

Crafting Guide

Posted by stark - 31 Oct 2014 20:13

Craftable Items

Instructions: crafting an item takes a few things, first it takes a blueprint of the item which explains the components necessary, second it requires a work bench or crafting station which grants a bonus to critical success and third it requires the crafting skill. A successful craft means the item is created and performs according to its description, a critical success means that an applied bonus is awarded to the created item and a fail means the item is not made and all components used are lost. Now some superior crafting stations allow components not to be lost when failed however a critical failure always results in the loss of the components used to craft regardless of the quality of the station.

Crafting Workbench (low/moderate/superior) (no crit/ 5 crit/ 10 crit) (1200c/2400c/4800c)

C4 (25 Scrap, 4 Blasting Caps, 2 Sensors, 1 Nitroamine, 1 Charge Pack)

Flashbang (10 Scrap, 1 Bonding Agent, 1 Blasting Cap, 1 Sensor)

Chem Grenade (25 Scrap, 2 Biomaterial, 1 Sensor, 2 Blast Cap, 2 Nano Fiber, 1 Compound C)

Smoke Grenade (10 Scrap, 1 Charge Pack, 1 Sensor, 1 Bonding Agent, 2 Compound B)

EMP explosive (25 Scrap, 1 Heat Core, 2 Sensors, 3 Charge Packs, 2 Bonding Agents)

Molotov (20 Scrap, 1 Sensor, 2 Ethanol, 1 Blasting Cap, 2 Compound C)

Pipe Bomb (20 Scrap, 2 Blasting Caps, 1 Ethanol, 1 Sensors, 1 Nitroamine)

Medkit (12 Scrap, Bonding Agent 1, Compound A 1, Metaplasia Component)

Hack Warfare Systems (16 Scrap, 4 Sensor, 1 Heat Core, 2 Charge Pack)

Scrap

Metaplasia Component

Sensor

Nitroamine

Heat Core

Biomaterial

Charge Pack

Bonding Agent

Blasting Cap

Nano Fiber

Compound A-D

Ethanol

Data Core

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