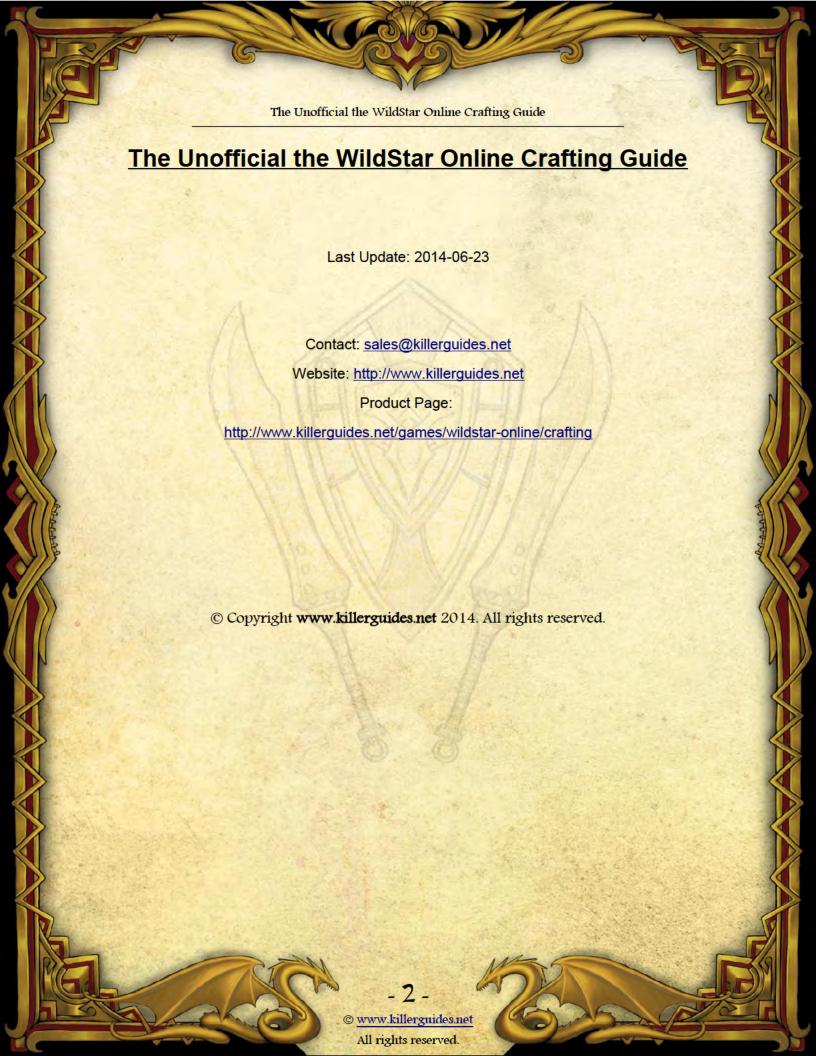


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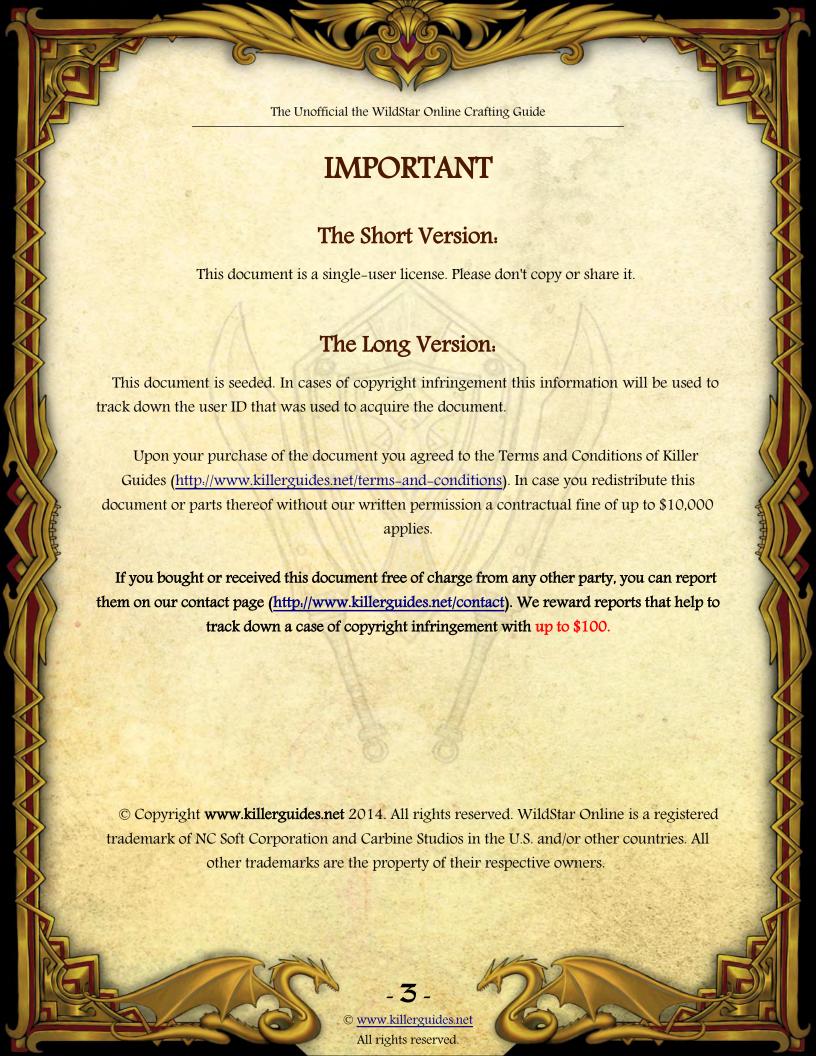


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TRADESKILLS



eaching level 10 in WildStar will begin a gamer's quest into tradeskills. Tradeskills provide a separate leveling adventure that allow gamers to create their own gear and consumables. Gathering is a fairly simple procedure that involves attacking nodes within the environment in order to harvest metals, gems and other crafting items. Each tradeskill complements the needs of the player and sometimes are a requirement for another

Mining

tradeskill.

Mining is a tradeskill that allows the player to obtain precious metals and sometimes rare stones to use in creating armor or weapons. Nodes are available throughout the game that require the player to attack it in order to collect the metals inside. Once this metal is obtained, it can be taken to a crafting table.

Armorer

In order to create armor, items are taken from inventory and placed in different recipes sections in order to create different type of armor. Depending on the complexity of the recipe, the stats from the creation may be higher or lower. Items with better power or microchips will provide more critical stats than those with no modifications. The more that players craft, the more skill they obtain through crafting. As the levels go up in crafting, the item level of the creations will increase. Armorers create heavy armor from metals and mods. In addition to armor sets, the armorer can also create different shields to provide ultimate protection to front line characters.

Weaponsmith

Similar to the armorer, the weaponsmith will use items gathered from mining to develop different types of metal oriented weapons. Mixing mods into recipes will create sronger weapons that carry higher stats in different skill lines depending on the recipe. This skill line along with the armorer is best paired with mining due to this skill being highly dependent on metals.

Survivalists

Survivalists obtain leather and wood products from the environment by placing attacks on trees and creatures. The better quality axe used yields a better quality product for later crafting. Survivalists gather items that are used mainly in outfitting and for the architect.

Outfitters

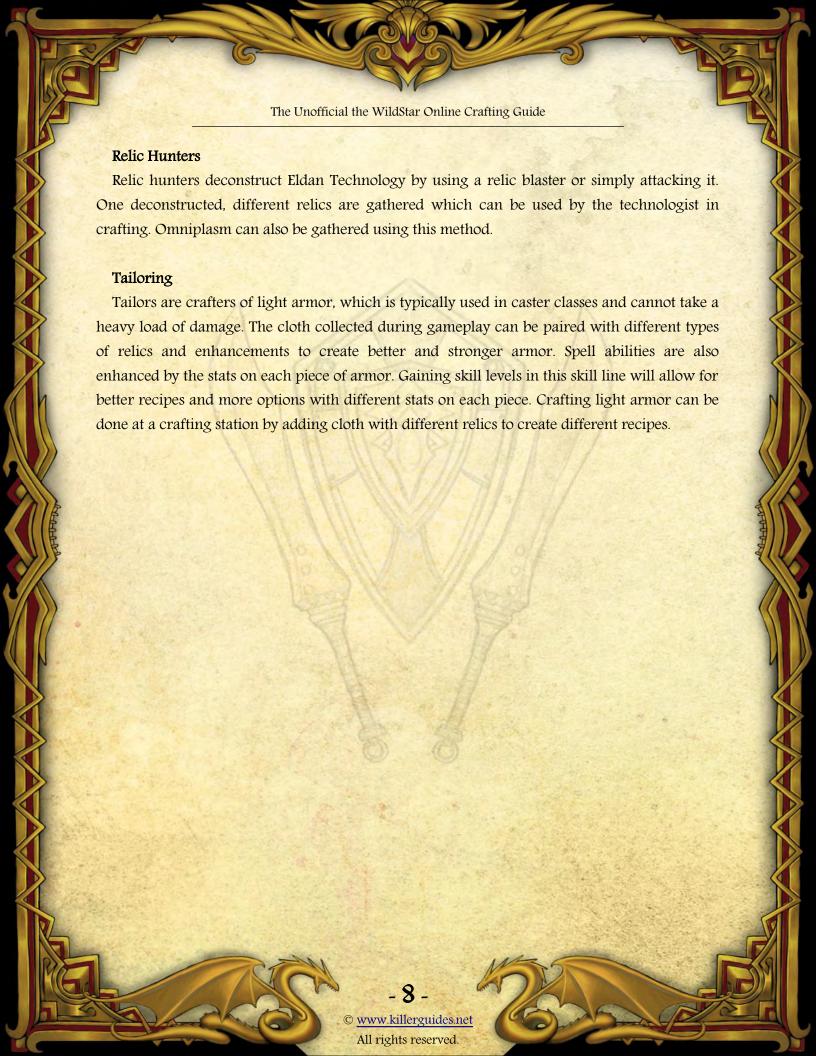
The outfitter can create medium armor made from leather. This type of armor can also be enhanced using power and microchips in order to give the armore better traits. The better the traits on the armor, the more useful it will be during battle and will also be worth more. Crafting medium armor is similar to that of heavy armor in that it involves the use of a crafting table. Items are dragged from inventory and used in recipe form in order to find better quality items with more stats. Better stats equal more damage, so the optimum skill level is required in order to create the best gear for characters.

Architects

Architects can create housing and housing items using the wood gathered in the survivalist skill line. Whether it is improvements or new items, the architect has a long range of possible recipes to create the ultimate housing in the game. Recipes can be combined and created using a crafting table. The skills increase with more experience, providing better recipes for more interesting furniture and upgrades.

Technologists

The technologist skill line includes the experimentation by characters to create different types of potions and enhancements for better gameplay. Mixing popular plants and herbs in addition to omniplasm and relics gathered from relic hunting will create different recipes for potions and enhancements. The more experience a player gains in this skill line, the better quality of potions will be available for creation and use.



GATHERING SKILLS

Mining, Relic Hunter, Survivalist

The three tradeskills of mining, relic hunter, and survivalist make it possible to collect the raw materials needed by the other crafting trades in the game. Most players will seek to pair a gathering trade with a crafting trade in order to be mostly self-sufficient, but players may also elect to have an alt do most of the gathering or to focus on the gathering trades as a way to make money by selling materials. Since many players may need extra materials or not feel like gathering them, focusing on the gathering trades can be a very good money maker, but they are the least interesting of all of the trades.

The basic mechanics of resource gathering works the same for all three tradeskills. You will go out into the game world and find resource nodes. Nearby nodes are indicated on your map, so they are easy to find. To harvest a node, you can either attack it with your weapons or you can use a gathering tool. Weapon attacks are slower, but they do have some advantages, like being able to harvest in the midst of combat. When you harvest a node, various bits of resource will fly off of the node for you to scoop up. A starter version of each harvester can be gained from the vending machine. More advanced and efficient harvesters can be crafted by players.

The majority of materials you find are immediately usable by a trade. The game does not currently have refining mechanics or any additional steps for the gatherer to make the materials useful, at least at the gatherer's end.

Like the other tradeskills, you can officially begin your gathering journey at level 10. You will receive a quest to visit a nearby NPC at a crafting hub. This will be your chance to select your starting tradeskills. You are limited to advancing two tradeskills at any one time. A gathering trade counts toward this limit, but hobbies, such as cooking and farming, do not.

If you choose to advance in a different trade, you can swap trades at any time. When you swap a trade, you stop progression in the former trade and begin or continue progression in the new trade. You still retain the advantages of the old trade, however, including level and ability to harvest the materials. You will no longer gain experience for harvesting until you make that trade active again. There is a high money cost and cool down for a swap, so you will need to plan carefully.

Who Harvests What?

Each gathering trade focuses on a different set of materials. Miners focus on gathering ore. Relic hunters focus on gathering relic parts and omniplasm. Survivalists focus on gathering wood, meat and animal hides. Various crafting trades require these materials, and all crafting trades need at least one thing from two of the gathering skills. You can check the sections of this guide detailing the crafting trades for information on which gathering skill is paired best with each of the other trades.

Harvesting with weapons creates an interesting dynamic at the beginning of the game. Early level nodes can actually be harvested by anyone, regardless of their gathering trade, by attacking the node with a weapon. After the first level of materials, however, a gatherer with the appropriate level of skill is needed to collect the resource. This can be very useful for beginning players that are just looking to see what crafting fits best for them. You can easily gather all of the materials to experiment with. If you harvest resources without the appropriate tradeskill selected, however, you will not gain any experience for the task.

Animal hides and meat are the only materials that deviate slightly from the standard format of finding static nodes on the map and harvesting them. These materials, collected by the survivalist, are gained by killing various monsters and beasts that would otherwise just be normal enemies. Many players may gain these materials as well through the course of play, but the survivalist is especially efficient at collecting these materials, causing them to drop more often and in greater amounts.

Advancing the Trade

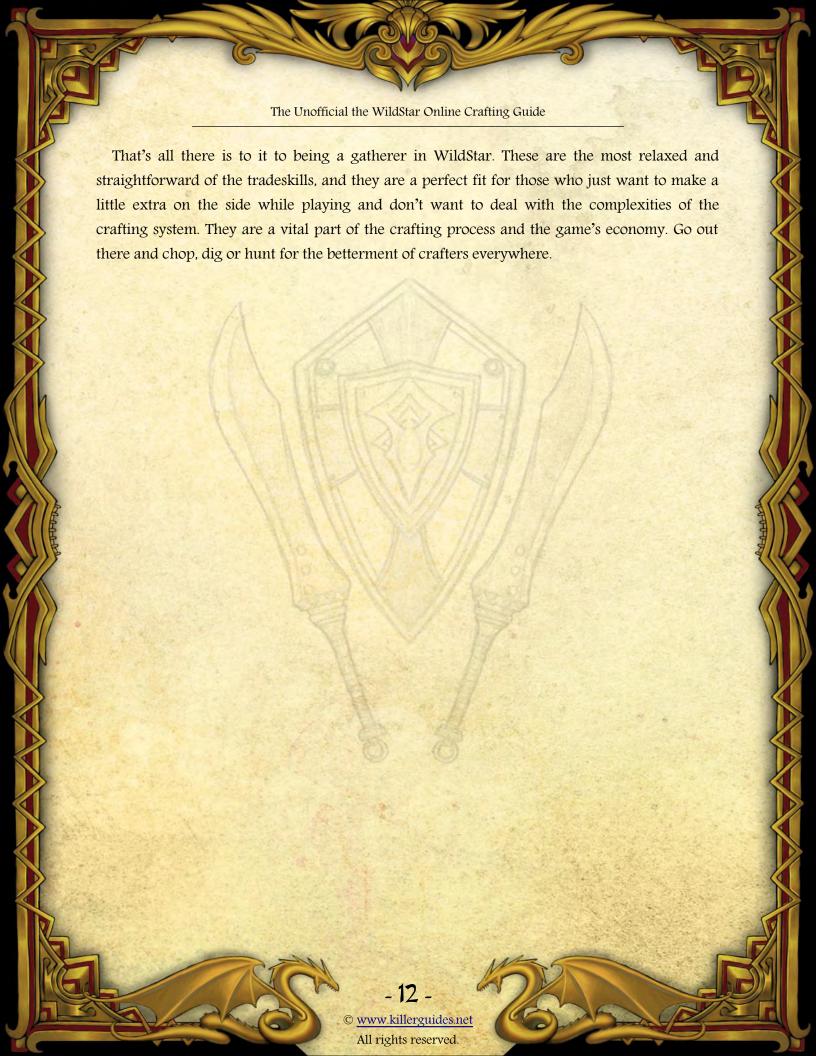
You can gain levels in the gathering trades just like you can with all of the tradeskills. You gain crafting experience simply by gathering materials. The gathering trades do not have any of the advanced features that the actual crafting trades have. There is no TechTree, no work orders, no talents, and no special crafting mini-game. Your goal is to run around the map and collect as many resources as possible.

How WildStar Makes Resource Gathering More Interesting

The good news is that WildStar has put its own unique stamp on the gathering trades, and the gathering process in general, by giving resource gatherers some interesting surprises. Resource nodes tend to do strange things in Nexus.

Here are several of the most common scenarios you may encounter when trying to get resources. As the game develops, you may see more interesting occurrences and more variations on these three. In most cases, an encounter like these rewards you with more resources than usual. The encounters are completely random, and there is no magic way to predict them or cause them to occur.

- 1. The resource node turns into a monster and attacks you. These are usually fairly easy fights just designed to spice up the gathering process a little bit. The advantage is that you will gain more materials from that node after you defeat the monster.
- 2. The resource node gets up and runs away. This hilarious mechanic forces you to chase down the fleeing resource and kill it before it gets away.
- 3. A portal may spawn and pull you into some sort of alternate realm where there are monsters and additional resource nodes to gather. This can take a few varying forms, including a battle with a small horde of enemies to a timed event where you must gather as much resource as possible before being thrown out of the portal again.



ARMORER

he Armorer crafting skill in Wildstar is used for exactly as the name implies, crafting armor. Armorers are also able to craft shields for classes that can use them in their off-hand. If you've delved into the professions of Wildstar a little bit you may have realized by now that there are actually a couple of trade skills that revolve around crafting armor, so why should you choose the Armorer skill? Armorers design heavy armor for tankier classes, as the other skills create medium and light armor. This is also the only skill that allows you to create shields, as this option isn't available in the other armor crafting professions.

Picking Up The Armorer Skill

If you've just started the game and want to pick up this skill immediately, slow down a little bit. Just like with all professions in the game, you actually aren't able to pick up the Armorer skill until you've reached a minimum character level of 10 within the game. At this point you'll receive a notification that will send you to the tradehub, where you can actually pick up the skill from a crafting trainer. Just follow the easily laid out instructions with this notification and you'll be directed to exactly where you need to go to pick up this skill.

Crafting Leveling System

We get a whole new experience when it comes to the crafting system that has been implemented by Wildstar has implemented. Before, games were set up so that players could craft a million of the same item to get easy experience -- *cough* Skyrim *cough* -- without much effort, or at least just to get to a higher tier item once the farmed item would no longer offer experience. Instead, in this new system you're given a "talent tree" type of format. With this system, you have to complete certain achievements in order to advance a tier or unlock new items. These achievements are completed in several ways.

- Craft a specific item once in order to unlock the next item in line
- Craft a series of items to unlock the next available items
- Craft the same item multiple times, usually no more than five times

Achievements give you experience and unlock new items that you can gain crafting experience from. Rather than being able to farm the same item over and over for an extended period of time, you're now forced to craft a variety of items. While this method may be a bit more difficult, it adds some diversity to the game and is a much more enjoyable way of gaining experience in a crafting skill. Alongside achievements, you can also pick up talent points for your Armorer skill. These points are used to unlock passive abilities that benefit your skill, such as giving more experience per crafted item or allowing you to craft special items.

Leveling Your Armorer Skill

Before you'll be able to craft those over powered shields or awesome armor sets, you're going to need to level up your Armorsmith skill. There are three main methods that this is done by: crafting, achievements, and quests. Each method has its own advantages and when used properly, will lead to an efficient method of leveling. All methods should be used as they offer the best reward when used in conjunction with one another.

Crafting is the simplest method that you should be quite familiar with if you've ever played an MMORPG before. Basically, you craft items that you unlocked so that you can gain experience. In Wildstar, you can only craft an item for experience a few times, so you'll have to be adaptive and have plenty of materials. In order to have the materials you need, look ahead at what you're going to require and mass farm those items.

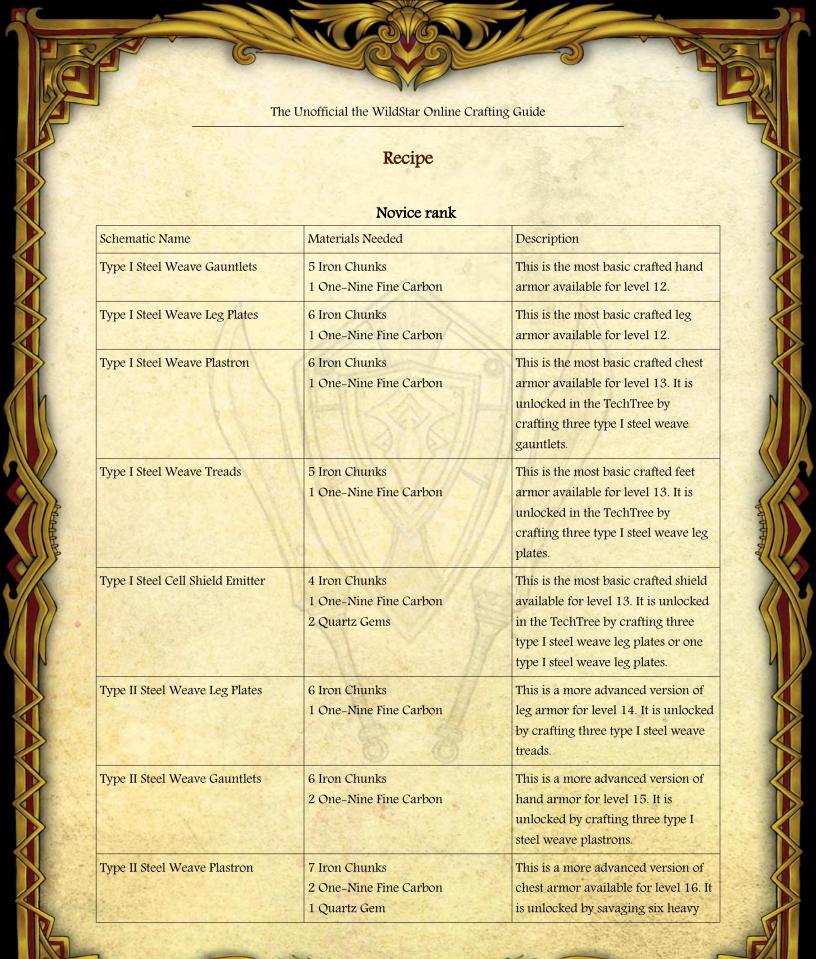
Achievements go hand in hand with crafting, although it may take a little bit of extra effort in order to level this way. There are certain tasks that you must require in your crafting tree in order to gain the experience reward from the achievement. As mentioned earlier, this can include anywhere from crafting an item multiple times to crafting a group of specific items. Achievements not only grant experience, but they unlock access to higher valued items that offer more experience, so they are definitely worth your time.

Finally, questing is an interesting way of gaining experience in crafting. You can pick up your first crafting quest right after selecting your skill. There will be a quest giver with a golden hammer above his head, signifying that he has a quest to offer you for your crafting profession. These quests give a large amount of experience, even though they consume the items you make. Do these whenever possible while leveling your skill as they are the fastest form of profession leveling available in the game, but they aren't always available.

Crafting An Item With Armorer

In most MMORPGS, all you have to do is gather the materials for an item and push a button and it will construct the item for you, typically with a wait timer. Wildstar made Armorsmithing, along with the other crafting skills, a bit more fun by introducing a Circuit Board concept. Basically, you choose the attributes that are placed on your gear when you craft it, and can tweak adjustments to better suit what you're after.

It's a bit confusing, so let's dive into the Circuit Board a little more. On the right side of the screen, you're going to see a name and some attributes. This is the basic information of the weapon you're crafting. Along with that, there will be three "chip" areas on the main screen. The top chip is open for a power core, which determines how much power you can put into a weapon. The left and right chip areas are used for placing attributes into your armor. The amount of attribute power you can place on your armor is based off the power core you crafted into your gear at the top. When you've tweaked your gear to its maximum power and are happy with the stats, you can finish creating the armor.



| The Unofficial the V | VildStar Online | Crafting Guide |
|----------------------|-----------------|----------------|
|----------------------|-----------------|----------------|

| | | armor pieces. |
|-----------------------------|--|---|
| Steel Protoweave Leg Plates | 7 Iron Chunks 2 One-Nine Fine Carbon 3 Quartz Gems | This is a more advanced version of leg armor available for level 16. It is unlocked by crafting four type II steel weave treads. |
| Type II Steel Weave Treads | 6 Iron Chunks 2 One-Nine Fine Carbon 1 Quartz Gem | This is a more advanced version of foot armor available for level 16. It is unlocked by crafting four type II steel weave leg plates. |

Obtaining Materials For Armorer

There are several areas you need to focus on in order to obtain your needed materials for Armorsmithing. For starters, it's important that you take the mining skill so that you can obtain ore for Armorsmithing because it is a vital element in constructing gear. Otherwise, you have to buy it from other players, which leaves you broke and not making any profit.

You'll also need to collect unwanted pieces of gear. These will be used for salvaging, which give you basic parts for your Armorsmith skill. This is why it's best to take Armorsmithing as one of your first skills instead of reaching the maximum character level and then picking it up. It saves you the time of having to farm for low level gear, as you just get it automatically while leveling.

Materials Farming

As an armorer, you need plenty of ore to keep your crafting going. Your secondary tradeskill should probably be the miner to allow you to collect all of the ore you will need. The other materials you need can be gained from the vendor, mining or loot drops.

Iron Ore

You get iron ore chunks my mining iron ore nodes. These nodes can be harvested by attacking them with a weapon, but they are harvested more efficiently by using a laser pickaxe and the mining tradeskill. While the nodes can spawn almost anywhere on the map, the places where they spawn more often tend to make sense. You will find more nodes in areas that are rocky or mountainous. There are better places to harvest nodes in each of the map zones.

In Algoroc you can find ore throughout the map, but it is most plentiful in the northern sections between Demonclaw Pass and the Crowe Family Homestead. In Celestion, ore is not as plentiful, but it is more likely to spawn in the southern areas of the zone. Near the Lifeglade Hills, it seems to be especially plentiful. In Deradune, the ore is most plentiful in small section of the zone to the northeast. Look between Bloodtalon Perch and Metal Maw's Cage. Ellevar is a very consistent and east zone to farm iron in. You can simply make laps around the entire edge of the zone.

• One-Nine Fine Carbon

This is a commonly needed reagent material for the armorer. You will need one more for every item crafted. This material cannot be farmed, but it is available in unlimited amounts from the vending machine.

Quartz Gems

Gems can be gained from a variety of locations, but their drop rate is not consistent like with ore. They will sometimes drop from ore nodes, and they can be gained as loot drops from various enemies. They can also be purchased from various vendors. The best enemy to farm for drops is the Iron Wurm. It costs 16 silver and 97 copper to buy from the vendor.

Materials Needed For Leveling Armorer

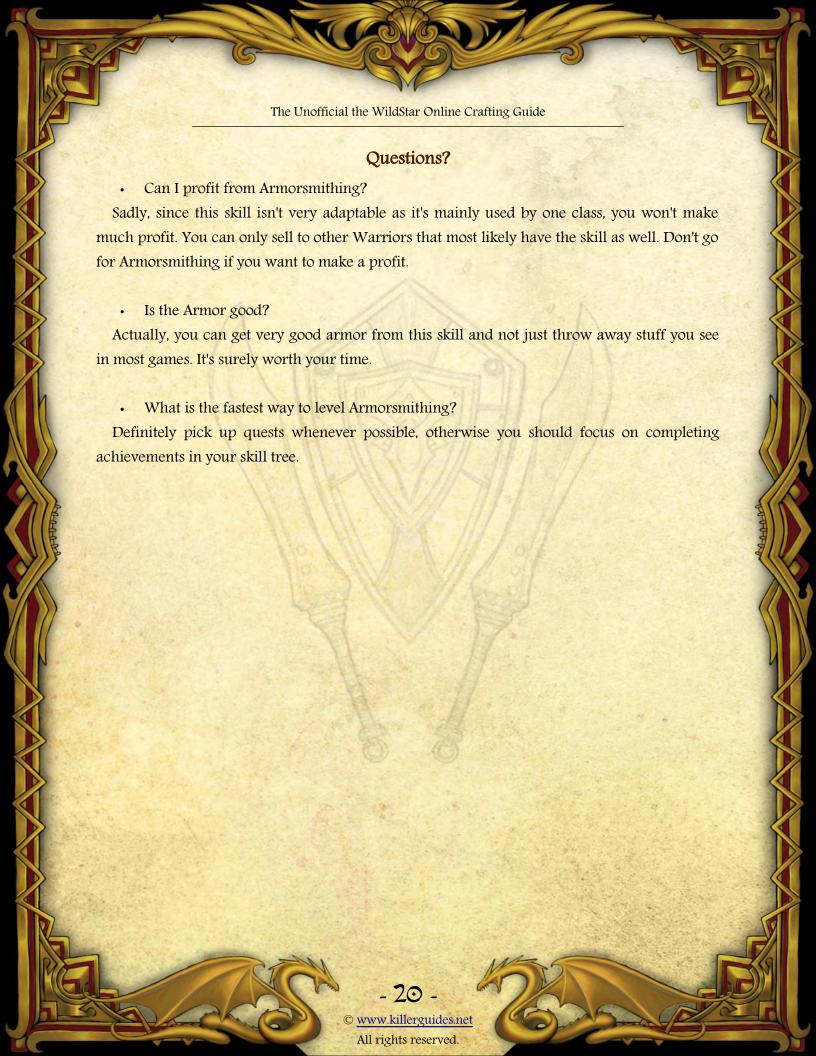
Every item you craft is going to need different materials as you level up, but most of them have the same basic set of materials that you can farm and be assured you'll need. These items are mainly gather through the mining skill, or by salvaging gear. Here are the items you'll need.

- Novice Iron ore, Quartz, Low Viscosity Flux, Bonding Interface, Elemental Signs
- Apprentice Sapphire, Titanium, Zephyrite, Elemental Signs
- Journeyman Diamond, Platinum, Hydrogem, Medium Viscosity Flux, Bonding Interface
- Artisan Xenocite, Chyrsalus, Shadeslate, Xenocite Elemental Condenser
- Expert Galactium, Starshard, Novacite, High Viscosity Flux, Elemental Signs Major

The final level of crafting is expert, but that doesn't mean you won't have any more goals to shoot for once you get there. You can still unlock schematics by using your crafting skills, as you get a research ability. You can also finish up achievements that will give you access to new items.

What Class Is Best Suited For Armorsmith?

The single best class for picking up this skill is the Warrior. Warriors rely heavily on their armor for survivability, and are one of the only classes that is actually capable of using heavy armor that is created by this skill. Most of the other classes will need a different armor crafting skill for their gear, so take a look at the other skills if you aren't playing a Warrior.



WEAPONSMITH



imilar to the armorer, the weaponsmith will use items gathered from mining to develop different types of metal oriented weapons. Mixing mods into recipes will create sronger weapons that carry higher stats in different skill lines depending on the recipe. This skill line along with the armorer is best paired with mining due to this skill being highly dependent on metals.

As the name implies, the Weaponsmith crafting trade in WildStar is meant for players to be able to create weapons. This skill also allows players to craft weapon attachments, which are similar to enchantments in other games as they simply buff your weapon to increase it's damage or offer another trait.

Why The Weaponsmith Skill?

Weaponsmithing is a great skill to pick up in Wildstar because it can craft weapons for any class, which not only makes it viable for any character to use, but it's also able to sell equipment quite easily. The Weaponsmith can also create weapon attachments that are unique, as no other profession has access to them so they are a great way to earn profit and boost your own weapons. The Weaponsmith skill is also great to pick up in the early levels because much of the items needed to craft with it are gained by salvaging low level gear early on, and as your character levels and you find better gear, it typically remains even with the parts that are needed for Weaponsmithing. If you take mining, you can also easily find ore as you level up Weaponsmithing.

Crafting Leveling System

In order to increase your crafting level, you need to complete crafting achievements inside of your crafting tree. Your crafting tree consists of all the items that you can create, and you unlock more items by finishing up achievements. Achievements can be completed by crafting a certain item, crafting a certain item multiple times, or by crafting a group of items. Once completed, other items in the crafting tree will become available. Achievements also grant experience based off their difficulty, so they will help you level as an added bonus. They can be difficult, but worth it.

Alongside achievements, there are also talent points that you can earn. These are picked up by crafting an item for the first time that has a gold star on its picture. Talent points are then used to unlock crafting benefits as well as tier benefits that are unlocked with more talent points. These can increase your success chance with crafting, boost the amount of items you craft, or simply help you level.

Leveling

Of course, you want to construct the strongest and most powerful weapons as soon as possible. Before you can do that, you first need to level up your Weaponsmith skill so that you can unlock higher tiered schematics. Wildstar has implemented a few options to help you level up your skills.

The first method is the same old "craft a bunch of items that you'll never use" method. This method is actually a bit more tricky than it is in other games because you can only obtain so much growth from a single item, and it's usually not that much since you have achievements you must complete. This method is most effective when you can successfully farm the materials you need for several items at once. Mass farming certain materials is much faster than obtaining them in small doses and returning to zones later on to have to pick up those same materials again because you didn't get as much as you needed. When you first start out, most recipes are going to require iron ore and quartz power crystals, so these are good items to farm before level 10.

The second method to leveling up your Weaponsmith skill is through quests that you can pick up from time to time. You'll receive your first quest right after picking up your Weaponsmith skill, as he will be located right next to the skill trainer. Crafting quest icons look like a golden hammer, alerting you that the NPC has a quest for you.

The final method of leveling up your Weaponsmith skill is to complete achievements, which also unlock new items in your crafting tree as an added bonus. These boost your experience and give you access to higher experience items, although they will also be harder to craft.

Crafting An Item

In most games you simply get to click the item you want to craft, and from there you just sit there as your character builds it. This is not the case with Wildstar. For crafting weapons, you're going to use a confusing tool known as the Circuit Board. Basically, the Circuit Board allows you to choose attributes for the weapons that you design.

When using the Circuit Board, there are several areas that you need to pay attention to. On the right hand side you're going to see the name of the weapon that you're crafting as well as the primary attributes and damage that it can deal. This is just basic information that can help you decide on the next pieces of the crafting process.

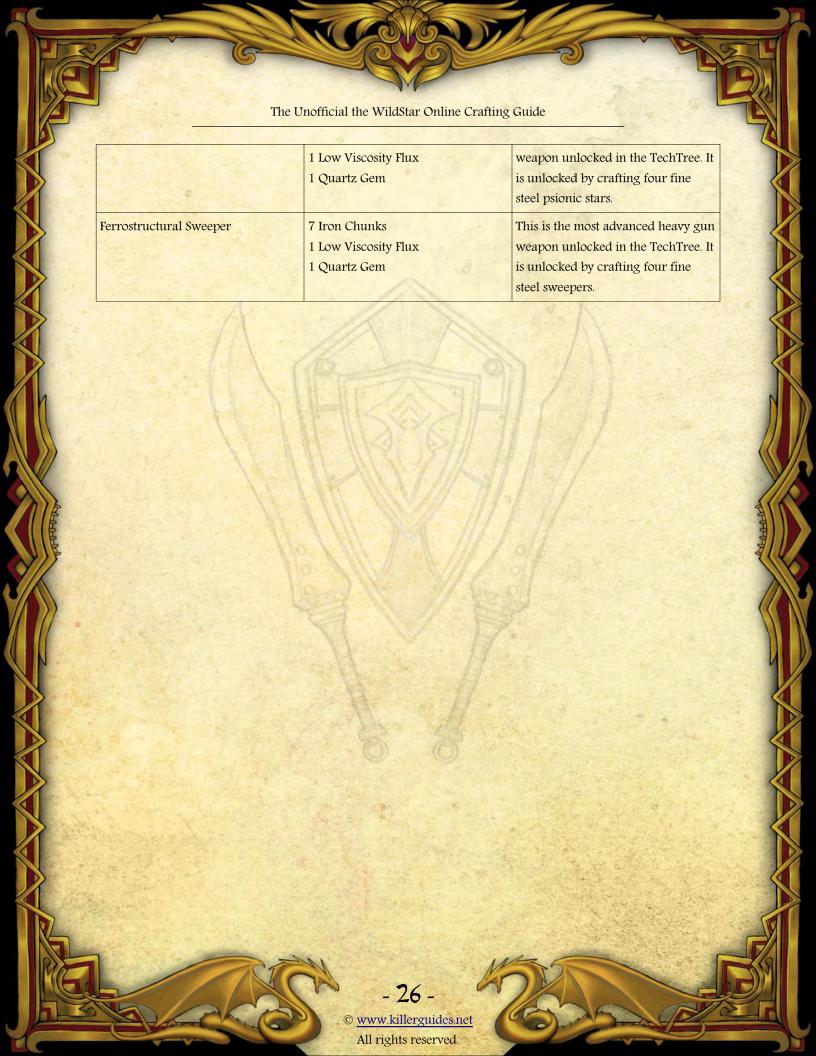
You are going to see three "chip" areas. Chips are basically additions you will be crafting into the weapon to make it strong. In the top chip, you can add a "power core" that will increase the power on your power bar, which itself decides how much power you can put into the weapon. The left and right chips are open for Inductors and Capacitors, which give your weapons attributes. You can tweak the strength of these chips, but in turn it is going to increase your power bar. You can only craft a weapon that is equal to or less than the maximum limit on your power bar, so you have to give and take when tweaking your weapon.

Recipe

Novice Rank

| Schematic Name | Materials Required | Description |
|---|---|---|
| Serviceable Steel Cleaver | 6 Iron Chunks 1 Low Viscosity Flux | This is the most basic crafted greatsword melee weapon for level 12. |
| Serviceable Steel Punchers | 6 Iron Chunks 1 Low Viscosity Flux | This is the most basic crafted claw melee weapon for level 12. |
| Serviceable Steel Shockers | 6 Iron Chunks 1 Low Viscosity Flux | Six Iron Chunks One Low Viscosity Flux |
| Serviceable Steel Micromortars | 6 Iron Chunks 1 Low Viscosity Flux | This is the most basic crafted pistol weapon for level 12. |
| Serviceable Steel Psydaggr | 6 Iron Chunks 1 Low Viscosity Flux | This is the most basic crafted psyblade weapon for level 12. |
| Serviceable Steel Photon Blaster` | 6 Iron Chunks 1 Low Viscosity Flux | This is the most based crafted heavy gun weapon for level 12. |
| Basic Steelwire Combat Assist Module | 4 Iron Chunks 1 Bonding Interface 2 Quartz Gems | This is a basic weapon attachment for level 13 that increases the weapon power. It is unlocked through the TechTree by crafting one of each of the serviceable weapons. |
| Fine Steel Render | 6 Iron Chunks 1 Low Viscosity Flux | This is an advanced crafted greatsword for level 14. It is unlocked in the TechTree by crafting any three melee serviceable weapons. |
| Fine Steel Slicers | 6 Iron Chunks 1 Low Viscosity Flux | This is an advanced crafted claw for level 14. It is unlocked in the TechTree by crafting any three melee serviceable weapons. |
| Fine Steel Static Plates | 6 Iron Chunks 1 Low Viscosity Flux | This is an advanced crafted resonator for level 14. It is unlocked |

The Unofficial the WildStar Online Crafting Guide in the TechTree by crafting any three serviceable melee weapons. Fine Steel Roomsweeper 6 Iron Chunks This is an advanced crafted heavy 1 Low Viscosity Flux gun for level 14. It is unlocked in the TechTree by crafting any three serviceable ranged weapons. 6 Iron Chunks Fine Steel Psionic Star This is an advanced crafted heavy 1 Low Viscosity Flux gun for level 14. It is unlocked in the TechTree by crafting any three serviceable ranged weapons. Fine Steel Sidearms 6 Iron Chunks This is an advanced crafted pistol for 1 Low Viscosity Flux level 14. It is unlocked in the TechTree by crafting any three serviceable ranged weapons. 5 Iron Chunks Improved Steelwire Combat Assist This is an improved version of the 2 Bonding Interfaces Module basic combat assist module. It is 3 Quartz Gems unlocked in the TechTree by crafting three of the basic versions. Ferrostructural Claymore 7 Iron Chunks This is the most advanced novice 1 Low Viscosity Flux greatsword weapon unlocked in the 1 Quartz Gem TechTree. It is unlocked by crafting four fine steel renders Ferrostructural Razors 7 Iron Chunks This is the most advanced novice 1 Low Viscosity Flux claw weapon unlocked in the 1 Quartz Gem TechTree. It is unlocked by crafting four fine steel slicers. Ferrostructural Chargers 7 Iron Chunks his is the most advanced novice resonator weapon unlocked in the 1 Low Viscosity Flux 1 Quartz Gem TechTree. It is unlocked by crafting four fine steel plates. Ferrostructural Shooters 7 Iron Chunks This is the most advanced resonator 1 Low Viscosity Flux weapon unlocked in the TechTree. It 1 Quartz Gem is unlocked by crafting four fine steel sidearms. Ferrostructural Spine Blade 7 Iron Chunks This is the most advanced psyblade © www.killerguides.net



Obtaining Materials For Weaponsmith

Before you can even craft an item, you need to obtain the materials to build it. Like mentioned earlier, you should try to farm as many of these materials as possible before building for maximum efficiency. There are two areas you will need to work with in order to get materials.

Salvaging is the first step, as this gives you basic parts that are needed to craft weapons. You can salvage gear that you don't need rather than selling it. It should be noted early on that the gear you pick up has a very low chance of giving you needed materials, and it's a better idea to just vendor them and buy the low quality crafting materials from vendors in exchange. Later on you won't have this luxury, so take full advantage of it.

If you want Weaponsmithing as your profession, you need to pick up mining. Ore is vital for crafting items, and the best way of obtaining ore is of course through the mining crafting profession. If you choose to not pick up mining, you'll be forced to buy materials from other players, which will consistently leave you poor and spending twice as much time farming for money.

Materials To Focus On

Although each item will be different with the specific materials it needs, it is a good idea to farm the common materials that almost every item in the tier will require. Here is a quick guide to help you know which items you should be looking out for with each tier.

- Novice Iron ore, Quartz, Low Viscosity Flux, Bonding Interface, Elemental Signs
- Apprentice Sapphire, Titanium, Zephyrite, Elemental Signs
- Journeyman Diamond, Platinum, Hydrogem, Medium Viscosity Flux, Bonding Interface

- Artisan Xenocite, Chyrsalus, Shadeslate, Xenocite Elemental Condenser
- Expert Galactium, Starshard, Novacite, High Viscosity Flux, Elemental Signs Major

Materials and Farming

The weaponsmith uses mostly ores for crafting, so it is best paired with the mining tradeskill. The other materials are sometimes gained as loot, from mining as well or through purchases from vendors.

Iron Chunks

As a weaponsmith, you will need plenty of ore chunks. Iron is the first tier of ore materials needed. Iron is collected from iron nodes that appear throughout the map. You can harvest the ore using your weapons or a laser pickaxe. Using the pickaxe is more efficient that using your weapons.

While ore nodes can appear just about anywhere on the map, they are best farmed at locations that tend to spawn more nodes. These locations make sense, such as around mountains, hills and caves. Algoroc is a very mountainous zone, so it is a great place to farm for ore. Search around the edges of the map, especially north from the Crowe Family Homestead to Demonclaw Pass. In Celestion, search around the southern edges of the map from Exo-Site N22 to Thistlewood Thicket. In Deradune, the best place to get ore is a small section of the zone dominating the northeast corner between Metal Maw's Cage and Bloodtalon Perch. Ellevar is completely ringed by mountains, so you will want to simply make laps around the border of the map to collect ore.

Bonding Interface

This is a minor reagent item needed by some of the weaponsmith recipes. Mostly those of the attachment variety need them. This material cannot be farmed, but it is easily purchased from the vending machines found in the crafting hubs. It costs two silver and 38 copper.

Low Viscosity Flux

This is a commonly needed reagent for the lower level schematics. You will need about one for each item crafted. It also cannot be farmed, but it can be purchased in infinite amounts from the vending machine found in crafting hubs. It costs one silver and five copper.

· Quartz Gem

This gem is needed by some of the more advanced weaponsmith recipes. It can be farmed, but its drop rate is not consistent. It will sometimes drop from mining ore nodes. It can also be looted from various creatures. The creature with the highest drop rate is the Iron Wurm. If you do not feel like farming it, it can also be bought from several crafting vendors at the hubs. It costs 16 silver and 97 copper.

Once you've reached the expert level, you aren't able to increase your Weaponsmith level any higher but you are instead able to research new schematics. The resources you need are similar to everything you've used in the expert tier, with a few added exceptions that mainly consist of rare materials you'll have to work to find.

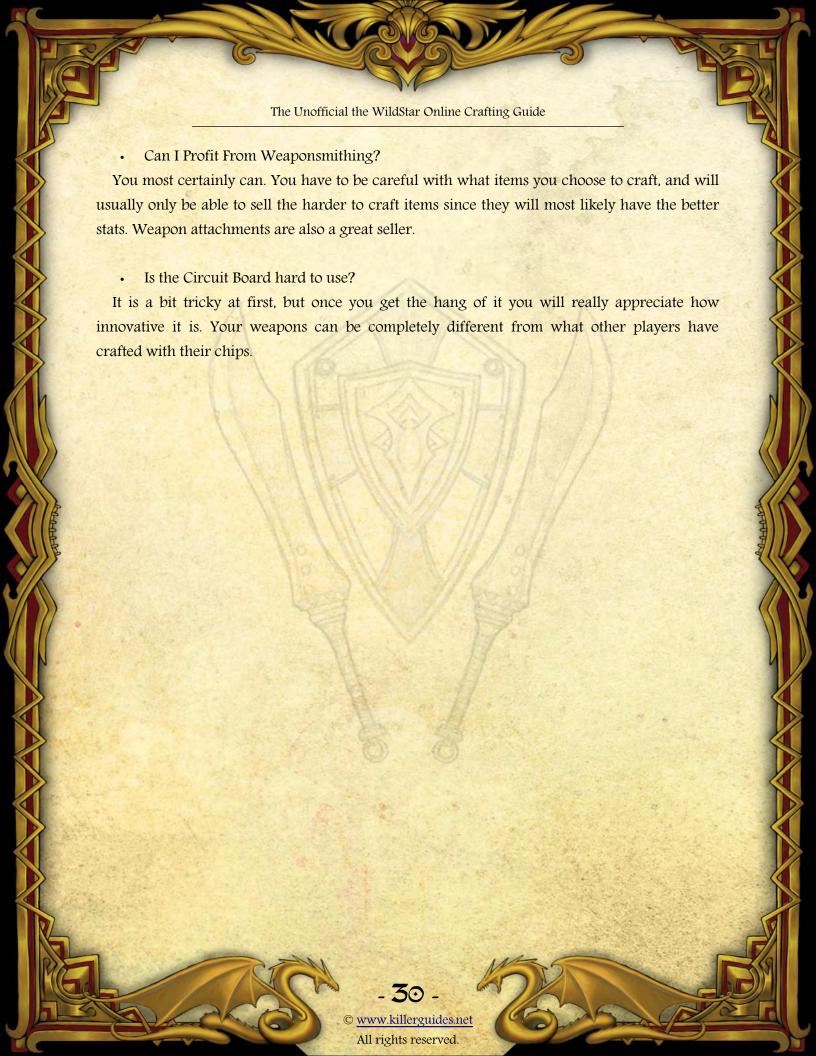
What Classes Benefit Most From Weaponsmith?

Luckily, Weaponsmith is a global profession that is actually beneficial for every class. You are able to craft weapons that are used by each class in the game, which makes it easy to not only create items for your class but to also profit through your ability to adapt to the needs of other players.

Questions

Is Weaponsmithing a good profession to start out with?

Weaponsmithing is great to pick up early on since it relies so heavily on salvaged gear, which is basically gear you don't want or sell. While leveling, this type of gear is plentiful and obtained on accident instead of having to farm for it. You don't have that luxury if you reach max level and want to level up this profession.



THE OUTFITTER

he outfitter tradeskill is used to create medium armor and support systems that are most beneficial to medics and stalkers. The outfitter uses primarily leather and bone that are gained from the survivalist gathering skill. This means that the obvious pairing for the outfitter is the survivalist. The outfitter will also need power cores, relics and other items depending on the schematic being crafted.

The Starting Quest And Hub.

You can begin your journey as an outfitter in WildStar at level 10. Upon reaching this level, you will be granted an automatic quest to visit an NPC at a nearby crafting hub. These crafting hubs are scattered throughout the game world. There is usually at least one in each zone. The NPC will allow you to choose your two starting tradeskills. You can advance any skills, but you can only advance two at the same time. This is why it is important to choose complimentary skills such as the outfitter and survivalist. The Outfitter skill itself does not gather materials, so if you do not choose the gathering tradeskill, you will need to either buy materials or use an alternate character as a harvester. This can be very annoying.

The crafting hub you are directed to has everything you need to begin crafting. Most of the work is done at the crafting stations. Any tradskill can use any station. There are also NPCs selling various crafting-related items or providing crafting-related quests to help you advance the profession. Of particular interest is the vending machine where you can buy basic starting materials, such as power cores, and the crafting job board where you can complete work order quests.

Recipes

Novice Level

| | Novice Level | |
|-------------------------------------|---|--|
| Schematic Name | Materials Needed | Description |
| Scout's Lithetek Basic Legs | 5 split leather 1 spiroseed oil any quartz power core | These are modest early leg armor for medium armor users. They are also useful for crafting quests and work orders. You will want to craft four, one for a salvaging quest in the TechTree and three for an additional quest. |
| Scout's Lithetek Advanced Longcoat | 5 split leather 1 spiroseed oil any quartz power core | This is very good torso armor for early characters. It is also useful for a quest and work orders. You will want to craft three for a quest. |
| Scout's Lithetek Advanced Jeans | 5 split leather one spiroseed oil any quartz power core | This is good early leg armor. You will also want to craft three extra for a quest. |
| Scout's Lithetek Basic Palm Pads | 4 split leather 1 spiroseed oil any quartz power core | This is modest early hand armor. You will probably craft it only for quest and advancement purposes. You can use this for two separate quests, so you should craft and save six in total. |
| Scout's Lithetek Basic Boots | 4 split leather 1 spiroseed oil | This is modest early foot armor. You will likely craft it |

| | any quart power core | mostly for advancement purposes. You will want to craft three for the TechTree task that unlocks advanced hand armor. You can then use them again for the salvaging quest. |
|------------------------------------|---|--|
| Scout's Lithetek Advanced Hands | 4 split leather 1 spiroseed oil any quartz power core | This is good early hand armor You should also craft eight extra. Three of them will be used for the TechTree to unlock advanced boots. The rest are for salvaging, you can also salvage the three you made for the unlock quest. |
| Scout's Lithetek Advanced Boots | 4 split leather one spiroseed oil 1 quartz power core | |
| | | |

Gathering Outfitter Materials

The majority of items you need as an outfitter are leather, bone and pelts. All of these items are gained by the survivalist tradeskill. The survivalist will slay various monsters and beasts throughout the game world and collect the crafting materials that drop off of their corpses. The beasts drop materials according to their level, so higher level beasts will drop higher level materials.

The outfitter will also need power cores and relics in smaller quantities. Almost all items crafted by the outfitter will need at least one power core. Most early items do not need relics, so you don't have to worry about them until later. The relics are harvest by the relic hunter tradeskill. This may be a good tertiary tradeskill to level if you so choose. Power cores are gained primarily through loot drops or salvaging. Salvaging involves destroying an item to reclaim parts and materials from it. You can salvage many items, and almost all gear items have a chance of dropping power cores. Anyone can salvage regardless of crafting tradeskills chosen, and this is done through the inventory interface. It is often better to salvage unwanted gear for parts rather than sell it to a vendor if you are a serious crafter.

Farming Materials

Split Leather

Split leather drops off of beasts and animals that you must kill and then skin in the wild. You can skin the leather from any animal, but if you have the survivalist tradeskill as well, then you will be able to gather the materials more efficiently. While any beast in the start zones may drop split leather, the best places to farm are those with large concentrations of beasts. Keep in mind that these are not weakened enemies, and you should be prepared for battle with buffs before tackling them in large numbers.

If you are an Exile, then you will want to travel to Thistlewood Thicket, near Woodhaven in Celestion. You will hunt Stonepaw Manglers and Fleshrenders or Sunhorn Gildrunners or Roamers.

If you are a member of the Dominion, then you will want to travel to the Lost Caverns near Bloodfire Village in Deradune. There you will encounter Gnarlfoot Climbers.

In Ellevar, you can also go east of Vigilant's Stand. There you will encounter a herd of large beasts to slay.

· Spiroseed Oil

This ingredient cannot really be farmed, but you can buy unlimited amounts from the vending machine.

Quartz Power Cores

The easiest way to get a basic core is to buy from the vending machine, but better and stronger cores can be obtained by salvage. The best cores are created by a technologist.

Leveling Your Outfitter Tradeskill

You advance the tradeskill by crafting various items and are rewarded experience points for each successful crafting operation. You may also gain bonus experience by completing crafting quests, especially work orders, and performing tasks in the TechTree. After you gain a certain number of experience points, you crafting level will increase, giving you access to the next level of schematics and allowing you to complete more items in the TechTree. New levels also unlock new talent sets for you to define yourself as a crafter.

The TechTree, which can be accessed inside the crafting interface, is a great way to develop your crafting. It gives extra experience and unlocks new schematics or variations on old schematics. While you can level as a crafter without going through the TechTree, it is highly recommended, and there are no disadvantages. The TechTree can be seen as essentially a guide for progressing through your tradeskill. Most of the tasks in the outfitter TechTree are linked and must be completed in a specific order.

The talents are an important unlock gained as you increase in level. At each level, you may select one from a list of possible talents. This choice is permanent. Talents allow you to become somewhat of a unique crafter because the talents will give you special options or access to exclusive schematics that crafters who do not choose that talent will never have. Your list of talents helps to define what type of crafter you are and where your specialties are. These talents are purchased with talent points that are gained primarily by completing tasks in the TechTree, so these two areas of crafting are complimentary.

Swapping.

If you wish to become proficient in more than two tradeskills, you can swap one of your active trades for another. This stops progression in the old trade and starts it in the new one. The advantage is that you don't lose any progress made in the old one, and you will still have access to whatever you have unlocked. There is a cost and cool down time involved, so you should carefully plan your swaps.

Circuit Board Crafting System

In WildStar there are essentially two types of interactive crafting systems. Consumable items, powerups and housing items, such as those produced by the technologist, cook and architect use the coordinate crafting system. Tradeskills that produce primarily gear, such as the outfitter, weaponsmith and armorer, use the circuit board crafting system that will be explained here.

Circuit board crafting allows you to greatly customize the gear you produce. Rather than being locked into a certain kind of schematic, or needing dozens of different schematics for every possible item, you use the circuit board system to define your item. The board works by having a selection of slots and allowing you to place various circuits inside the slots to define the power and capabilities of the item.

Working With the Circuit Board.

The basic circuit board, such as you will find on the early schematics, has three slots for customization. The first slot is always locked. This means that its circuit cannot be altered or removed. The locked circuit is chosen at random at the start of crafting. This means there is some luck involved. If you are looking for a specific starting circuit, you may need to craft several items until the right circuit is chosen from the random selection.

The first circuit you must choose is the power core circuit. This defines how much total energy the item has. Energy affects how strong you can make the item, so if you are creating an item to actually use or sell, then you should choose the strongest core available. If you are making the item for a quest or the TechTree, you will probably want to choose the weakest, and thus the least expensive, core.

The third circuit allows you to select an additional ability of the item, such as a stat that is boosted. You can then increase the power of this circuit to grant additional potency. Every time you increase the power of the circuit, it consumes more of the total power defined by the power core.

As you advance in crafting, you will have more options, and the circuit board creation process will become more complex, but these basics of power, adding circuits and increasing the power of the circuits will remain the same. You do not need to collect circuits as a material. They are always available.

Overcharging.

One interesting choice you can make as a gear crafter is the option to overcharge an item. Overcharging means powering the gear piece beyond its maximum power capacity. This allows you to produce a gear piece that is stronger than average for its level and power core. You can overcharge the item simply by continuing to increase the power of circuits beyond the maximum.

Normally, you have a 100 percent chance of success when crafting as long as you stay below maximum power. When you overcharge, the penalty is a chance of failure at crafting. This increases the more you overcharge until it reaches 100 percent chance of failure. If you fail, then you do not get the item, and you lose the materials you used. Overcharging is a very important choice as a crafter. Most items can be slightly overcharged because the chance of failure is usually between 1 percent and 5 percent for the first point of overcharge. This increases to around 20 percent for the second point, making it somewhat risky. Overcharging beyond two points is very risky for mid level items and most beginner items cannot be charged beyond two points because it jumps form 18 percent to 100 percent failure. Risky crafters who are willing to take a chance on materials can create some very powerful items using the overcharging feature. It is likely that overcharged items will become the best possible and most valuable items. As a dedicated crafter, you should plan to overcharge most, if not all, of the items you plan to use or sell to other players.

Crafting Quests

Quests are an important way to develop as a crafter and should be done consistently during the leveling process. The majority of your quests will come in the form of work orders that can be gained from the notice board found at crafting hubs. These work orders involve you creating certain items and then delivering them to nearby NPCs. This is a great way for you to use up items you have created but don't plan to use or sell to players. If you are efficient, you can combine your work order quests with TechTree tasks to get the most experience out of everything you craft.

Now that you have a basic understanding of the outfitter trade skill, you should jump into the game and try it out yourself. WildStar has a robust and interesting crafting system that is breathing fresh life into crafting in MMOs. Your armor may soon adorn the best healers and assassins in Nexus.

ARCHITECTS

he architect crafts primarily housing-related items and home improvements. The trade can also craft harvester tools. This means that the trade is very useful for those who enjoy decorating their house, but it provides little direct benefits or gear to your character. The architect trade is most useful as the primary tradeskill on an alternate character. It may also be useful from a profit standpoint as most players will likely not choose the architect skill, so the demand for architect goods will be slightly higher than average.

Choosing A Secondary Tradeskill And Swapping

The architect uses a wide variety of materials including leather, wood, ore, relics and omniplasm. This means that it draws many materials from multiple gathering professions. The miner and survivalist are especially useful. Most architects choose the survivalist because the majority of materials needed are wood and leather.

The architect may also be the tradeskill that benefits most from the ability to swap out professions, allowing your character to level multiple tradeskills over the course of the game. Using this mechanic, you can level a skill, and then swap to a new skill without losing any of the progress in the old skill. You retain access to any schematics you have unlocked from the old skill, but cannot unlock any more unless you swap back. You may wish to use this mechanic to level both the survivalist and miner professions in order to be largely self-sufficient as an architect. Bear in mind that there is a hefty money cost to performing a tradeskill swap, and there is also a lengthy cool down.

The Starting Quest And Quest Hub

You can begin your journey as an architect at level 10. You will automatically receive a quest that directs you to an NPC at a nearby crafting hub. This NPC will prompt you to select your two starting professions. You automatically get the two hobbies, farming and cooking, at this time. Hobbies do not count toward your tradeskill limit, and you always have access to them. This same crafting hub also has everything you need to craft. There is a workstation, various crafting-related NPCs, the work order board that provides a steady supply of crafting quests and the vending machine where you can buy crafting accessories and some materials.

Recipes

Novice

| Schematics Name | Materials Needed | Description |
|----------------------------|--|---|
| Box of Bolts | 2 iron chunks 3 canvas cloth | This is a basic decoration item for your house. |
| Sienna Bulrush Grass | 1 knotted heartwood 3 spirovine | This is a basic decoration item and a base schematic for a few color variations. |
| Green Bulrush Grass | 1 knotted heartwood 3 spirovine addtivies | This is a basic decoration item for your house. It is a variation of the sienna bulrush grass. You will need to use additives in the coordinate crafting system to obtain it. It is also useful to complete the TechTree tasks and gain the Bramble Bush and Bushberry schematics. You will want to craft three for the TechTree. |
| Yellow Green Bulrush Grass | 1 knotted heartwood 3 spirovine additives | This is a variation item. |
| Small Bramble Bush | 2 knotted heartwood | This is basic housing decoration |

| | 2 bladeleaf | with two variations. |
|-----------------------------|---|--|
| Short Bushberry | 2 knotted heartwood 2 bladeleaf additives | This is a variation on the bramble bush. |
| Vind Thorn Bush | 2 knotted heartwood 2 bladeleaf additives | This is a variation on the small bramble bush. You can experiment to get it in coordinate crafting, or you can unlock it by crafting three short bushberries. |
| Crude Fencing | 3 knotted heartwood 3 iron chunks | This is a basic house decoration and the base schematic for wooden ranch fence and galeras stone wall. |
| Wooden Ranch Fence | 3 knotted heartwood 2 iron chunks additives | This is a variation on the crude fencing. You will want to craft five of them in order to unlock the chua netting, marauder hover hammock and the red shop awning. It is otherwise another basic house decoration. |
| Galeras Stone Wall | 3 knotted heartwood 2iron chunks additives | This is a second variation on crude fencing. It is quite a bit more attractive than the base and more valuable. |
| Chua Netting | 2 canvas cloth 2 iron chunks | This is a basic decoration item with variations. |
| Marauder Hover Hammock | 2 canvas cloth 2 iron chunks additives | This is a variation on chua netting. You will want to craft two of them to unlock the brown canopy schematics and the granok fence schematics. |
| Red Shop Awning | 2 canvas cloth 2 iron chunks additives | This is another variation on chua netting. |
| Small Triangle Brown Canopy | 4 knotted heartwood 2 canvas cloth | This is a base schematic for the other brown canopy recipes. The variation determines the shape of the canopy. |

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|------|---------------------------|---|---|
| Sma | ll Trapezoid Brown Canopy | 4 knotted heartwood 2 canvas cloth additives | This is a variation. You will want to craft three in order to unlock the second variation, large brown canopy. |
| Larg | ge Brown Canopy | 4 knotted heartwood 2 canvas cloth additives | This is a variation of the brown canopy schematics. |
| Met | al Plank | 3 iron chunks | This is a simple decoration item for the house. It has variations as is the starting point for a long chain of unlocks. |
| Met | al Platform | 3 iron chunks additives | This is a variation of the metal plank item. You will want to craft at least three to unlock the drooping cable segment and the short hanging cable in the TechTree. |
| Dro | oping Cable Segment | 1 quartz 2 iron chunks | This is a base decoration item with two variations, the short hanging cable and tablet computer. |
| Shor | rt Hanging Cable | 1 quartz 2 iron chunks additives | This is a variation on the drooping cable segment. It is automatically unlocked for you if you discovered the drooping cable schematic in the TechTree. You will want to craft at least three to unlock the vintage beer mug and fancy hanging lamp schematics. |
| Tabi | let Computer | 1 quartz 2 iron chunks additives | This is the second variation of the drooping cable segment. There are no known unlocks in the TechTree, so this item must be unlocked through experimentation. |
| Vint | age Beer Mug | 2 knotted heartwood 1 iron chunk | This is a base decoration item with one variant. You will want to craft at least five to unlock its variant. |
| Сор | per Chua Sipper | 2 knotted heartwood | A variation on the vintage beer mug |

| | 1 iron chunk additives | unlock in the TechTree of through experimentation. |
|-------------------------|--|---|
| Fancy Hanging Lamp | 1 quartz 2 iron chunks | This is a base decoration item with one variation. You will want to craft at least three to unlock the variant. |
| Pool Light Table | 1 quartz 2 iron chunks additives | This is a variant of the fancy hanging lamp. Unlocked in the TechTree or through experimentation. |
| Vending Machine FABkit | 4 knotted heartwood 5 iron chunks | This is the base for the novice FABkit schematics. It allows the player to place a vending machine in their house. This sells items that are different from the crafting hub machines. It is unlocked in the TechTree by building three fancy hanging lamps, three small brown triangle canopies and five granok fences. It has two variations. |
| Medical Station FABkit | 4 knotted heartwood 5 iron chunks additives | This variant allows the creation of the Medical Station item. It allows a short mini-game to be played where you can pretend to be a surgeon. If you make two and are willing to spend a talent point as well, you can unlock the training grounds FABkit. |
| Training Grounds FABkit | 4 knotted heartwood 5 iron chunks additivies | This provides a hapless training dummy that is invincible and allows you to practice your combat moves and skills. This is only unlocked if you are willing to spend a talent point, which will exempt you from other possibilities. |

Architect Materials

It is slightly more difficult to collect all materials as an architect because of the great diversity you need. In fact, the architect skill draws a little bit on all of the gathering professions, but there is a definite emphasis on those materials provided by the survivalist. Keep in mind that the architect profession itself does not gather any materials. Materials are only gathered by the gathering professions. If you choose a secondary profession that is not a gathering profession then you will have to buy all of your materials from other sources or use alternate characters.

Some gathering tasks, like plants and leather, do not require any special tools. You can simply attack plants with your weapon and destroy them, collecting the materials that drop. Leather is gathered mainly from various animals and beasts and is also just a basic drop once the beast is slain. Plants that are nearby will appear on your map as blue icons.

The gathering of omniplasm, relics, wood and ore is slightly more involved. These must be gathered from special nodes that appear somewhat randomly throughout the map. You must have the appropriate harvesting tool in order to gather these materials. Starter versions of these tools are easily purchased from the vending machine found at all crafting hubs.

When you attack a resource node with the tool, some bits of material will fly off for you to scoop up. There is a rare chance for the harvesting operating to result in an encounter that includes some relatively easy combat. The encounter will result in you getting far more resources out of that node than usual. It also helps to add an interesting component to the otherwise dull resource gathering process.

An alternative way to get some crafting material is by deconstructing items you no longer have a use for. This can be done in the inventory screen. It is a useful way to get extra materials from items that are not valuable enough to sell, but it is strictly a secondary source of materials. Most of your resources will come from traditional gathering.

Farming Materials

· Canvas

Canvas drops primarily as loot off of defeated humanoid enemies. Any enemy of the correct level range will do, but you will want to focus on areas of high mob concentration.

In Galeras, you will want to focus your efforts north of Kriton's Command Post, taking out the Crimson bandits. In Deradune, you will want to focus your efforts south of Endless Vigil where there are many Grimvoid pirates to be slain.

Bladeleaf

Bladleaf is a harvestable wild plant. You can also cultivate it as a farmer. You do not, however, need very much bladeleaf as an architect. In Ellevar, you can farm bladeleaf in the southern forested regions around Mistymurk Camp. In Deradune, you will want to farm primarily in the center of the map between the rivers. In Algoroc, you will want to farm around Grim's Lumber Mill and Gallow.

Iron Ore Chunks

Iron is gained from mining iron ore nodes. In Algoroc, you will want to farm along the northern border of the map and down to Demonclaw Pass. In Celestion, you will want to farm along the southern areas of the map, especially Tanglewood Grove. In Deradune, you will again want to focus on the northern areas of the map, primarily around Bloodtalon Perch and south to Metal Maw's Cage.

Quartz

Quartz can be gained through salvaging and by mining ore nodes. As a result, you can find quartz at the same time you are mining for iron.

Spirovine

Like bladeleaf, spirovine is a plant that grows in the wild and can also be cultivated by the farmer. It is one of the most common plants and can be found all around the forest regions of Celestion, Deradune, Algoroc and Ellevar.

Some materials can also be bought from vendors. The architect is one tradeskill that must make frequent use of vendors, other players or alts to obtain the various materials they need.

Leveling The Architect Skill

You will gain experience as an architect primarily by creating new items. There are several other ways you can maximize the experience gained from items. Progress through the skill is indicated by a level. You gain experience points that increase your level. This is much the same as with other MMOs.

The TechTree

WildStar is different in that it provides a TechTree path for you to follow as an architect. The TechTree is essentially a series of small tasks for you to accomplish as a crafter. The majority of these tasks involve the creation of one more items. When you accomplish the task, you are given various rewards, including tradeskill experience and oftentimes new schematics or variations on old schematics.

The TechTree provides a road map to your crafting and is an important part of your development as an architect. It is a major way to get experience and to unlock the full potential of your schematics. Completing a TechTree task also provides one talent point. These points are also very important.

Talents

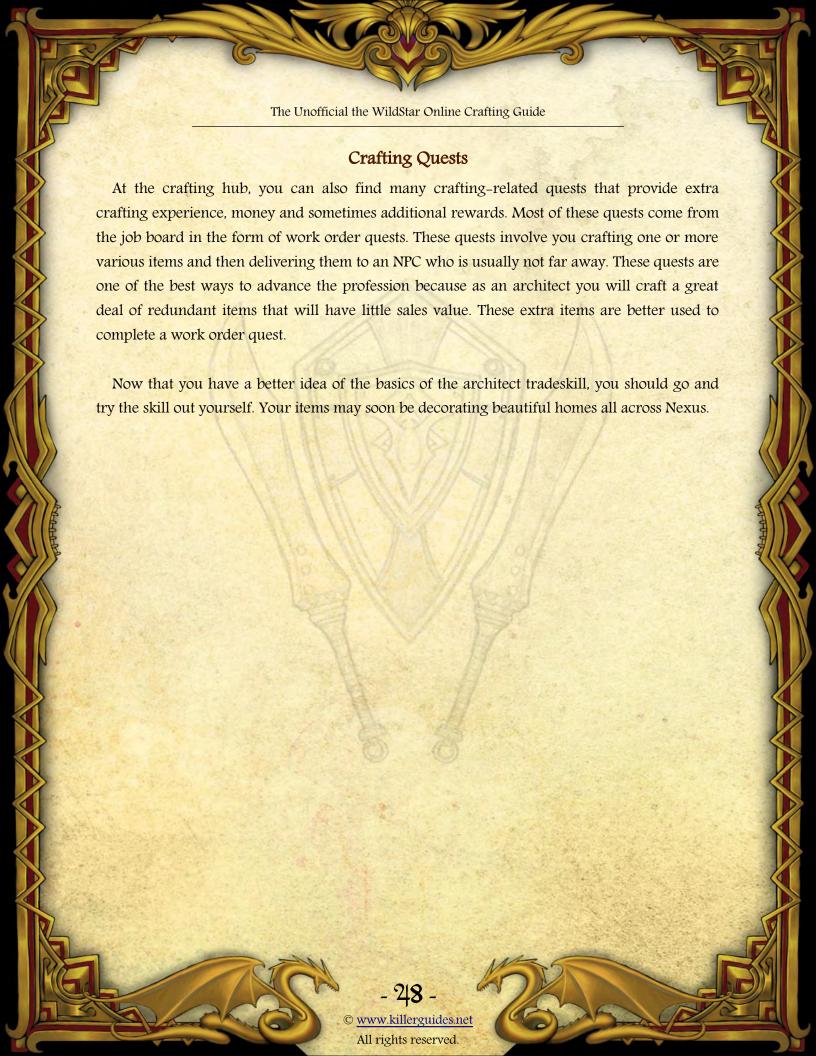
Talents are the third way in which your crafting develops in WildStar. Each level of crafting provides a selection of possible talents that can be purchased with talent points gained through the TechTree. Talents serve to differentiate crafters because at each level only one of the possible talents can be chosen, and the choice is permanent. Talents give you special bonuses or open up special schematic choices that architects who do not chose that particular talent will not have. You can use talents to make your crafting unique from many other crafters and to fit your particular style or needs.

Coordinate Crafting for the Architect

The architect uses a coordinate crafting system similar to the technologist. When you craft a schematic, you are taken to an interface screen that looks like a coordinate grid. The original schematic is at the center of the grid. If you simply wish to craft the basic schematic, then you can simply choose to craft.

Many schematics, however, have variations that change the base item's potency, duration or other effects. You craft an item's variations by using the coordinate crafting system. If the item has variations, these are displayed at various locations on the grid. Your challenge is to target the variation you wish to craft with a cursor that starts at the center of the grid. The cursor moves by including additives into the recipe. The additives are purchased with money during crafting. They are not collected in the game world and are not carried in the inventory. Each additive will move the cursor in a particular direction. A gray circle outlines the area inside which the cursor will land. The targeting is not precise, and different additives have different size circles. There is some chance to fail because only three additives may be added to any particular recipe, and the cursor may not reach the target variation. Even if the attempt to craft the variation fails, you will always craft the base item. You will, however, lose any additives you purchased.

There is also room for experimentation with the coordinate system. If you have not discovered a variation on a schematic then the approximate area where that variation can be found is marked with gray. You can use additives to move the cursor into the gray area in an attempt to find the hidden variations. If you manage to land the cursor on the variation, then it will be unlocked. Experimentation is a useful feature for finding variations, but in most cases it is more practical to use the TechTree to unlock variations. There may be variations that cannot be unlocked using the TechTree, in which case experimentation is the only option.



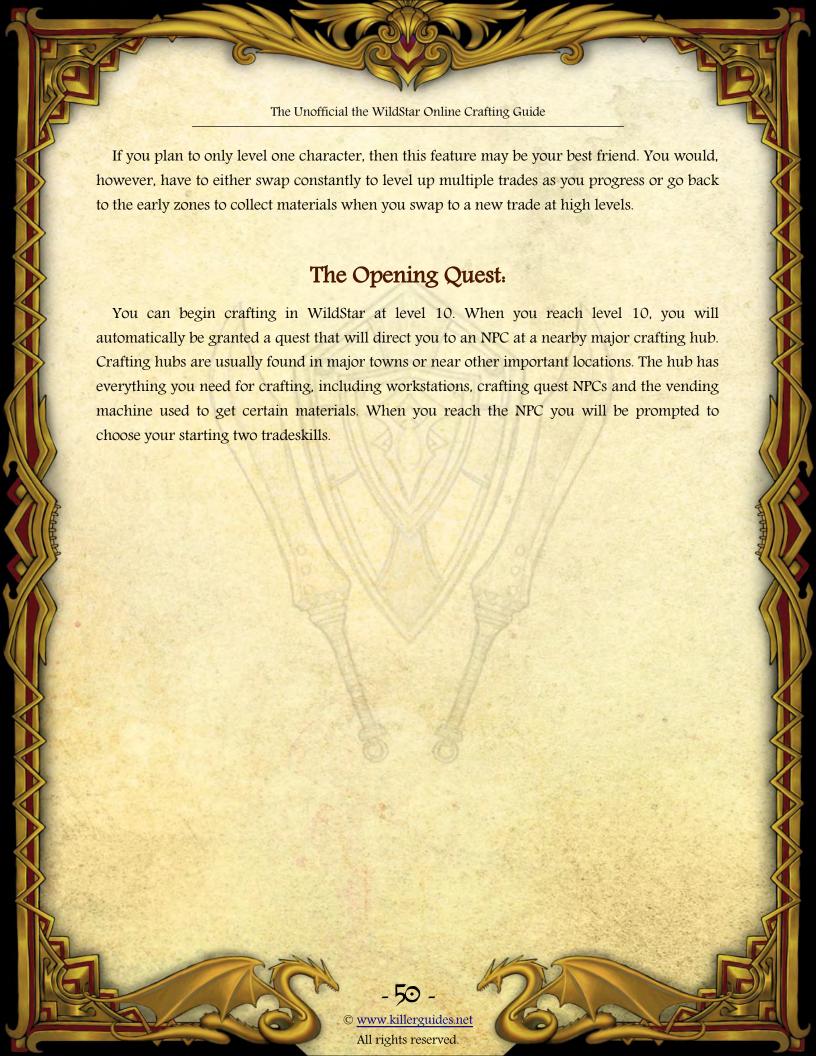
TECHNOLOGISTS

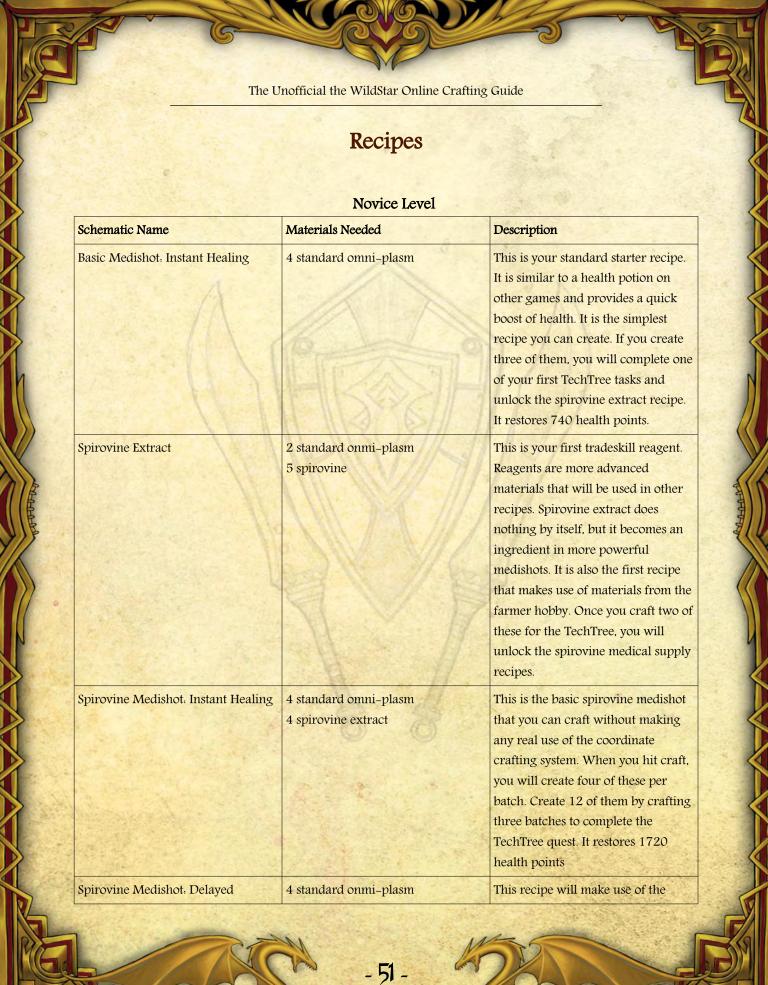
idstar Online has a robust crafting system with many interesting and diverse features. The technologist combines a diverse array of materials, including plants, omniplasm, ore and relics to create interesting gadgets and consumables that boost attributes or provide a quick injection of health. In this way, the technologist is similar to a healer, apothecary or alchemist in other games. Players that enjoy making consumable boosting items will probably enjoy the technologist tradeskill. This also makes the technologist a useful tradeskill no matter what your class or character type. The creations of the technologist are useful for all characters.

Choosing Tradeskills Wisely.

Since you can only have two tradeskills active at any one time, choosing complimentary skills is important. The technologist makes the most use of materials from the farming and relic hunting trades. The farming trade is free to all players and does not count toward the tradeskill limit. If you are interested in becoming a technologist, then it is wise to choose relic hunter as your second tradeskill. The only alternative to this is to have an alternate character on your account that is a relic hunter and can send you materials. This is cross-character trading is, however, an annoying chore.

One important feature in WildStar is the ability to swap tradeskills without losing any the progress in that trade. You can still use all schematics unlocked in the trade, but you cannot advance the trade in any way unless it is active. This allows you to essentially be proficient in every skill. This allows you to experience a wide range of tradeskills to find the one that fits best with your interests and character. The first swap is free, but every swap thereafter will cost a certain amount of money that increases as the crafting skill becomes more developed. There is also a long cool down timer for swapping. This is more useful for experimenting and finding your match or undoing mistakes early in the game and less for trying to be a master of all the trades.





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| Healing | 4 spirovine extract some additives | coordinate crafting system for the first time. In order to create this recipe, you must begin the instant healing basic recipe and then use additives to create the delayed healing version. If successful, this will create a batch of four of the delayed version. It restores 269 health each second for five seconds and then 1075 health at six seconds. |
| Spirovine Medishot: Sustained Healing | 4 standard omni-plasm 4 spirovine extract some additives | This recipe also makes use of the coordinate crafting from the basic instant healing version. It restores 206 health every second for 20 seconds. |
| Pummelgranate Serum | 2 standard omni-plasm 5 pummelgranate | This is another of your reagent materials. It will be used later to create go juice. Pummelgranate is also a farmer hobby material. Two samples of the serum will complete the TechTree task and unlock the go juice recipe. |
| Yellowbell Serum | 2 standard omni-plasm 5 yellowbell | This is another of the reagent materials. It is used to create armor boost. Only one sample is needed to complete the TechTree and unlock the armor boost schematic. |

Gathering The Materials

There are no actual materials gathered by the technologist, but in this section we will briefly cover the materials gathered by the relic hunter and farmer that are used by the technologist. Most technologist schematics require an ingredient from both harvesting trades.

The farmer gathers your plant materials. These materials are scattered with a fairly even and random distribution throughout the game world. You do not need any special tools to harvest the plants. Simply attack them with your weapon. They will explode, and you can gather up the materials that drop. Your map automatically marks nearby plants with a blue icon and tells you the plant's name.

The relic hunter's gathering is somewhat more complex. First, you need to have a relic blaster in order to harvest the relic nodes. You can obtain a basic version from the vending machine. These nodes are also scattered throughout the map, but unlike the plants that have a fairly even distribution, the relic nodes tend to be highly concentrated in certain logical locations. These relic nodes are essentially scraps of Elden technology, so they are found more often in areas likely to have more scrap. This includes ruins and certain other locations where Elden civilization was prevalent or concentrated.

When you strike the node with your relic blaster, various bits of material will pop out for you to collect. There is also a rare chance of an encounter event that forces you into a light combat situation. For example, the relic node may turn into a monster and attack you, or you may drop through a portal into a small dungeon with more monsters to defeat along with many relic nodes to harvest. These events help to beak up the monotony of resource harvesting and provide a chance of harvesting many more materials than usual from a single node.

You can also deconstruct certain unusable items for crafting materials, but this is a secondary source of materials, and given the nature of the technologist trade, it is less useful than it is with other trades.

Farming Materials

Standard Omni-Plasm

As you can see from the recipes, you are going to need lots of standard omni-plasm for the beginning of your crafting journey. These are obtained by harvesting relic nodes. You should use the relic hunter gathering skill to harvest.

Standard omni-plasm can be found in Deradune or Ellevar if you are a Dominion player and Algoroc or Celestion if you are an Exile. While the nodes appear all over the map, they are concentrated at certain ruins.

In Deradune, focus your gathering at Hillscourge Station, Wildwood Grove and Exo-Lab A37. You will also want to go inside Exo-Lab A37 for much more.

In Ellevar, focus your gathering at Sterling Reach.

In Algoroc, focus your gathering at the large ruin that dominates the eastern side of the map near Annihilator Control 14–A. You may also want to head south to Grimm's Lumber Mill and Rockridge Hollow.

In Celestion, focus your efforts at Godsbreath Terrace, around the Pools of Vitara and at Exo-Site N22.

Pummelgranate

Pummelgranate plants can be found in the wild in forested areas of the map. You can collect both whole plants and seeds from the nodes. In order to get the material in bulk, I suggest you collect the seeds from the wild plants and then use them to cultivate more plants using the farming hobby.

If you are in the Dominion, then you should look for plants in the forests on the eastern and southern sides of Ellevar or along the eastern side of Deradune. If you are an Exile, then you should look for the plants in Algoroc around Gallow and Grim's Lumber Mill.

Spirovine

Your strategy for finding spirovine will be similar to finding Pummelgranate. You should also focus on collecting seeds and then cultivating them with the farmer.

Spirovine grows in many of the same places as Pummelgranate, but is more plentiful. You will want to look in the eastern and southern forests of Ellevar. You can go slightly further north and west and still find good sources than with Pummelgranate. In Deradune, spirovine can e found all around the map, but primarily in the forested areas. It is also found all around the map in Algoroc. In Celestion, you will want to look around Godsbreath Terrace and around Greenbough Glen.

Yellowbell

The farming strategy for yellowbell is almost identical to that of spirovine. In fact, you would be wise to gather the two plants at the same time because they grow in almost the exact same locations. The only great difference between yellowbell and spirovine is in Celestion where yellowbell is found more in the southwestern areas of the map as opposed to the north.

The Crafting Leveling System

Increasing your skill as a technologist is done primarily by creating new items, but there are several ways to maximize this gain. Your progress through the trade is indicated by skill levels that increase by gaining crafting experience points. This part of the system is similar to many other MMOs. Creatable items are determined by schematics that detail the item and the definite number of materials needed to create it. We will explore creation more in the next section.

Where WildStar does something unique is with the TechTree and Talents sections. The TechTree section is a series of tasks that help guide you through the crafting process. This is much like a built-in roadmap for your crafting leveling. Completing the tasks in the tree unlocks additional schematics and rewards a bonus to crafting experience. Some of the tasks are linked, but many are independent. The tasks almost always have to do with creating a certain number of items. Completing TechTree tasks also awards talent points, which are very important to your crafting progression.

The talents section is where crafters begin to diversify and become independent of other crafters. Each level has a certain number of talents unlocked at that level. You need a certain number of talent points to unlock it as well. At each level, you can choose only one talent, and that choice is permanent. This gives you bonuses to your crafting ability or allows you to create exclusive items that crafters who do not choose that talent will be unable to craft.

Coordinated Crafting

This is where the crafting system in WildStar really shines. When you go to craft an item in the schematics section as a technologist, you will be taken to a grid with quadrants. The base item you want to craft will be in the center of this grid. If you simply hit craft, you will craft the base item. There is no chance of failure. Many items will, however have several variations that change their exact use, potency, duration or whatnot. These variations are scattered around the grid. If you have already discovered the variations, then their icon is clearly visible. If you have not yet discovered the variation then a gray mark covers the approximate area where that item is found.

You can put additives into your recipe in order to craft the variation of the base item. These additives are chosen during crafting and are purchased with money. You do not harvest these items or carry them in your inventory. Each additive moves the cursor to another point on the grid. The cursor always starts at the base item in the center. You can think of the cursor as pointing to what you will craft. Whatever the cursor is touching will be crafted. Your goal then

becomes to use the additives to move the cursor over one of the variations. There is a natural chance to fail since you can only add three additives and you may not get the cursor to touch any variation. The additives do not move the cursor precisely, and a grey circle outlines the potential space within which the additive will move the cursor.

If you do not know the precise location of a variation on the grid, you can experiment. Use additives to move the cursor within the gray area. If you hit one of the covered variations, it will be unlocked. It is possible to unlock all of the variations through experimentation, although in most cases unlocking the variations through the TechTree is more practical.

If you try and fail to create a variation, you will still always craft the base item. This ensures that your harvestable crafting materials are never wasted. You will, however, lose the additives you purchased, and you will have to purchase them again for another attempt.

Crafting Quests

At the hub, you will also find a notice board and other NPCs that will offer various crafting-related quests. The quests you get from the notice board are work order quests. These quests direct you to craft a certain number of items and deliver them to an NPC who is usually not too far away. These quests provide money and additional crafting experience. They are very useful for quickly leveling your tradeskill and are a great option to make use of items you are crafting purely for experience and do not plan to use yourself.

Now that you have a basic understanding of the technologist tradeskill, you should go out and try the trade yourself. In WildStar, it is always a good idea to try things hands-on. Enjoy your crafting.

TAILORING



he tailoring tradeskill is primarily responsible for producing light armor. It can also produce bags and cloth. This tradeskill is unique in that it is the only tradeskill that does not have a definite or necessary pairing with a secondary tradeskill or gathering skill.

Light armor is suitable for the Spellslinger and Esper classes. If you play as one of these classes, the tailor will be a good match for your character. Bags are useful for every class.

The Secondary Tradeskill.

You are able to advance any tradeskill in the game, but you can advance only two tradeskills at one time. You can swap tradeskills in order to advance a difference trade. This stops the advancement of the previous trade, but you are able to retain the use of any schematics you were able to unlock. There is a cost and a long cool down timer for swapping tradeskills. You can swap back and forth, and this is useful if you want to give your character steady access to multiple trades. This, however, can get very expense as the trades get more advanced, so it is important to plan out your trade swaps.

This dual tradeskill limit makes your secondary trade choice very important. For many professions, this choice is strongly determined by the secondary tradeskill needed to supply it with materials. The tailor does not have this problem. Cloth is gained primarily as loot and through salvaging, which does not require any tradeskill. This opens up some great options as a secondary tradeskill on your tailor. Let's discuss a few.

Survivalist:

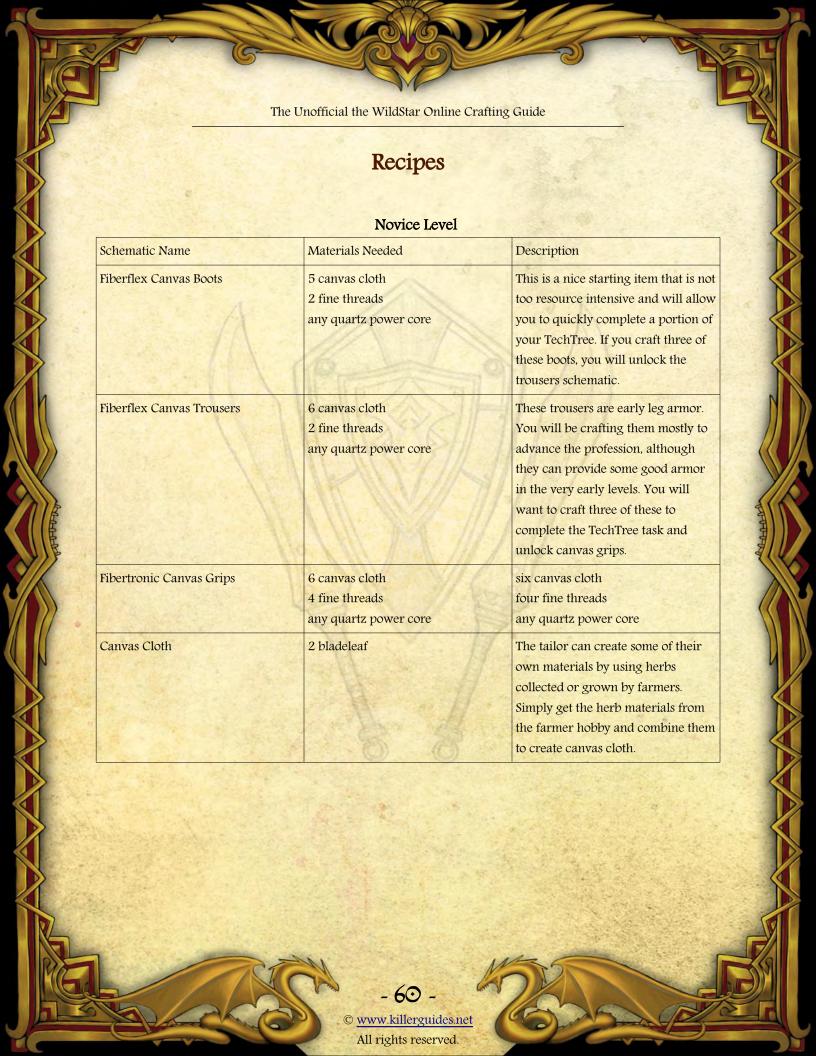
The survivalist has a better ability to gather seeds than other professions, and seeds are an important part of making cloth later on. For this reason, survivalist may be a great choice for your secondary tradeskill. The only downside is that you will not be able to make use of most of this trade's resource gathering potential without leveling another trade or using an alt.

• Relic Hunter or the Great Triad.

More advanced tailoring recipes may require the use of relics or omniplasm. These resources are gathered by the relic hunter profession, so that may be a good secondary choice. As with the survivalist, however, you will not be able to make use of much of the trade's potential. There is another option here though, and I call it the Great Triad. If you are willing to go through the process of swapping, then you could level the tailor, relic hunter and technologist. This is a great advantage because the technologist allows you to create power cores. Basically all gear items in the game require power cores. They can be salvaged or found as loot, but it is much easier and simpler to make them yourself. By leveling the Great Triad of trades you are creating a system that is very potent and self-sufficient.

The Crafting Hub And Starting Quest.

At level 10, you will get a quest that directs you to an NPC at a nearby crafting hub. This is when you can start down the path of tailoring. The hub has everything you need as a crafter. There is a workstation where the actual crafting is done. There are various NPCS and vendors that give quests and supplies. Most importantly is the job board that provides work order quests and the vending machine where you can buy basic materials for money.



Crafting Materials

Tailoring is unique in how it can gather crafting materials, and it is the only trade that is mostly self-sufficient.

The primary materials you need are power cores and cloth. Both of these materials are gained as loot or by deconstructing other items. You will gain cloth primarily by deconstructing light armor or bags. Cores can be gained from many gear items. A variety of enemies will drop items to be deconstructed, and this is easily done in the inventory with no special skills required. You also do not need access to the crafting station, so you can manage your inventory on the fly.

There is another way to get cloth, and that is to make it yourself! This makes tailor the only trade that can largely produce its own materials. You do this by gathering herbs. The herbs are made by the famer, which while being another crafting profession, is considered a hobby, so it does not count toward your two trades limit. You should advance the farmer consistently in order to produce herbs for cloth.

Power cores are the other primary material you will need. As stated above in our discussion of the Great Triad, you can get cores from salvaging, and very basic cores can be bought from the vending machine. Leveling the technologist, or having a technologist alt, is far preferable, however. You need fewer cores than cloth, but you will need at least one for each item crafted.

Farming Materials

Canvas Cloth

Canvas cloth has a chance to drop from all humanoid enemies in the two early zones for each faction. While theoretically any humanoid enemy may drop cloth, those areas that have high concentrations of humanoid mobs are best. It is unknown if mob level or location as any effect on drop rate.

Two places in particular standout as the best places to gather cloth due to the high concentration of mobs and the relatively good drop rate they seem to posses. Exile players will want to harvest from the Crimson camps to the northeast of Kirton's Command Post in Galeras. This has the added advantage of being relatively close to a crafting location, so you can easily take your materials back to the bench and get to work. Dominion players will want to focus on the camps of the Grimvoid Pirates that lie to the south of Endless Vigil in Deradune.

Quartz Power Cores

Power cores are gained primarily through salvage of other gear items. This means that you will want to be killing enemies and then salvaging any gear loot they drop. The good news is that many of the humanoid enemies you are killing for canvas may also drop loot that is salvageable. The other way to get power cores, and in much higher quantities than through salvage, is to use a technologist to produce them.

Very low level versions of these cores don't need to be farmed at all, and they can simply be purchased from the vending machine for a little money.

· Fine Thread

Thread is a reagent item that cannot be really farmed anywhere. You will be gathering most of your thread via the vending machine.

Bladeleaf

This plant can be gathered from the game world by anyone. There are no specific concentrations of bladeleaf. Simply follow the green herb icons on your map for nearby sources. The best way to gather bladeleaf is to collect seeds from the wild plants and then use the farmer hobby to create more.

Leveling The Tailor Trade

You increase your level as a tailor by acquiring crafting experience points primarily through creating items. You can simply grind many items as in other games, but it is far better to use the TechTree system the game has implemented. The TechTree is like your guide for crafting. It provides you with tasks to complete and rewards you with extra experience, access to new schematics and talent points.

Talent points are very important to defining your advantages and abilities as a tailor. At various levels, you can select one talent from a list of several possible talents. This choice is permanent, and it will give you abilities that separate your skills from other tailors who did not invest in that same talent. This gives dedicated tailors a level of individuality. Not every tailor in Nexus will be able to craft the exact same items or have the exact same abilities.

The Circuit Board Crafting System

The tailor uses the circuit board crafting system to make items. If you have explored the other gear-making professions, such as the armorer or weaponsmith, then you may be familiar with circuit board crafting already.

The CBC system allows you to customize a gear piece by placing various circuits into slots and adjusting their power level. The simplest schematics have three circuit slots. Understanding these three circuit slots will give you a base for how the entire process works.

The first circuit is a fixed circuit that cannot be changed. This circuit's type and power level are drawn from a random leveled list, so you will get some variation. The second slot is for the power core. The power core determines the maximum power of the item, so it has a direct impact on how strong the gear piece is. For quests, you will always want the least expensive core. For actual gear to use, you will want the best core.

The third circuit is one you can select from a list of possibilities. Usually, these are stat or attribute bonuses. All the circuits are available all the time. You do not have to collect or store them. You can also adjust the power of this third circuit. The more points you get from the circuit, the more power it consumes. It is always best to get as many points as possible without going over the maximum. Normally, you may be a few power points shy. As long as you do not go over the maximum power, you have a 100 percent chance of crafting the item. This could be considered the "base" level of the item. There is no advantage to crafting an item of a lower power level than maximum.

Overcharging.

This brings us to the concept of overcharging. If you choose to add more points in the circuit, the item will be pushed beyond maximum power. As soon as you push the item beyond maximum, you are overcharging the item and introducing a percentage chance to fail at crafting. If you fail, then you lose all of the materials used.

Overcharging is an important part of crafting in WildStar, and you will be overcharging items quite regularly. Overcharging essentially represents the maximum potential of an item. Gear that is crafted for actual player use will probably be overcharged, and players buying gear will basically be shopping only for items crafted with overcharge. To the risky goes the spoils in this case. It is up to you as the crafter to find the sweet spot of risk for you. The percentage chance continues to go up as you demand more power out of your circuits. You can usually overcharge a low-level item by one point with rather low risk, usually less than 5 percent. The second point jumps that to about 18 percent and the third jumps it all the way to 100 percent. Each level and type of item will have variations in how its overcharge percentage works. Your sweet spot is the level of risk you are comfortable with, but take note that the best items will be only those crafted with whatever point of overcharge is just below 100 percent. If you plan to make items to sell or wear yourself, gather up your extra materials and roll the overcharge dice.

