

■ FFXIV Updates, Version 2.0, and Beyond (Last updated 10/14/2011 by Naoki Yoshida)

* The following are some of the changes planned as of October 14, 2011. Details may change between now and the time of release.

* This is not a comprehensive list of the changes being planned.

* All system and content names are subject to change.

Category	Item	System/Content Outline
Characters	Character Creation Character Classes	<p>Complete redesign of character creation screens and process.</p> <p>Addition of Miq'ote males, Highland Hyur and Roegadyn females for version 2.0.</p> <p>Creation of more character customization options (e.g., hairstyle).</p> <p>Ability to walk and view character in game environments and use emotes as part of creation process.</p> <p>Expansion of Armoury, focused on classes and jobs, prior to version 2.0.</p> <p>Jobs to progress by clearing quests rather than gaining EXP.</p> <p>Job-related quests, abilities, and job-specific gear planned for patch 1.21.</p>
User Interface	Controls Mouse & Keyboard Gamepad Gear Interface	<p>Complete redesign of user interface for version 2.0 currently underway.</p> <p>Customization of both gamepad/keyboard and mouse/keyboard configurations.</p> <p>Global standard for MMO UI when using mouse/keyboard to navigate in-game windows. Will not require a manual for explanation.</p> <p>Drag and drop functionality, item name/icon display toggle to be added to gear interface.</p> <p>Release of a "mannequin" system for one-touch changing of gear sets.</p> <p>Gear equipped to mannequins will not take up inventory space.</p> <p>Mannequins available can be increased via certain quests and battle content.</p>
Markets	Location, Search Features, & Functionality	<p>Improvement of search function, release of auction house features, measures to stimulate in-game economy after patch 1.20.</p> <p>Complete redesign of markets into a system incorporating retainers and auction house elements. Planned for version 2.0.</p>
Enemies	Enemy Groups Leader System Summoned Pets Tamed Pets Incapacitating Body Parts	<p>Enemy leader and group systems to be removed before version 2.0.</p> <p>Enemy "call for help" system released in patch 1.19, causing nearby enemies to link when called.</p> <p>Release of a system to calculate enemy strength based on party size and member levels. Enemy "call for help" system to be adjusted in patch 1.20 so only appropriate enemy types link.</p> <p>New summoning ability available to certain jobs and classes after version 2.0.</p> <p>New taming ability available to certain jobs and classes after version 2.0.</p> <p>Release timing of the above abilities is to coincide with addition of new jobs and classes.</p> <p>Summoned and tamed pets will not count as party members, and will develop over time. Release of a "companion" system for these pet NPCs to fight alongside PCs.</p> <p>Incapacitation of body parts for boss fights, encouraging party members to focus on single targets for more engaging battles.</p>

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Items	Legacy FINAL FANTASY Items	<p>Examination of a system to introduce legacy FINAL FANTASY items. Legacy items will have unique graphics and stats. Obtainable only by players fulfilling certain attribute requirements after first "applying" for them. Requirements for obtaining classic items, as well as their graphics, to be altered in future updates. Appearance of items already obtained will change. Planned for after version 2.0. Further details to be announced at a future date.</p>
In-game Areas	Non-instanced Areas Dungeons Instanced Raids Treasure Maps	<p>Redesign of all non-instanced areas for version 2.0. Planning to convert all dungeons into instanced raids. Release of content finder (see below) to help players find groups quickly and easily. Two new dungeons to be added in patch 1.21. More dungeons to follow after version 2.0. Release of treasure maps to be discoverable by Disciples of the Land. Planned for after version 2.0. Maps to reveal location of chests and dungeons. Dungeons to be new content designed for a combination of classes from all Disciplines. Planned for after version 2.0.</p>
Main Storyline	Cutscene Replay Voice	<p>Release of a feature to replay cutscenes. Planned for after version 2.0 due to cutscenes requiring retouching as part of overhauls to all in-game maps. In-game voice in all four languages (Japanese, English, French, and German) after version 2.0. Seventh Umbral Era storyline to give way to new storyline after version 2.0, and will not be replayable.</p>
Battle System	Claiming System Battle Algorithms PvP Large-scale PvE Crowd Control System	<p>Enemy claiming system done away with, and new system released that gives loot rights to first attacking party only. Above system and new battle algorithms in-game as of patch 1.19. Future algorithm balancing to continue for version 2.0. Balance and release of crowd control system with firm control of status timers (e.g., sleep, paralysis, blind) after stabilization of battle algorithms. Two PvP venues, Coliseum and Frontlines, to be released after version 2.0. Unique zones to be created so as not to affect non-participating players. Release of PvP-specific abilities, gear, and ranking. Support for multi-party alliances for large-scale content to be released together with the above.</p>

Category	Item	System/Content Outline
Synthesis	Synthesis Recipes Materia Item Notebook Item Signatures	Basis of new recipes released in patch 1.19. New additions to continue to be made prior to version 2.0. New high-end recipes to have high levels of difficulty, not only in terms of recipe complexity, but also crafting location requirements (e.g., facilities within a kobold stronghold). Materia released in patch 1.19, with future plans including release of additional materia slot items, materia to mitigate requirements to equip gear, further system expansions, and additional items. Release of an item notebook after version 2.0 to log all recipes and crafted items for consolidated, easy viewing. Release of a "signature" feature for version 2.0 enabling players to put their names on items they craft.
Gathering	Stealth Item Notebook Treasure Maps	Disciple of the Land Stealth ability released in patch 1.19, enabling gatherers to remain concealed from enemies in the field. Release of an item notebook after version 2.0 to log gathering level and item information for consolidated, easy viewing. Release of treasure chests that may appear randomly at any gathering node. Chests to yield treasure maps that may only be viewed by Disciples of the Land.
Company System	Free Company System Free Company Ranks Free Company Synthesis Company Estates	Release of in-game player communities known as Free Companies. Planned for version 2.0. Free Companies can be formed by as few as 4 players by submitting an application to a Grand Company. Free Company-specific content to earn points used to improve company rank, gain access to personal estates, perform cooperative synthesis. Planned for four-phase release after version 2.0.
Mounts	Chocobo Mounts Expansion of Chocobos Other Forms of Transportation	Chocobo mounts released in patch 1.19. Future plans include chocobo gear, rearing, battle, mounted content, and shared chocobos, to be released sequentially after version 2.0. Plans to release other forms of transportation.

Category	Item	System/Content Outline
Communication	Delivery System Mail System PC Search Content Finder	Release of a delivery system and mail system for version 2.0. Delivery system to enable sending of items to safehouses and other players. Items can be sent to other players regardless of their online status. Mail system to enable sending of short in-game messages to other players. Messages can be sent to other players regardless of their online status. PC search function to be completely overhauled, and a search UI added with various functions (e.g., Free Company searches). Release of a content finder system after version 2.0. Content finder to allow input of information such as class, job, and level, to find other players across all worlds for groups for dungeons, instanced raids, primal battles, etc. Further details to be released as they become available.
Achievements & Trophies	Achievements	Achievement system to recognize and reward accomplishments in battle, synthesis, gathering, etc. Release of additional achievements in future patches. Various types of achievement rewards, such as titles and items. Planned release of initial achievement system in patch 1.20, with over 300 achievements.
New Content	Primal Battles Primal Summoning System Dragon Battles of Ishgard PvP Coliseum PvP Frontlines Crystal Tower Wandering Odin Labyrinth	Below are the main content additions planned for after version 2.0. New content announcements will be made via patch notes. New primal battles. Summoning system that awards the ability to summon primals to Free Companies that defeat them. Campaign of battles against the dragon horde in the defense of Ishgard, with participation possible as any of the four Disciplines. Two forms of PvP, the Coliseum and the Frontlines, to be released sequentially. Large-scale instanced raids of the Crystal Tower and a vast labyrinth. Further expansions planned for future patches. Wandering Odin primal, who grows in strength and drops greater treasures with each defeat. Further details on all of the above to be released in the days leading up to version 2.0 release.