

Note that this is for the Wii U version of Xenoblade X not the Remake!

This guide is here to help people with builds whether they are newbies or otherwise. Feel free to contact me at Tskidless@gmail.com to help me correct any mistakes I have made. Do **not** post this anywhere without my permission.

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- Section One Weapons and Arts

I'm going to go ahead and list what arts weapons use as their main damage dealer, filler damage, Green Arts, and Aura's they normally use starting with melee.

With Melee Potential builds you'll want C&C Dual Guns, always. They'll protect you without wasting your armor slots.

Melee Attack builds use Six Star Dual Guns, or Noxon Psycho Launchers.

For Skills most melee builds will use Core Crusher, Secondary Accelerator, Aura Assault, Fast Forward, and Supreme Sword, Inner Search, and Mighty Muscle. Secondary Accelerator can be removed if you want max damage and don't mind a longer Secondary Cooldown. Phantom Counter can also be used over Secondary Accelerator on one shot builds. Assume that these skills are equipped unless I state otherwise.

For arts I'll state what their most useful arts are so you can decide what to use on your build, and if they have a different skill set up I'll put it in the notes.

Longsword:

Most powerful Arts: Blossom Dance (Potential builds only), True Stream Edge

Good Arts: Rising Blade, Tornado Blade

Aura: Offensive Stance

Shield:

Most Powerful Art: Drum Roll

Good Arts: Atomic Hit

Useful Green Arts: Mindstorm, Shield Wall

Aura: Supershield (Reflect builds only)

Notes: Iron prison can be fun to goof around with due to spike damage being based on potential too.

Dual Swords:

Most Powerful Arts: Stream Edge (Potential builds only), Seventh Edge

Good Arts: Side Slash, Electric Surge

Aura: Killing Machine, Shadowrunner

Notes: Green Arts depend on what weapon you're using, with Dual Guns the Dual Sword buffs are outclassed but with Psycho Launcher Upper Hand is okay. Blood Sacrifice is good for building TP however. You'll want Combo Gunner and Trigger Happy with Dual Swords instead of their melee counter parts for the Potential build and maybe the Melee Attack build depending on your preference.

Javelin:

Most Powerful Art: Maximum Voltage

Good Art: Overwhelm

Useful Green Art: Hair Trigger

Aura: Raijin (Reflect builds only)

Knife:

Most Powerful Art: Black Bane

Good Art: Black Butterfly

Useful Green Arts: Repair, Energy Source, Smooth Recovery, Absorber Skin

Aura: Full Specs (Ranged Builds only)

Photon Sabers:

Most Powerful Arts: Starfall Rondo, Starfall Duster (Potential builds only)

Good Arts: Starfall Blade, Starfall Blossom, Phenomenon

Useful Green Arts: Astral Purge, Essence Exchange

Aura: Astrolibrium (Reflect builds only)

For ranged weapons you have a few more choices than melee weapons do but for max damage you'll want Knives. Knives have Full Specs which is the best damage Aura ranged weapons can get outside of a few situations, (Rayguns, and Assault Rifles get Auras that are on the same level of not better than Full Specs.) add in Black Butterfly which lowers Ether Resistance and good green arts and it's easy to see why.

Skill wise you'll want Core Crusher, Combo Gunner, Trigger Happy, Secondary Accelerator, Boosted Bullets, or Inner Search depending on your build unless I state otherwise. Phantom Counter can be used over Secondary Accelerator on one shot builds.

Knives do not however give good survivability (unless your main weapon is Dual Guns) which is why you can pick between one shot builds and reflect builds with Photon Sabers, Javelins, and Shields. I already put them in order from best to worst in the last sentence, but I'll go into more details.

Photon Sabers have the worst reflect Aura but have Essence Exchange which trades your HP and TP, (make sure you have TP or an Arts: Gain TP equipped or you will kill yourself.) and Phenomenon which is a long ranged Purple art that lowers Ether resistance.

If you don't care about or you are not using an Ether weapon then Javelins are the best weapon for you since Raijin is the best reflect Aura in my opinion, you also get Overwhelm which is the second best single target purple art in the game, and Hair Trigger.

Shields are the worst since they can't come with Appendage Crusher and while they have a good Aura in Supershield and two AoE green arts, that doesn't make up for that fact.

For Ranged Attack Reflect builds your Melee weapons only need Appendage Crusher on them to get results which are only found on Sakuraba melee weapons. You can also find Arts: Gain TP on them too which is nice to have as well. Same deal goes for knives as well if you're using them with your Ranged Attack build.

For Ranged Potential Builds you'll want a Grenada Riv with Potential Up and Boost, for any other build you'll want a Sakuraba weapon with Appendage Crusher.

None of the weapons won't have an Aura listed due to them being outclassed by Full Specs or because you'll be using a Reflect Aura, unless you are using an Assault Rifle or Raygun then it's up to you.

Assault Rifles

Best Arts: Quick Cannon

Good Arts: Grenade Blitz, Furious Blast (For building counter in Overdrive), Assault Hammer, Assault Breaker (Topple Locking only)

Useful Green Arts: Last Stand (Only in a Group), Power Dive

Aura: Gunforce

Notes: You'll want Fast Forward and Supreme Sword with Assault Rifles also if you're doing a Topple Lock build you'll want pants with Resistance Reducers and two or three Resistance Reducer XX but it won't work on the Superbosses. You also don't want Core Crusher since you're using Thermal not Ether so use Conflagrant Edge or something else instead.

Gatling Gun

Best Arts: Hellfire (Potential builds only), Bullet Twister

Good Arts: Missile Volley (Non Ether builds only), Bullet Storm

Useful Green Arts: Cool Off

Notes: Fire Carnival targets all Appendages like M-Missiles do, and Cool Off can be used to refill your TP outside of combat. Thermal Gatling should use Conflagrant Edge over Core Crusher since you're not using Ether.

Dual Guns

Best Arts: Executioner (Potential builds only), Zero Zero

Useful Green Arts: Primer, Ghostwalker, Ghost Factory.

Notes: Sky High is for useful for styling on stuff.

Sniper Rifle

Best Arts: Afterburner (Potential builds only), Slayonet

Good Arts: Sidewinder, Shrapnel, Intercept

Useful Green Art: Eagle Eye

Notes: Ranged Attack Builds should use Fast Forward and Supreme Sword. Ghost Sniper is useful during the story since it can return quite a bit of TP but Raijin is usually better.

Psycho Launchers

This is a support weapon, it can't deal any real damage that being said Astral Protection is the best defensive Aura in the game. With Knives you'll want as many debuffs as possible. With anything else you'll mostly want Lightning Cloak.

Raygun

Best Arts: Beam Bomber

Good Arts: Beam Barrage, Myopic Screen

Useful Green Arts: Gravity Cloak, Clarity Ray

Aura: Master Gunner

Notes: Lots of purple arts here and they're useful during the story especially Pathogen Blast since a lot of enemies rely on ranged attacks but sadly most Superbosses are immune to them. Master Gunner is also a useful Aura that is on par with Full Specs but it is up to you if you want more Appendage damage or Ether Resistance.

Multigun

<https://www.youtube.com/watch?v=VYrFnW8jpWA>

Seriously don't use it, this thing is bad.

- Section Two Builds / Where to find Weapons and Armor / what you want to find them with.

Here is a list of where to find all the armor and what you can find on both weapons and armor.

https://docs.google.com/spreadsheets/d/1O9TJtB8ljXSd2j_F9iX2ltFSTgJnuqD3w9J8salKH-M/htmview?pli=1#

You always want Light or Blade armor, it has more upgrades and better resistances, defense basically does nothing even at the start of the game so save your money.

For weapons, kill Aquatic Visigel in the Noctilucent Sphere Interior (Watch out for Everqueen.) or Feliciano, the All-Seeing if you're farming Blazing Gas Sacs. Be sure to equip the weapons you want to find and change your class to whatever class that uses it as well. You'll also want as many party members as possible with the same weapons and class as yourself to raise your chances of getting that drop to the max.

For potential builds here are your choices. Note: You don't need Ultra Infinite to reach XX with a single augment so a Regal will work too. You also don't need all the augments here but get as many as you can and the most important ones which are the first ones I list.

Head: Any Ultra Infinite Light armor with Potential Up and Boost.

Body: Sakuraba Skell, Light, or Blade with Aura Rapid Cooldown, Six Stars Light with Aura Rapid Cooldown, or True Plastron if you need TP. Store bought C&C light can also be used. I personally consider the Sakuraba / Six Stars armor to be the best outside of one shot builds.

Left Arm: Sakuraba Light or Blade with Secondary CD, and Max TP Up, or Orphean Light with Overdrive Count Up and Max TP Up, or C&C Light bought from the store. Melee Attack is nice to find on the Sakuraba, same with Ranged Attack on Orphean Light but on a potential build they're not really needed.

Right Arm: C&C Light with Overdrive Count Up, Grenada Light with Overdrive Blue Bonus / Overdrive: Gain TP, or store bought C&C Light for more overall potential. Melee / Ranged Attack Up can also be found but it's not needed for potential builds.

Legs: Supreme Shorts which are obtained from the basic mission Simius Smackdown, any Light armor with TP Up and / or boost, or store bought C&C.

For Melee Attack builds you have the following choices.

Head: Any Eyepatch with Appendage Crusher.

Body: Sakuraba Skell, Light, or Blade with Aura Rapid Cooldown, Six Stars Light with Aura Rapid Cooldown, or store bought Sakuraba light. If you're running a reflect build you want Reflect Physical on the Sakuraba and Reflect Thermal on the Six Stars armor as well.

Left Arm: Sakuraba Light or Blade with Secondary CD, and Melee Attack Up. Max TP up is also nice but not needed since you have free slots on your body for TP Up augments.

Right Arm: Sakuraba Light or Blade with Melee Attack Up, or C&C with Overdrive Counter Up and Melee Attack Up. The Overdrive color bonuses are nice as well. Sakuraba gets Blue and C&C gets Green.

Legs: Supreme Shorts, store bought Sakuraba Light, or any Light armor with TP Up and / or Boost.

Ranged Attack builds have the following choices.

Head: Any Eyepatch with Appendage Crusher.

Body: Sakuraba Skell, Light, or Blade with Aura Rapid Cooldown, Six Stars Light with Aura Rapid Cooldown, or store bought Grenada light. If you're running a reflect build you want Reflect Physical on the Sakuraba and Reflect Thermal on the Six Stars armor as well.

Left Arm: Orphean Light with Overdrive Count Up, and Ranged Attack Up, or Grenada Light with Ranged Attack Up, and Secondary CD. Getting Max TP Up on both of these is also nice but not needed.

Right Arm: Orphean Light with Ranged Attack Up, or Grenada Light with Ranged Attack Up. Snipers and Rayguns will want Overdrive Green or Blue bonus which is obtained on Orphean Light and Grenada light respectively. I personally prefer green since both of them have AoE green arts, blue is better for solo play however.

Legs: Supreme Shorts, store bought Grenada, or any Light armor with TP up and / or Boost. Store bought Grenada already comes with TP Up through.

For melee builds you'll want the following ranged weapons.

Potential: Ultra Nebulan Dyads with Potential Up and Potential Boost. What type of Dyad doesn't matter but Dyad II are Ether. Arts: Gain TP and Overdrive Count Up are also useful augments to find on them.

Melee Attack: Transience Sidearms with Appendage Crusher. Overdrive Count Up is the only other useful augment you can get with Sidearms, or Nebulan Fwooshers with Secondary CD, Overdrive Count Up, and or Arts: Gain TP. The augments you'll want will depend on your weapon choice and personal preference.

Now onto each individual Melee weapon. If I don't list something like a potential build or melee build then it is bad and not worth trying to build.

Longsword: Melee or Potential Bewitched Glaive: Receding Rust with Weapon Attack Up or Ultra Diamond Spatha With Potential Boost for Potential builds, and Melee Attack Up for Melee builds. Arts: Gain TP is also nice but not needed once you know what you're doing, Weapon Attack Up is also nice to find on it but not as important as Potential Boost / Melee Attack Up. A Spatha will give higher numbers than Receding Rust once you reach a certain number with your primary attack stat due to having better augments. Unless you're doing RP runs on Nemesis then a Receding Rust will do more.

Shield: Ultra Diamond Parma II since it's the only Ether Shield. Sadly it doesn't get any good augments.

Dual Swords: Ultra Diamond Gladiis with either Potential Boost, or Melee Attack Up depending on your build. Arts: Gain TP and Weapon Attack Up is also nice but not needed.

Javelin: Ultra Diamond Pilum II with Potential Boost for offensive Javelins. Support Javelin should be Sakuraba with Appendage Crusher. Arts: Gain TP help with both but are not really if you know what you're doing. Weapon Attack Up is also nice to have.

Knife: Any Ultra Diamond Sakuraba Knife with Appendage Crusher, Melee Attack up, and Melee Attack Boost for offensive Knives since all of their best arts are locked into the Ether element. Ranged Attack builds should get Appendage Crusher. Potential builds will want a Grenada Riv with Potential Up and Boost. Once again Arts: Gain TP is helpful but not needed if you know what you're doing. Note: Grenada melee can't come with Arts: Gain TP so don't look for it.

Photon Saber: Ultra Diamond Candela or Candela II with either Potential Boost, or Melee Attack Up depending on your build. Once again Arts: Gain TP and Weapon Attack Up is also nice but not needed.

Notice a trend yet? Most of these weapons are made by Meredith so they can have the same augments.

For Ranged Weapons you'll want the following, again if I don't list a build type then assume that it is bad and not worth building around.

Assault Rifle: Sakuraba's Ultra Nebulan Assault Rifles with Ranged Attack Up and Boost since Quick Cannon is Thermal locked. Support Assault Rifle should be a Transience Raidrifle with Appendage Crusher. Overdrive Count Up shouldn't be needed due to Assault Rifles high hit count.

Gatling Gun: Ultra Nebulan Grando with Potential Up, and Ether Attack Up, Arts: Gain TP is the only other useful augment you can find but a few Gatling Gun arts add TP so it's up to you if you want it. Ranged should use a Ratatatta with Ranged Attack Up and Boost since a lot of Gatling Gun arts are Thermal locked. Overdrive Count Up and Arts: Gain TP can also be found but so can Secondary CD which is better.

Dual Guns: Ultra Nebulan Dyads II with Potential Up and Potential Boost. Overdrive Count Up can also be found but it's usually not needed. Ranged Attack will want either Ultra Nebulan Dyads or Pistolia with Ranged Attack Up. Pistolia can come with Arts: Gain TP and Ether Attack Up which Dyads can't but Dyads can have Overdrive Count Up.

Sniper: Ultra Nebulan Sniper Rifle II or Sicarius with Potential Up, Sniper II can come with Weapon Attack Up and Sicarius can come with Ether Attack Up and Arts: Gain TP, personally I'd use a Sicarius for Potential builds. For Ranged Attack builds you'll want a Sniper II with Ranged Attack and Boost. Weapon Attack Up is nice but Snipers don't have high weapon damage. Firing Range Up is a lot of fun on Snipers too, Afterburner will have insane range and Slayonet will actually be a ranged art.

Raygun: Ultra Nebulan Radius or Radius II with Ranged Attack Up and Ether Attack Up. Arts: Gain TP is also useful.

Psycho Launchers: Nebulan Fwooshers with Secondary CD, Overdrive Count Up, and / or Arts: Gain TP. The augments you'll want will depend on your weapon choice. Psycho Launchers are support weapons and can't really do much damage.

- Section Three Augments and where to find Materials needed to make them and how to get them quickly.

Now that you know all of that the question is "What Augments should I use?" I usually see people slap Weapon Attack Up or Melee / Ranged Attack Up in all of their slots along with stuff

like Arts: Gain TP and sometimes Overdrive Count Up. The best Augment you can put in a weapon slot is simply this.

Appendage Crusher

http://xenoblade.wikia.com/wiki/Appendage_Crusher

This beast is super easy to make, requiring only 1 Emerald Horn, 1 Shed Germivore Scales, 1 Mortifole Pollen, 1 White Cometite and only a hundred Miranium.

Emerald Horn is the hardest thing to get which is found by breaking the horn of Brandys, the Spectral Light, or Cave Xiphias or spend 42 Reward Tickets.

Shed Germivore Scales are found at the Seabird's Beak which is the area where you first enter Sylvalum, the Germivores break their Posterior to get it. You can also waste 24 Reward Tickets as well but they're so easy to get that you may as well kill the things yourself.

Mortifole Pollen is dropped by surprisingly enough Mortifoles which are everywhere, I personally recommend FN Site 221 which has five Grotto Mortifoles surrounding it since you can also get White Mortifole Feathers which are used to make Arts: Gain TP. Break their heads twice if possible but you'll probably get this as a body drop most of the time. You can also get this for 30 Reward Tickets.

Now that you know about this amazing augment you're probably thinking "How many do I need?" Well most appendages have a hardness of 0 which means no bonus damage but you can lower it to -5 which is a whopping 250% damage boost. Not all enemies have an appendage with 0 hardness; some have appendages that can go up to +5 which means that you'll only do 10% of your normal damage to that part without Appendage Crushers. Likewise the inverse is true, a few enemies have weak spots that have extra softness. It's not 100% accurate but it gets most of them correct. With the only major problem is Ygg heart for Phanatos and Pharsis which are -3 compared to Ygg Zero's -4.

https://docs.google.com/spreadsheets/d/1O9TJtB8ljXSd2j_F9iX2ltFSTgJnuqD3w9J8salKH-M/htmview?pli=1#

Now that you have your Appendage Crushers you're probably thinking about getting something else to boost your damage, well I'm here to help with that too.

Melee Attack Up. http://xenoblade.wikia.com/wiki/Melee_Attack_Up

This is actually the fastest of the three stat boosters to farm if you have a good M-Missile set up. You can get at least two from every single enemy and all but one is numerous and next to each other.

Blue Sylooth Braces are in my opinion the most time consuming part needed to make Melee Attack Up which should say a lot since you can get up to five of them at once. I recommend the Brobdingnagian Sylooth in Middle Hushflood it's slightly stronger than the Goliath Sylooth but it's not near any hidden enemies which will aggro you and waste time. 114 Reward Tickets apiece.

White Sylooth Braces are the easiest, you can get a lot of them per kill to the point that I'm unsure of how many you can get, but I think it's over six for kill with a good M-Missile set up. Mountain Sylooth is the easiest but there are a ton of Territorial Sylooth on Delusians South Summit to the point that you can nearly get 99 in a single sitting, I'd avoid the Tyrant though since he has a lot of health and it would be faster to reload the area than it would be to kill him. 114 Reward Tickets apiece.

Muscled Cantor Bulge is the one that I'm sure most people have the most trouble with, Cantor's have a lot of Health and mostly only come out at night but thankfully there is a good spot with three of them, Sandsprint Slope. There are three Canyon Cantor nearby each other and in range of M-Missiles which means that this will actually be fairly fast if your skill is strong enough. Park in front of the hidden one and you're set. There's a BC to change time nearby too. 72 Reward Tickets apiece.

Melee Attack Boost is a big pain in the butt when compared to Melee Attack but still not bad, you'll probably only need one though maybe two.

http://xenoblade.wikia.com/wiki/Melee_Attack_Boost

Pure White Caro Tusk is dropped by Caro and sadly it's a body drop. Kill Lava Caro in Scholes Battlegrounds and Titan's Table. 66 Reward Tickets apiece.

Standard Blade Module is dropped by Shrad's in Cauldros, break both their arms and their body to get it. This is the easiest one to get, not sure what the best spot is however. 54 Reward Tickets apiece.

Lone Purple Ictus Stinger is dropped by Ictus in Oblivia, break their arms to get it. The Frightening Ictus near FN Site 309 is the easiest one to kill. 114 Reward Tickets apiece.

Ranged Attack is probably the easiest Augment to make for newbies when compared to the others since the enemies are the easiest and generally only have one part you need to break, and most of the enemies are numerous as well.

http://xenoblade.wikia.com/wiki/Ranged_Attack_Up

O.X. Unit is found by breaking Guide Owl Galdr's Weapons at the Lotus Keep Building Site. This is the only enemy that can drop more than two at once. Ignore the Tyrant it doesn't drop O.X. Units. 90 Reward Tickets.

Eternal Arenatect Moss is found by Breaking Arenatect's backs there are a couple places to do this, FN Site 418 and Badr Basin, I recommend starting at the nearby FN Site if you're using Badr Basin but the enemies here are hidden but are more numerous. 72 Reward Tickets apiece.

Green Jacul Wing is found by breaking Jacul tails in Sylvalum and Mountain Jacul in Noctilum, I recommend killing the Jade Jacul in Shivering Sands starting from the nearby FN Site. 72 Reward Tickets apiece.

Ranged Attack Boost is also fairly simple to make and like Melee Attack Boost you'll generally only need one or two.

http://xenoblade.wikia.com/wiki/Ranged_Attack_Boost

Beryl Aetrygon Horn is found by breaking the horn's of Oblivia's Aetrygons. Just follow the river near FN site 309 and you'll have all you need in no time. 42 Reward Tickets apiece.

Black Petramand Silks is found by breaking the sac of purple Petramands. I recommend the Turtle Nest's Europium Petramand. Here's a video on how to get there.
<https://www.youtube.com/watch?v=SbaR53Nvh6M> 90 Reward Tickets apiece.

Lone White Ictus Stingers are dropped by Ictus in Primordia. Immortal Ictus near the East Gate Plain are your best bet but they only spawn at night. 114 Reward Tickets apiece.

And now we're in Potential, this is the real pain in the butt to make. It's also what leads to the highest damage possible by most builds. I highly recommend an Ares 90 or a simply strong skell since we're killing level 70 tyrants for drops unless you really want to waste time with a Time Attack.

http://xenoblade.wikia.com/wiki/Potential_Up

Distilled Saps are dropped by all Sylooth so if you're using a melee potential build you can mix these two up. If you're not then Canyon Sylooth is probably your best bet since they're the weakness I think. This one will take the longest since it's a body drop. 82 Reward Tickets apiece.

Blazing Gas Sacs are dropped by Sphinxes which sucks a lot. Feliciano, the All-Seeing is the easiest non Time Attack Sphinx and you can also get the highest tier of weapons from him too, break his tail if possible since I think any part can drop it but run if you fail to get the OHKO since he'll probably kill you if you fail to do so. He only spawns during the day too and there's no BC nearby to change the time. The Time Attack Sphinx is easier but it takes forever when

compared to killing Feliciano, the Time Attack Mission is The Infernal Beast. 114 Reward Tickets apiece.

Lepyx Moonstone unlike the other two is easy to get. Just break the gem on the backs of the Lepyx at FN Site 415, there is a ton of them there. 72 Reward Tickets apiece.

Potential Boost is even worse since than Potential Up in spite of the enemies being weaker.

http://xenoblade.wikia.com/wiki/Potential_Boost

Nutritious Microbes is another body drop, this time off of two different enemies. Kill Welkin Levitath at South Janpath Plain, Talon Rock Second Terrane, or East Janpath Plain, and hope for the best. 54 Reward Tickets apiece.

Oh look another body drop. Clear Gerrid Soup is found off of Gerrid in Cauldros. Get a G2-Buster, Phoenix Wings or something with a large AoE and kill Bartley, the Conflagration and it's two cronies near the Adder Byroad. 90 Reward Tickets apiece.

Gularthian Everflames are the only non body only item needed to make this thing and it's found off of Gularthian's weak spot. Kill whatever Gularth spawns at the Titan's Table and break it's backs and then the weakpoint to get it. You can also get H-Arrow's off of them too which are useful for Drone skills. 146 Reward Tickets apiece.

Now that you've gotten the most important stuff out of the way it's time for the other augments that you'll probably use.

Overdrive Count Up is useful for one shot builds and weapons that have trouble building counter such as Sniper, and Raygun.

http://xenoblade.wikia.com/wiki/Overdrive_Count_Up

Elemental Cluster is found by breaking the Spine of Tellurium Oc-servs at Seabird's Beak in Sylvalum. They link so watch out for that. 54 Reward Tickets apiece.

Fertilized Jacul Egg is a body drop and it's found off of Jacul's. I recommend killing Jade Jacul in Shivering Sands since you can also work toward a ranged build too. 90 Reward Tickets apiece.

Maple Oil is found by breaking the head(?) and weakspot of Cinicula's in Cauldros, break the horn to expose it. Lava Cinicula is the weakest and it's found at M'gando Gorge BC. 114 Reward Tickets apiece.

Arts: Gain TP is often used in the filler slots of potential builds but often not needed since basically every build will have a purple art or a couple of arts that will generate TP, it's also a pain to make which doesn't help. Photon Sabers with Essence Exchange will want this but only needs 1 to avoid suiciding.

http://xenoblade.wikia.com/wiki/Arts%3A_Gain_TP

White Mortifole Feather is the easiest part to get, simply go to FN Site 221 and use a Phoenix to kill the Grotto Mortifole there, you can try M-Missiles too but they die insanely quick. 42 Reward Tickets apiece.

Aeviter Star Wings are found by breaking the wings (ears?) of an Aeviter. Sand Aeviter's are the weakest but Macabre Aeviter can drop Ultra Infinite Grenada skell armor. North Silent Sandsea for Sand Aeviter's and Sandsprint Cavity for Macabre Aeviter's. Berthold, the Blue-Eyed links with the first two and two more that are higher level drop down once five or six enemies are killed in Sandsprint Cavity. 138 Reward Tickets apiece.

Red Vigent Rock Scalp is the hardest and most time consuming item to get out of the bunch, but you also get Quality Vigent Claws which are used to make Aura Rapid Cooldown. Berserk Vigent at Keegan Ridge and Leaning Ring are the easiest to kill and both only spawn during the day. Break it's head but not it's weakspot for the drop. 138 Reward Tickets apiece.

Weapon Attack Power Up is often what I see thrown onto weapons in spite of not being mediocre at best. This augment isn't very good and once you max out Appendage Crushers you should put something else in your weapons instead. Still I will list how to get it since it is found as a trait on a lot of weapons. **Do not put this in low power weapons, the boost you get isn't even that good on high power weapons.**

Quality Giant Cells are dropped by Sylooth and you probably found a few while farming Sap and / or Braces. Canyon Sylooth at Victory Rock and Lake Basel are the easiest targets. Break their back, and hip to get the drop. 114 Reward Tickets apiece.

Visigel Poison Orb is dropped by Black Visigel's and it's a body drop. Aquatic Visigel's in the Noctilucent Sphere Interior are my recommended targets since they also drop the highest grade of weapon too, just watch out for Everqueen. If you don't want to risk drawing Everqueen's ire, then kill Coast Visigel with Phoenix Wings at FN Site 515. 66 Reward Tickets apiece.

Silver Cantor Tooth is found by breaking Pale Cantor's heads. Canyon Cantor is the easiest to farm and if you've been farming for Melee Attack augments then you probably found a few. They're found at Sandsprint Slope at night, just camp near the "hidden" one and with a good M-Missile set up you should have all you need before the night ends. 72 Reward Tickets apiece.

Ether Attack Plus is another augment that is thrown into weapons and it's fairly simple to make, but it does take a lot of missions to actually unlock an enemy needed to get the drops.

http://xenoblade.wikia.com/wiki/Ether_Attack_Plus

Creare Glyph is only dropped by the Rexoskell, which can only be fought during / after Definian Downfall is completed. The Time Attack mission where you farm it is called Gone Berserk. 90 Reward Tickets apiece.

Purple Cervus Antlers are dropped by Purple Cervus, shocking I know. Old Cervus is the easiest to farm since they're always up. They're at Lake Lake Ciel in Sylvalum, break their horns. If you feel like taking a risk then you can try to kill Conjurer Cervus in the Bestial Utopia for a chance to get Ultra Infinite Grenada Light armor which is good for Ranged Attack builds, but you'll have to do this on foot. 138 Reward Tickets apiece.

Secondary CD Reducer is the final weapon augment that you'll see and it's by far the rarest in spite of being so good. Two of the parts are easy to get while another is a huge pain to get. Everything is found in Sylvalum.

http://xenoblade.wikia.com/wiki/Secondary_CD_Reducer

Liceor Sun Bead is found by breaking a Liceor's wings. Aim for Dazzling Liceor at FN Site 415, they're near a Sand Aeviter, again not sure if this is the best place to farm them. 42 Reward Tickets apiece.

Coconut Oil is found by killing white Cinicula's. Translucent Cinicula at the East Ciel Sandsea are the weakest, break their head and weakspot. 114 Reward Tickets apiece.

Yggralith Recovery Horn is dropped by Pharsis, the Everqueen who is a Superboss found at the Noctilucent Sphere Interior. You'll probably use Reward Tickets to get these which will cost 258 Reward Tickets a pop.

For body augments you can use Max TP Up which only needs five Fleecy Fur so just take a Phoenix and use it on a group of Ovis and you'll get it in no time. You'll probably get five from normal play without realizing it. No reason to waste time on Max TP Boost since a couple of Up's will get the job done just fine and it's way easier to make. Save your Bonjeliums for something more important.

Aura Rapid Cooldown is another thing you place in your body slots. It's also a huge pain to make.

http://xenoblade.wikia.com/wiki/Aura_Rapid_Cooldown

Reinforced Jet is dropped by Fal-swo and it's a body drop. I'm not sure which one is the easiest to farm, but I'm assuming that it's Rubidium Fal-swo since there are six of them at once. 36 Reward Tickets apiece.

Quality Vigent Claw is dropped by Vigent's. Go kill Berserk Vigent with M-Missiles and you'll have a bunch in no time. They also drop Red Vigent Rock Scalp which is used to make Arts: Gain TP. You'll find them at Keegan Ridge and Leaning Ring in Oblivia during the day. 138 Reward Tickets apiece.

Millesaur Larynx is found by breaking a Millesaur's real head, break their neck to reveal it. The Eternal Millesaur's at Sayram Lake is your best bet. One can try Fernando, the Immovable at the Decapotamon in Noctilum during the day if you want Ultra Infinite Orphean Light armor which is good for Ranged and one shot builds. 168 Reward Tickets apiece.

The final useful body augment next to resistances is Overdrive: Gain TP which is easy to make due to only needing twelve of each item but it is best if you have Overdrive Count Up since with six of these at XX (or if you have it on both of your arms) you'll get a full refund on Overdrive, also note that Melee Attack build get the short end of the stick here since you can only find it on Grenada and Meredith arm armor and it can be found on both arms.

http://xenoblade.wikia.com/wiki/Overdrive:_Gain_TP

Flowering Germivore Scales are found off of green Gemivores and are found by breaking their Posterior. Terrible Germivores in Qing Long Glade are your best bet. 24 Reward Tickets apiece.

Tersqual Eel Kebabs are dropped by Tersquals after you break their head and tails so this one will be quick. Lively Tersqual at Lake Ciel are your best bet. 90 Reward Tickets apiece.

Alluring Lophid Extract is the real pain in the butt to get since you have to break the lantern of black lava-dwelling Lophids in Primordia or Cauldros. Izgnanie, the Smoldering is good if you want to farm C&C gear along with Skell shields otherwise go after Blazing Lophid in White Phosphor Lake since they're the weakest. 114 Reward Tickets apiece.

Now that I've got all of that covered, I should go over something I've been talking about, M-Missiles. What are M-Missiles and why are they so good when it comes to farming? Well M-Missiles that are made by Meredith and Sakuraba will target all of an enemies appendages even the ones a Skell couldn't target normally, M-Missiles made by Granada and Orphean will **not** target all appendages. The Enhanced Attack Seidr at the Kitsune Stronghold drops the strongest and highest tier of M-Missiles but it is a huge pain to get, target it's weapons to get it to drop. The Pugilith at Ganglion Antropolis and Badr Basin will drop these way quicker than the Enhanced Attack Seidr but it will be lower tier but it shouldn't matter much. Just make sure

that they have the augment Custom WP-MSL-MAG on them since it cannot be made, but they can be upgraded with Genuine Shafts which are dropped by Zig Tyrants, the Enhanced Search Zig is the easiest, you can also buy them with 72 Reward Tickets. Once you have that you'll want several Crush.APPEND XX augments which you'll need five of the following items to make. Sapphire Horn's from Sea Xiphias at Northpointe Cove, or get them with 42 Reward Tickets. Malevolent Petramand Silk by breaking the Petramand's sac near FN Site 509, or get them with 90 Reward Tickets. Brown Monoceros Horn from the Cliff Monoceros that is right in front of FN Site 502 or just use 90 Reward Tickets. Once that is done start stacking Custom WP-ATK XX, Draw.OPENING-DMG XX, or SpecUp.R-ATK XX, to one shot stuff, three PositionDmg.ABOVE XX on the frame helps too since it gets a damage bonus when above your foe. Now you're set to farm appendages from foes, and you don't need to worry about fuel since breaking an appendage refills your fuel.

The last important thing is of course Treasure Sensor, here's a good video on how to make it. <https://www.youtube.com/watch?v=QuDIZ80jlpo>. Equipping everyone with the level 55 store bought C&C works too.

The final thing to note is the Precious Resources needed to make this stuff, which is usually Bonjelium, just plant probes and you'll find them. The sooner you plant them the better.