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## Swtor synthweaving guide

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Players with Synthweaving are able to reverse the items they create and possibly discover new ways to improve their arms creation. Archaeology provides players with the raw materials used in Synthweaving and Underworld Trading is the mission skill that will also provide materials. From patch, 1.2 Synthweavers can create the best PvP Gear in the game for all four of the above classes. At first glance, the gear is exactly the same, but considering the ability to drive with crafts and add a Supplement Slot to the PvP Gear; it makes the outcome better than you would otherwise be able to buy with Warzone Commendations. So, if you're looking for a profession that will allow you to make the absolute best gear for your class, look no further! Crew skills that go well with synthweaving Archaeology Guide Underworld Trading Guide Synthweaving are recommended for Jedi Knights, Jedi Consular, Sith Warriors and Sith Inquisitors. Misc Information about crew skills Reverse Engineering Guide Running Missions To collect material Synthweaving 1 - 40 Any of the green level 10 gear or Make 20 of Savant Boots Material Required: Rubat Crystal Which item you choose to make at this level will require only a few Rubat Crystals per combine. It won't cost more than a thousand credits in Rubat Crystals to make it through these first 40 points. Any left about items you use reverse Engineering on some of your raw materials to get back. Each of these items will take about 45 seconds to craft. Synthweaving 40 - 80 Any of the green level 13 gear or Make 20 of Rugged War Bracers Material Required: Rubat Crystal Much like before levelling from 40 to 80 via Synthweaving is extremely easy. All it takes is some Rubat Crystals to cover these 40 points. Any about items you have to be sure to use reverse engineering on them to collect some of your raw materials back. Collect. of these items will take about 45 seconds to craft. Synthweaving 80 - 120 Make 20 of Reinforced Fiber Belt or make 20 of rugged war bodycord Material required: Eralam Crystal Lost Artifact Fragment Fibrous Nylite Solution When it comes to leveling Synthweaving in this bracket you will make either Reinforce fiber belts or rugged war vigilantes. Both of these items take Eralam Crystals, Lost Artifact Fragments and Fibrous Nylite Solutions to Make. The Eralam Crystal and Lost Artifact Fragments can be collected by Archaeology missions or by lower level Archaeology nodes. The Fibrous Nylite Solutions can be collected through Archaeology missions or from being purchased from a crew skill seller. Any left over belts you have to be sure to use reverse engineering on some of your raw materials to get back. Crafting these two items will take about one minute to do per combine. Synthweaving 120 - 160 Reinforced Fiber Boots OR Rugged War Boots Material Required: Nexter Crystal Sacred Artifact Fragment Thermoionic Gel Suspension For this variety of synthweaving you will craft Reinforced Fiber Boots or rugged war boots. These two items require both Nextor Crystals and Sacred Artifact Fragments to make as well as Thermoionic Gel Suspensions. The Next Crystals and Sacred Artifact Fragments can both be collected by Archaeology missions or nodes and the Thermoionic Gel Suspension is collected by either Archaeology missions or purchased from Crew Skill Vendors. Any left over belts you have to be sure to use reverse engineering on some of your raw materials to get back. Crafting these two items will take about one minute to do per combine. Synthweaving 160 - 180 Nimble Mind Sash OR Rigid Flex Belt Materials Required: Nextor Crystal Prehistoric Artifact Fragment Thermoionic Gel Suspension The Nimble Mind Sash and Rigid Flex Belt will be the items you make through this gap in Synthweaving. The material needed to make this item are the Nextor Crystals and Prehistoric Artifact Fragments. Both of these items can be collected by the Archaeology profession. Another item, Thermoionic Gel Suspensions is required for this recipe. To acquire these items, visit a crew skills vendor and, however, buy a lot you want. Any left over belts you have to be sure to use reverse engineering on some of your raw materials to get back. Crafting these two items will take about one minute to do per combine. Synthweaving 180 - 220 Ceramic Alloy Bracers OR Ceramic Alloy Gloves Material Required: Band Crystal Prehistoric Artifact Fragment Demicot Silk For this skill series you can either make Ceramic Alloy Bracers or Ceramic Alloy Gloves. It doesn't matter what you if they both take the same material. The Bondar Crystals and Prehistoric Artifact Fragments needed to make them can be collected by Archaeology or purchased The Auction House and the Demicot Silk can be collected by Archaeology or purchased from a crew skills seller. Be sure to use reverse engineering on any materials you have left, as they sell well at the Auction House. Synthweaving 220 - 260 Ceramic Alloy Clothing Ceramic Alloy Vest Material Required: Opila Crystal Antique Artifact Fragment Demicot Silk Much like the previous skill series we'll make Ceramic Alloy Items, but this time they require different materials. Both of these Ceramic Alloy items require the same material, so it doesn't matter which of the two you make. The Opila Crystals and Antique Artifact Fragments needed to make them can be collected by Archaeology or purchased from the Auction House and the Demicot Silk can be collected through Archaeology or purchased from a crew skills seller. Be sure to use reverse engineering on any materials you have left, as they sell well at the Auction House. Synthweaving 260 - 300 Flex Heavy Gloves or Focused Insight Handwraps Material Required: Opila Crystal Galactic Artifact Fragment Brocart Filaments For this skill series you'll make one of two types of gloves. Your options are Flex Heavy Gloves or focused insight handwraps; it doesn't matter which of the two you choose if they both require the same material. The Opila Crystals and Galactic Artifact Fragments needed to make them can be collected by Archaeology or purchased from the Auction House and the Brocart Filaments can be collected by Archaeology or purchased from a crew skills seller. Be sure to use reverse engineering on any materials you have left, as they sell well at the Auction House. Synthweaving 300 - 340 Ablative War Leggings Ablative War Vest Materials Required: Firkrann Crystal Hypertech Artifact Fragment Brocart Filaments During This Skill Series you'll make Ablative War gear. Your options are Ablative War Leggings and Ablative War Jackets; it doesn't matter which of the two you choose if they both require the same material. The Firkrann Crystals and Hypertech Artifact Fragments needed to make them can be collected by Archaeology or purchased from the Auction House and the Brocart Filaments can be collected by archaeology or purchased from a crew skill seller. Be sure to use reverse engineering on any materials you have left, as they sell well at the Auction House. Synthweaving 340 - 380 Focused Battle Gear or Force Adept Gear OF Kinetic Defense Gear Material Required: Hypertech Artifact Fragment Phond Crystal Zeyd-cloth As we near 400 the options of what we can make to our Sintetweaving crew skill really open. We are capable of three sets of gear here. Each of them requires the same material, but different amounts of each. Depending on how many Hypertech Artifact Fragments you have and Phond Crystals you want use your best judgment you need to make in. The reason I leave it to you is because you maybe found a really good deal on Phond Crystals and now you have an extra 100 of them as you do Hypertech Artifact Fragments. You'll want to make the recipe that calls for more Phond Crystals than Artifact Fragments. The only other item needed to make this gear is Zeyd-Canvas that can be purchased from a crew skills vendor in your factions Naval Station or you can run the Zeyd-Canvas Archaeology missions it constructs. No matter how you get it, the missions are sometimes cheaper than the seller, but of course take more time. Be sure to use Reverse Engineering on any of the items you make to get back some of your materials you will be able to sell at the Auction House or reuse. Synthweaving 380 - 400 Centered Battle Gear OR Focused Battle Gear OR Force Adept Gear OF Kinetic Defense Gear Memory Fiber Gear Materials Required: Damind Crystal Alien Artefak Fragment Zeyd Cloth For the Final Variety of Synthesiserweaving here you have the most options available to you from all previous skill series. You can really make whatever you want throughout this skill series. More than ever these options are important, since the prices on Damind Crystals and Alien Artifact fragments will vary continuously depending on how many people archaeology nodes on Ilum or Belsavis or wherever else. Make whatever set or piece of gear that works best for you, we're in the homestretch to so any material grade 5 and below that aren't Damind Crystals/Alien Artifact Fragments can be sold on the Auction House to get some of those hard earned credits back! The only other item needed to make this gear is Zeyd-Canvas that can be purchased from a crew skills vendor in your factions Naval Station or you can run the Zeyd-Canvas Archaeology missions it constructs. No matter how you get it, the missions are sometimes cheaper than the seller, but of course take more time. Be sure to use Reverse Engineering on any of the items you make to get back some of your materials you will be able to sell at the Auction House or reuse.

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