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Toram blacksmith proficiency guide

Statistics will give every DEX 20 = DEX + 2 pot (for Bowgun) for every 20 DEX = +1 pot (for bow 1H, Katana) Dex series Dex = STR > TEC :: for Bowgun, 1H, 2HDEX =AGI > TEC :: For Bowgun, Bow, Katana, Halbbonus:: With all +6 Dex you get +1 Lv Diff, for example, you can craft a high lvl item, so now you know why most people choose DEX BS cuz u to create a high lvl list = faster lvl AGI BS: fill AGI till 250 and choose your 2nd statistics ... (just change the list lvl high = AGI FASTER LVG: AGI fill up until 250 and choose your 2nd statistics ... Statistics will give every 20 AGI = +2 pots (for Knuckle) for every 20 AGI = + 1 pot (for MD, AGI series = DEX > TEC :: For Knuckle, Bowgun, KatanaaGI =STR=DEX > TEC:: for (just like above), 2H, 1H (abscess!! still 2 more to!!) TEC full BS:: FILL TEC 255 and select other statistics. TEC Statistics will give you the ability to produce higher level DIFF entry at low level TEC control unit =DEX > STR (my fav) :: For Bowgun, 2H, 1H, BowFULL LUK BS:: Fill luk stat until 255 (Full lift!) LUK BS is mainly used for distilling equp till +S, as from normal BS we can distill until the maximum of +B (believe me, hard, even ref till +B), you can do this as Refini and LUK Farming CHAR, so the combination of statistics I would recommend is LUK=INT:: For LUK Farm Charing and Refiner till + SFINING TILL S+S to get you spina like in so many millions. Welp FInally with this we finished this type of BS in the game ... quick recap20 point = +2 (2H), +1(1H, 1H Bow, Suspension)VIT = 2 (Armor)INT = +2 (Employee), +1 (MD)AGI = +2 (kK), +1 (Halberd, MD, Katana)DEX = +2 (Bowgun), +1 (1H, ✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖ the promotion guide for MF For BS (note lvl, not lvl lvl lvl player) lvl) Lvl Level 1 - 10 ::Create a basic equp such as bow / katana / 2h / 1h etcIvl 10 - 15: build heavy blades (weapon 2h)Level 15 - 21:Build leather armor (protective shield)lvl 21 - 31 ::Create elfflam (MD)Ivl 31 - 51 :Create Devil Rapier (1H)Ivl 51 - 62 ::Create a map of destruction lvl 6 2 - 71 :Build Hammerfall (2H) Level 71 - 81:Create Devil Employee (Employee)Ivl 8 1 - 91 ::Create a staff (employee)Ivl 91 - 101 :Build a solid sword (1H)Ivl 101 - 111 ::Create crystal rod (employee)Level 111 - 121 :Build bolt bow (bow) Level 121 - 130 ::Create Waldfehe (*>✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖✖ ω<)bCredits ::Entry for Leveling Guide Prof from Makato Art Cover Video by Yun_junCredits members of ta stat creators club for their valuable information and timely help while testing Y I made this guide or not Coz, so bs are effective in a simple way discussing most important statistics and skills. Tired of explaining these many times:Relieved: so I can. EM tag now: cheek:: + 1: ▓▓#BSGLetμอการเรียนรู้สิ่งที่เป็นวิธีที่มีประสิทธิภาพเพื่อให้ BS and simple way (hard) is, but before that it is better if you know atleast basic knowledge about black paw mechanic (lvl list, difficulty, dexterity, From Coryn BS manual and bs information skills: black_small_square: : black_small_square:: black_small_square:: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: ▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬▬:black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: black_small_square: :black_small_square: Classification (from TEC)1. TEC2552 TEC2473 TEC1Also according to priority to have 1 and aslo according to priority to level up 1, In the way of spin :money_with_wings: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: ▬▬▬▬▬▬▬▬▬▬▬▬:black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :d black_small_square small_blue_diamond: small_blue_diamond: small_blue_diamond: :d::d radio_button: Recommended statistics: TEC255 and rest (282) in DEX: radio_button: Use: Refin (0 to B/A)/Statting/Lock/AlchemyMainly coz, all these r affected by TEC In one way or another, so it is better to get all of these in TEC255 Charcoal: radio_button: Smith: Smith skills ANVIL skills can be in any order 5 5 5 10 radio_button. Maximum Capability Limit = 50 (Base Limit) + [5x(5x(5+5+5+5+10)] = 175 with LVL, current maximum list (Eroded Pilz's) is 165, your ability will not go higher. Therefore, just add anvil skill according to the current LVL list. If your dexterity is above lvl list by 10 better save pts skills, if you want to know why TEC255 needs dexterity, I'll explain in refining- give me some ideas or just tweaks. Hammer: Until then, under the customization construction/Statting, if your BS is not lvl hat, forget statting U.S. Coz, no one will buy a low LV statistics (due to the statistical limit) until they r novice, as long as you just capped Stat with your formula, it's always better to simulate your recipe before statting:large_blue_diamond: Important points to keep in mind: Thanks to this post for the emergence of this section, there are two conditions needed for Statting's. 5th black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: ▬▬▬▬▬▬▬▬▬▬▬▬ : :black_small_square: :black_small_square: black_small_square: black_small_square: ▬▬▬▬▬▬▬▬▬▬▬▬ : black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: black_small_square :black_small_square: :black_small_square: :black_small_square: :d::d: small_blue_diamond: TEC247 (BS/ VIT BS) :small_blue_diamond: :d radio_button radio_button: Use: High Potential Armor Craft (Armor Only) : radio_button: Playstyle Introduction: Tank (1HS/Officer/Bow/Gout+Shield) : radio_button: Smiths: Smith Tree Skill: ANVIL Skills: 5 5 10 or 10 10 5 or any:radio_button: Skill Analysis: AnvilSame's Reason in TEC255 Creation/Crafting: large_blue_diamond: Device Builder: Come straight to success (SR) Calculations we need in the following classifications CRAFT SR% = 10 + player difficulty - difficulty list + (STR/10)Player difficulty = bs + skillful (TEC/2) + (DEX/6), that's why we need STR / DEX gear to add SR if u don't have enough. If it is a successful craft, then the item will vp pot the base. If the craft fails, then the item will ve a pot lower than the base pot large_blue_diamond. large_blue_diamond Build Beware: It increases the potential (pot) of the craft. (lvl skill 2 *)% * Base skill lvl adds 2% of base pot increase, and at lvl10 it increases 20% of the base pot, so the sum of 30% of the base pot if u max these skills: radio_button: Success Rate Analysis: Let's Use the statistics value TEC247 also consider that you do not align gear STR / DEX and do not use food STR / DEX craft SR% = 10 + BS Professor + (247/2) - item difficulty = 133 = PROFESSOR BS - the difficulty of the item, so you can craft any gear. Lol with 100% SR with lvl of +25 items from your BS or TEC180 if your BS Prof = difficulty sample list if your BS is lvl100 you can craft lvl125 and below with the item 100% SR and above that, There will be a chance of failure radio_button. Enhanced Analysis Potential: Total pots for successful crafts are calculated as, total pots =Base Pot + Increase Profit Pot Extra =Skill Bonus +Stat Bonus=(30%*Base Pot) + (VIT/10) Let's see with garb feather heaven (base 41pot) on Uve VIT290 (current Max), the special pot will be [(30%*41) + (290/10)] = (12 + 29) = 41 total pot will be 41+41 = 82 pot. :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: ▬▬▬▬▬▬▬▬▬▬▬▬ :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: black_small_square :black_small_square: :black_small_square: :black_small_square: :d black_small_square: :black_small_square: black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: :black_small_square: black_small_square :black_small_square: :black_small_square: black_small_square small_blue_diamond: small_blue_diamond small_blue_diamond: small_blue_diamond :d iamond_shape_with_a_dot_inside: These BS r types are mainly used in high pot weapon crafts. Each ship's weapon has a unique statistical bonus for a special pot, such as How To Armor (VIT), it follows the same TREE BS SKILLS as TEC247, only statistics will change, depending on the success rate (from high to low SR) and statistics, let's classify BS as, 1. 1999 1999 2013 INT AGI BS :d 290 In AGI;DEX: Snowflakes: Usage: High potential crafts 1HS, BOW and BG: Snowflakes: Tri Drama: BG, BOW, KTN. Snowflakes: Success Rate: STR 247, DEX290 Without food / BS gear setCraft SR % = 10 + BS Prof + (DEX290/6) + (STR247/10) - Product of difficulty = 82 + BS-Prof your product, as long as you maintain your BS close to the difficulty of the list, it will be. 80% SR. and any entry level below your BS Prof by 15 with 100% SR: Snowflake: Potential Profit: See TEC247 for total potential, here I will calculate only the pot received from the STAT bonus for each ship with Max Stat available now, statistical bonus (1HS/BOW) = (247STR+290DEX)/20 = Bonus 2. 6 Statistics (BG) = (290DEX/10) = 29 :d 29 :d 29 dot_inside: 3.1.2 STR>DEX BS: Snowflake: Recommended Statistics: DEX247 and rest (290) STR : Snowflakes : Usage: High potential craft 1HS, BOW & 2HS :Snowflake: Playstyle Guide: 1HS, 2HS, Bow, KTN, DS (SR): เกล็ดหิมะ : อัตราความสำเร็จ: งานมีมิstyle SR% = 10 + BS ศาสตราจารย์ + (DEX247/6) + (STR290/10) - ความยากลำบากของรายการs = 80 + BS Prof - ปัญหาของรายการ : เกล็ดหิมะ: กำไร: ไบนีลสถิติ (1HS / BOW) = (290STR + 247DEX)/20 = (290STR+ 247DEX)/20 = (290STR+247DEX)/20 = (290STR+ 247DEX)/20 = (290STR+ 247DEX)/20 = (290STR+247DEX)/2 = (290STR+247DEX)/20 = 26ไบนัส (2HS) = (290STR/10) = 29 :d 29:d 26ไบนัสมาตรฐาน (2HS) = (290STR/10) = 29 :d 26ไบนัสมาตรฐาน (2HS) = (290STR/10) = 29 :d 26 ไบนัสมาตรฐาน (2HS) = (290STR/10) = 29 :d 26 ไบนัสมาตรฐาน(2HS) = (290STR/10) = 29 :d 26ไบนัส 26สถาน(2HS) = (290STR/10) = 29 :d >26ไบนัสมาตรฐาน (2HS) = (290STR/10) = 29 :d 29 :เกล็ดหิมะ: แนะนำ Playstyle:KNU สนับสนุน : เกล็ดหิมะ : อัตราความสำเร็จ: ฬตกกรรม SR % = 10 + BS ศาสตราจารย์ + (DEX247/6) -- ความยากลำบากของรายการ = 51 + #- BS - Hard Item: Snowflake: Potential Profit: Bonus Statistics (KNU) = (290AGI/10) = 29 (KTN) Bonus = (247DEX + 290AGI)/20 = 26 :d iamond_shape_with_a_dot_inside: 3.2.2 DEX>; Snowflake: Snowflake: AGI247 and the rest (290) in DEX: Snowflakes: Using: High Potential Crafts KTN and BG : Snowflake: Playstyle Guide: KTN, BG, Support: Snowflake: Success Rate: Craft SR% = 10 + BS + Professor (DEX290/6) - Item Issue = 58 + BS Prof-Difficulty List: Snowflakes: Potential Gains: Statistical Bonus (KTN) = (290DEX 247AGI)/20 = 26Stat 26Stat (BG) = (290DEX/10) = 29 :d 29 :d >299 290 1000000000000000000000000000000000000000000 :เกล็ดหิมะ: แนะนำ Playstyle:DS, HB :เกล็ดหิมะ : เกล็ดหิมะ : อัตรา ความสำเร็จ: ฬตกกรรม SR% = 10 + BS ศาสตราจารย์ + (STR290/10) -- ความยากลำบากของรายการ = 39 + BS Prof - รายการความยากลำบาก : เกล็ดหิมะ : กำไรเพื่อจบกัดขึ้น: สถิติโบนัส (2HS) = (290/10) = 29 ไบนัสสถิติ) = (290STR+ 247AGI)/20 = 26 :d iamond_shape_with_a_dot_inside: 3.3.2 AGI>;STR BS : เกล็ดหิมะ: แนะนำสถิติ: STR247 และงานที่เหลือ (290) ใน AGI : เกล็ดหิมะ: การใช้งาน: ฬตกกรรมที่มีศักยภาพสูง KNU และ HB เกล็ดหิมะ : แนะนำ Playstyle : DS, KNU :เกล็ดหิมะ: อัตราความสำเร็จ: งานมีมิstyle SR% = 10 + BS ศาสตราจารย์ + (STR247/10) -- ปัญหาของรายการ = 34 + BS Prof -- รายการความยากลำบาก : เกล็ดหิมะ: กำไรที่จะกัดขึ้น: โบนัสสถิติ (KNU) = (290AGI/10) = 29Stat (โบนัส HB) = (247STR + 10) 290AGI)/20 = 26 :d 26iamond_shape_with_a_dot_inside: 3.4 INT>;AGI BS : เกล็ดหิมะ : แนะนำสถิติ : AGI247 และส่วนที่เหลือ (290) ใน INTDidn't ไม่สำหรับ AGI>;INT มันตั้งแต่นั้นไร้ประโยชน์แล้ว : เกล็ดหิมะ: การใช้งานฬตกกรรมสูงเขนต์เอท :เกล็ดหิมะ: แนะนำ playstyle:Mage สนับสนุน : เกล็ดหิมะ: อัตราความสำเร็จ: ฬตกกรรม SR% = 10 + BS ศาสตราจารย์ - รายการความยากลำบากนันมีอีกราความ สำเร็จที่:วมาก ดังนั้นคุณต้องจัดเกียร์ STR / DEX และอาหารเพื่อฬ SR% หรือคุณสามารถไปสำหรับสถิติ INT >;DEX / TEC หากคุณต้องการ SR เพิ่มเติมสำหรับ STF แต่คุณไม่สามารถงานมีมิstyle INT >;DEX ... MD สูง ต้องได้รับสูงเพย BS Prof เพื่องานมีมิ MD โดยไม่มีความลับเพกราได ๆ โปรดศทรบว่า BS Prof ปัจจุบันจะไม่เกิน 175 ดังนั้นรายการ Tได lvl 80 และเก็บน่าวมี 100 SR และเหนือและเถ่อง รายการที่, โอกาสความสมัมหลายเพิ่มขึ้นกับเลขเวลาการที่สูงขึ้นในแต่ละ. :เกล็ดหิมะ: ไบนัสที่มีศักยภาพ: สถิติ (STF) = (290INT/10) = 29สถิติโบนัส (MD) = (290INT + 247AGI)/20 = 26 :d iamond_shape_with_a_dot_inside: :small_blue_diamond: :d small_blue_diamond: :d:d ภายใน: small_blue_diamond: :d:d small_blue_diamond: :d:d:d:d:small_blue_diamond: small_blue_diamond: small_blue_diamond: small_blue_diamond: small_blue_diamond: small_blue_diamond: :d small_blue_diamond: :d small_blue_diamond small_blue_diamond: small_blue_diamond:d:d:d ซอฬว์ธีเทที่ะกกับข้อมูลที่เป็นประโยชน์อื่น ๆ บางอย่างที่ lJ อาจต้องการทราบ 1) Y Does equal the distribution of statistics for TEC1?: One: It limits the damage of your Char (obviously): Second: It's limited. Your potential profit of CraftLet takes STR DEX BS, it will not affect the pot profit of 1HS/BOW if u distribute the statistics evenly, but the pot gains of 2HS/BG will be reduced by You can craft both 2HS and BG instead of just one, but pot profit drops (2 to 3 pots).2) get STR and DEX from gears/Xtals/Avatar statistics/food instructions: for all BS TypesWeapon (2s): STR20 DEX20+ DEX10% (DEX6/DEX5) Sub: DEX2 (High Quality Army Knife/Wood) High quality wood (1s): STR20 DEX20 DEX10 + (DEX6)Additional (1s): STR10+ (DEX6) [1s] Special (1s) LIVE SCARF: DEX10+ (DEX6) [Dex Talisman V 1s]Meal: STR22 and DEX22 for DEX1 build, Total SR% (DEX10% = 0)= (72STR/10) + (103DEX/6) = + 24% for DEX247 build, SR%= (72STR/10) + (152DEX/6) = + 32% for DEX290 build, total SR%= (72STR/10) + (161DEX/6) = + 33%3) No need to just look at the previous question. If you can add SR% through gear, then you can adjust the SR% with BS Prof for a specific product. Let's say you can achieve BS Prof = list problem, then your SR% will be 133% for which I.I.T. has TEC180 to ve 100% SR for all items with less problem than your BS Prof. You can arrange the recommended gears above, SR will be +24%, you can reduce your TEC even lower value to 100% SR, such as TEC132.Craft SR% = 10+ (132/2) + BS Prof - Product of Difficulty + 24 (from gear/food)= 100 + BS Prof - Product of difficulty, so you can save 115 Stat pts and allocate it to other statistics (allocated to STR/DEX can add sr anyway)4) of tec minimum for BS armor, no gear whatsoever for 100% SR? Considering bs professor = difficulty of entry for INT / AGI according to VIT290, INT / AGI68, TEC180 for STR based VIT290, STR84, TEC164 for DEX based on VIT290, DEX102, TEC146 if you want factor in STR / DEX /food, u ve to adjust according to 5) How many characters do I need to craft all pot weapons? 4 atleast Chars :One: 3.1.1, 3.2.1, 3.3.1 and 3.4 or :two: 3.1.2, 3.2.2, 3.3.2 and 3.4+ BS armor and TEC255, so overall 6 characters to do everything.6) I do not need to follow this guide? No need Build your way and that's what Toram is all about. I just made this for my own use :Yum: ve fun :+1: ▓▓