook in the background and come to work. Levequests, collected by Levequests - or Guildleves - usually ask you to collect a certain number of items from a certain number of knots. Too many failed collection attempts can lead to a drastic reduction in exp rewards. It's a good idea to burn up collect points (GP) on abilities during these missions to increase the collection percentage, so stock up on Cordials, bring some decent stat-boosting food, and hope the odds are in your favor. They are not too different from regular collection, but they require some simple math to make sure you hit your goals. Collectibles Locked up for the first major expansion of the game, collectibles feel like a combination of traditional collecting grind and levequests. Available through time nodes, time management is key as you watch out for clockwise zones and rely on your class abilities to collect specific items. Get lucky with your scores and you will turn those items over into some very impressive points of experience. Better yet, the scrips you earn for this can be exchanged for some simple late game gear collection. Ocean Fishing Fishers have a unique way to reach the lid faster. Previously one of the longest-running grinding classes, the Ocean Fishing mini-game turned it into a breeze. We have a pretty extensive guide here, actually. Whether you are hardcore grinding or taking a more casual approach, jumping on a boat every hour Ocean Fishing starts will net you the best profit. It's a little pun for you there. Grand Company Turn-Ins Just like the craft classes you choose the Great Company will request a new item every day. Deliver a high-quality item to them to get another piece of exp added to your area of progress effortlessly. Custom Deliveries Another Re-Action, custom deliveries are just as good for collecting classes as they are for artisans. Identify the requested item in the list, find it in the box and do your best to collect it according to the highest collectible values you can. Turn in six of them for a great chunk of weekly experience points and some doodles for your troubles. You can use them on new hardware or books that will unlock sometimes incredibly rare and valuable collection sites. Random shredding method - Hit new knots to about 15 and then peak Levequests to about 60. Get yourself a good outfit and just focus on collecting and custom supplies after that. The beast tribe daily newspapers like Namazu can give a big boost. Fishermen should grind the ocean fishing as much as possible. Hardcore Grind Method - Just Keep Hitting Knot level you can comfortably chain. Missing a swing mid combo will hurt every time. Fishermen have to hit up to the level of the respective holes until they can go spearfishing between Ocean Fishing runs, at which point everything becomes the same as Class gathering. Buffs are available along the lines of craft classes, collectors can use a number of exp enhancing items to speed things together. Given the need to actually assemble during Levequest grinds, these bonuses are far more important to collectors than they are to artisans. Keep as many of them stacked as you level for a mere time. Stock up on the survival manuals of the production company. They don't last long. Survival Guide to The Release Company (50%) Free company buff or ethereal wheel (up to 20%) Food (3%) Editors' recommendations ffxiv fastest way to level 60-70 shadowbringers

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