

# A Guide to Crafting in 7.x



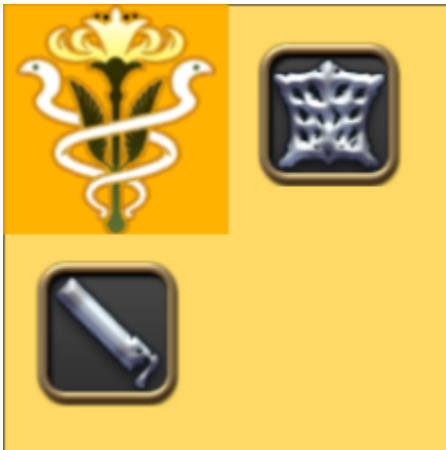
By Z'phyr Tia

Waltz University  
(Black Waltz FC, Jenova)

## What is a Crafter?

Crafters are the jobs that can create a decent portion of the items regularly used in-game. If an item isn't only obtainable from dungeon, raid or trial loot drops, or bought with one of the many special currencies in game, chances are it can be acquired by crafting. Collectively they are known as Disciples of the Hand, and alongside the gatherers (Disciples of the Land), they make up the non-battle focused classes of FFXIV.

There are eight crafting classes in total: carpenter (CRP), leatherworker (LTW), weaver (WVR), armorer (ARM), blacksmith (BSM), goldsmith (GSM), alchemist (ALC) and culinarian (CUL). They are pretty much evenly distributed among the three main starter cities: Gridania, Limsa Lominsa and Ul'dah. Carpenter and leatherworker are in Gridania; blacksmith, armorer and culinarian are in Limsa; and weaver, goldsmith and alchemist are in Ul'dah.



To unlock crafters, you need to have a battle job at level 10 or higher, and the ability to use airship travel for the classes not in your starting city.

## Crafting System

**The Crafting Log:** The crafting log is where you can access all the item recipes. It has three main tabs: leveled (the stair icon), special (the sack icon) and master (the book icon). The leveled recipes are ones you naturally get by leveling the job. Special recipes include things like housing items, custom deliveries, tribal quests and the tool relics. Master recipes are ones you obtain by getting the master recipe books.

Some other things available through the crafting log are getting a recipe tree and raw material list for each craft, quick synthesis and trial synthesis. Quick synthesis lets you automatically make a specified number of an item (note that not all items can be quick synthed). Trial synthesis lets you do a craft without using any materials, but you won't get any item from it. This is best used for trying out crafting rotations or trying to see if your current gear is good enough to make a certain item.



The item level in the crafting log lets you see around what level you should be in order to successfully make an item. The threshold for this is five levels above your own, and recipes in a level range that you can't craft will be grayed out. Some recipes also

have special characteristics which are listed in the area below the list. For example, some crafts require a certain amount of craftsmanship and/or control to make; the characteristics area will show the amount needed and if you meet this amount.

**The Crafting Window:** The crafting window is the main interface for when you are making a craft. There are five main parts to the window: durability, condition, progress, quality and the step counter.



Durability is essentially how much health the craft has, and the specific amount can vary depending on the item, anywhere from 35 to 80. Most progress and quality abilities have a durability cost and the tooltip will note any exceptions. The normal cost is 10 durability, although this can range from as high as 20 to as low as 5 usually. If durability reaches zero before the progress bar gets filled up all the way, the craft fails and all the materials used in the craft are lost, though there is a small chance that the materials will be saved if this happens.

The step counter acts like the server tick for crafting abilities. Unlike battle abilities which go off either the standard three second cooldown timer or their own CD time, crafting abilities aren't based on any amount of time passing. Instead, each time



an ability is used, the step counter goes up by one, and any buffs from abilities go down by one.

Progress measures how far along the craft is to being completed. As previously stated, the target number must be reached before durability reaches zero to complete the craft. Progress is influenced by the Craftsmanship stat.

Quality measures how likely the craft will end up being high quality (HQ). The closer the target number is reached, the higher the percentage chance of HQ status rises. Quality is influenced by the Control stat.

Condition is what state the craft is in at any given step. This can change during the crafting process and has different modifiers for the different states. There are four conditions for normal crafts; expert crafts have more conditions than normal crafts. Note that conditions only affect quality although some can proc uses of progress abilities. Also note that each condition has a different color and is shown in both the crafting window and in-game on the workbench.

**Normal** is the default condition and has no effect on quality. Its color is white.



**Good** has a x1.5 quality increase for the next ability. Its color is red.



**Excellent** has a x4 quality increase for the next ability. Its color is rainbow.



**Poor** has a x0.5 quality increase for the next ability and always comes right after Excellent. Its color is black.



Some other things to also note about the crafting window are the double arrows at the bottom which will expand and become a buff display window. The other thing is the calculations button, which will display the efficiency values of your abilities. These numbers are how much the progress/quality bars will increase each time they are used. The values will turn blue if they are affected by any conditions or buffs from other abilities.

## Crafting Actions

All crafters play exactly the same way; the only difference is what items each one can make. Consequently, all crafter actions are the same, except for what the ability icons look like and if the class you are on is a specialist or not. The actions can be divided into three categories: progress, quality and other.

### Progress



**Basic Synthesis** is the standard progress ability and has 100% efficiency. This increases to 120 at level 31. It costs 0 CP.



**Rapid Synthesis** has 250% efficiency but only a 50% success rate. The efficiency increases to 500 at level 63. However, it costs 0 CP. (In my experience, this skill has failed more often than succeeded whenever I used it, so I would recommend avoiding using this if possible.)



**Muscle Memory** has 300% efficiency and costs 6 CP. It will increase the efficiency of the next Synthesis action by 100%, and this effect is active for five steps. MM can only be used on Step 1. Something to note is that the 100% increase means double the value.



**Careful Synthesis** has 150% efficiency and costs 7 CP. The efficiency increases to 180% at level 82.



**Groundwork** has 300% efficiency and costs 18 CP. The efficiency increases to 360 at level 86. This ability also costs 20 durability and has 150% (or 180%) efficiency is used at lower than 20 durability.



**Delicate Synthesis** has 100% efficiency and costs 32 CP. It increases both progress and quality.



**Intensive Synthesis** has 400% efficiency and costs 6 CP. It can only be used when the condition is either Good or Excellent.



**Prudent Synthesis** has 180% efficiency and costs 18 CP. It only uses 5 durability instead of the normal 10 and can't be used if either Waste Not or Waste Not II are active.



## Quality



**Basic Touch** is that standard quality ability and has 100% efficiency. It costs 18 CP.



**Standard Touch** has 125% efficiency and costs 32 CP. This is reduced to 18 CP if comboed with Basic Touch.



**Advanced Touch** has 150% efficiency and costs 46 CP. This is reduced to 18 CP if comboed with Standard Touch.



**Refined Touch** has 100% efficiency and costs 24 CP. It combos off of Basic Touch and grants an additional Inner Quiet stack upon use.



**Hasty Touch** has 100% efficiency and costs 0 CP, but has only a 60% success rate. (My thoughts on this skill are the same as those for RS, but this one seems to be a bit more reliable.) It also grants the Expedience buff for one step at level 96.



**Daring Touch** is a combo action off of Hasty Touch and can only be used under the Expedience buff. It has 150% efficiency and costs 0 CP, but also has a 60 % chance of success like Hasty Touch.



**Byregot's Blessing** has a varying efficiency from 120 to 300% and costs 24 CP. It also needs at least one stack of Inner Quiet to use and consumes all IQ stacks upon use. The efficiency increases by 20% for each stack of IQ you have.



**Precise Touch** has 150% efficiency and costs 18 CP. It also grants an additional Inner Quiet stack upon use. It can only be used when the condition is either Good or Excellent.



**Prudent Touch** has 100% efficiency and costs 25 CP. It only uses 5 durability instead of the normal 10 and can't be used if either Waste Not or Waste Not II are active.



**Reflect** has 100% efficiency and costs 6 CP. It can only be used on Step 1 and grants an additional stack of Inner Quiet upon use.



**Preparatory Touch** has 200% efficiency and costs both 40 CP and 20 durability. It also gives an additional stack of Inner Quiet upon use.



**Delicate Synthesis** has 100% efficiency and costs 32 CP. It increases both progress and quality.



**Trained Eye** costs 250 CP and increases quality by 100% (i.e. instantly fills the quality bar to max). It can only be used on Step 1 and the recipe level must be at least 10 levels below what your current level is. It can also not be used on expert crafts.



**Trained Finesse** has 100% efficiency and costs 32 CP, but it has no durability cost . It can only be used when you have 10 Inner Quiet stacks.

## Other



**Master's Mend** costs 88 CP and restores 30 durability.



**Immaculate Mend** costs 112 CP and restores all durability.



**Observe** costs 7 CP and does nothing for one step. This is mainly used to either try to get Good or Excellent condition from Normal without spending any durability or get rid of the Poor condition. It also increases the success rate of Focused Synthesis and Focused Touch to 100%.



**Tricks of the Trade** costs 0 CP and instead restores 20 CP. It can only be used when the condition is either Good or Excellent.



**Waste Not** costs 56 CP and halves durability costs for the next four steps.



**Waste Not II** costs 98 CP and halves durability costs for the next eight steps.



**Veneration** costs 18 CP and increases the efficiency of Synthesis actions for the next four steps by 50%.



**Great Strides** costs 32 CP and increases the efficiency of the next Touch action by 100%. This effect is active for three steps.



**Innovation** costs 18 CP and increases the efficiency of Touch actions for the next four steps by 50%.



**Final Appraisal** costs 1 CP and makes the next Synthesis action that would complete a craft instead leave one progress point left. This is active for five steps.



**Manipulation** costs 96 CP and restores 5 durability after each step for the next eight steps. It is a quest-locked skill that you earn by doing the level 65 job quest.



**Trained Perfection** costs 0 CP and reduces the durability loss of the next action used to 0. It can only be used once per craft.





**Careful Observation** is a Specialist action. It costs a crafter's delineation instead of CP and does nothing for one step while preserving any active effects. It does not increase the step count and can only be used three times per craft.



**Heart and Soul** is a Specialist action. It costs a crafter's delineation instead of CP and allows Tricks of the Trade, Precise Touch or Intensive Synthesis to be used regardless of condition. This effect ends if the three mentioned actions are used when the condition is either Normal or Poor.

HaS can only be used once per craft and does not increase step count.



**Quick Innovation** is a specialist action. It costs a crafter's delineation instead of CP and grants the Innovation buff for one step. It can't be used if the Innovation buff is already active.

The following actions are usable by any class and are in the General tab of the Actions & Traits menu. They require a crafter to unlock.



**Repair** lets you restore durability to gear. It is available at level 1 and needs a crafter of the type listed in the item description.



**Materia Melding** lets you affix materia to gear. The amount of materia that can be attached to a piece of gear is determined by the number of materia slots that piece has. You can't meld more materia than the number of slots. This unlocks via the Waking the Spirit sidequest and requires a crafter of level 19 or higher.



**Advanced Materia Melding** lets you meld materia to a piece of gear beyond the available number of slots. The success rate of overmelding depends on the grade of materia you are trying to add and the number of materia already melded. The higher the grade and the more materia

already affixed, the lower the chance of success. This unlocks via the Melding Materia Muchly sidequest and requires a crafter of level 25 or higher.



**Desynthesis** lets you break down items into crafting materials and crystals. The material and crystals you get will be random, but always related to what the item being broken down is made of. Certain items, such as gear from trial bosses, can sometimes yield special materials upon desynthesis that can be used to make unique gear. This unlocks via the Gone to Pieces sidequest and requires a crafter of level 30 or higher.

## Traits



**Inner Quiet** gives a stack of the Inner Quiet buff each time quality is increased, up to 10 stacks. Each stack gives a 10% efficiency bonus to nTouch actions per stack. This means that having the maximum number of 10 will double the efficiency of a Touch action's normal amount. IQ bonuses stack with efficiency buffs from other abilities like Innovation.



**Practice Makes Perfect** unlocks the ability to use the trial synthesis option from the crafting log.



**Quality Assurance** increases the chance that condition will become Good on the next step. It is a quest-locked trait that you earn by doing the level 63 job quest.



**Expedience** grants the Expedience buff for one step and turns Hasty Touch into Daring Touch.

## Miscellaneous

**Leveling tips:** There are quite a few ways to quickly level crafters, each with their pros and cons.

- **Item buffs:** Just like with food for battle classes, crafter food gives a 3% XP bonus. You can also use various Engineering Manuals to get a 150% XP bonus for either 180 minutes or until the experience cap is reached.
- **Crafting new items:** Each time you craft a new item, you get bonus XP. The bonus is relative to the level of the item crafted.
- **GC turn-ins:** These are items requested by the Grand Company your character is affiliated with. They change every day and you can only do one turn-in per class a day. However, they can give great XP, anywhere from around half a level to several levels per item. If an item has a star next to its name, that item is in demand and will give bonus experience. Furthermore, if a HQ item is turned in, the amount of XP earned is doubled.
- **Collectable turn-ins:** Collectables give decent XP per item, and the amount earned increases with higher collectability values. Note that if you are a level that is above an expansion's level cap, collectables from that expansion will give 1,000 XP regardless of collectability.
- **Levequests:** These are repeatable quests unlocked during MSQ. The crafting levequests also give items, crafting materials and crystals on top of gil and experience, depending on which expansion they're from.
- **Job quests:** Just like battle classes, crafter classes have job quests. They tend to give around a level's worth of XP, on top of gear and crystals. The Shadowbringers expansion replaced each class having its own questline with a combined questline for jobs of a similar category. This trend continued with Endwalker and will presumably continue this way. The Shadowbringers crafter quests are under the Crystalline Mean questline, and for Endwalker it's the Studium quests.

- Tribal quests: Each expansion has a number of tribes that you can do daily quests from, with a limit of 12 per day. A Realm Reborn, Heavensward and Stormblood each had one tribe that combined both crafting and gathering. Shadowbringers and Endwalker meanwhile have separate tribes for crafting and gathering. Tribal quests give decent XP that increases with your level. One thing to note is that if you are beyond the level cap for a given expansion, a quest from that expansion (and any earlier ones in applicable) will only give 1,000 XP.
- Challenge logs: There are several weekly challenges for crafters listed in the challenge log that can give good XP. The custom delivery challenge can be used by both crafters and gatherers.
- Firmament: The Firmament is a special instanced area in Foundation that is unlocked via the level 60 quest Towards the Firmament. You must also have completed the Heavensward MSQ quest Litany of Peace. It is related to the Ishgardian Restoration storyline. After unlocking, you can level crafters and gatherers of at least level 20. There is also another instanced area here called the Diadem, which is focused on gatherers. Restoration crafts use special materials called Skybuilders Materials, which are created with items gathered in the Diadem. Note that if you are also a gatherer, you must first talk with a certain NPC in the Firmament to turn your gathered items into Approved ones. It takes 5 gathered items to make an Approved one. Both the Firmament and Diadem give large amounts of XP per turn-in, with higher difficulties giving more than lower ones. All Restoration crafts are collectables and can be accessed in the Sidequests section of the Special Recipes section in the crafting log. After level 80, each item only gives 1,000 XP.
- Custom Deliveries: These are a special kind of collectable questline where you turn in predetermined collectables to a certain NPC. This was introduced in Heavensward with only one CD client, but every expansion onwards has three clients each. Doing a client's storyline will gradually unlock more items, with the final item unlocking after the storyline has been completed. Each client will have an item they need that changes weekly. You can deliver up to six items per client each week and can turn in a total of twelve in a week, assuming you have at least two clients unlocked. Like other collectables, the amount of XP will increase with higher collectability, and upon reaching level 90, you will earn Purple Scripts instead of XP.



**Collectables and Crafting Scrips:** Collectables are a special type of item available to both crafters and gatherers. Each expansion has its own collectable tier and are unlocked by talking to certain NPCs in said expansions. The ARR and HW unlock quests are available at levels 50 and 60 respectively, while SB onwards require you to be at the expansions' starting level and have completed the HW unlock quest.

General collectables have a special box-like icon next to them and are always called "Rarified [name of item]". Collectables can be turned in to NPCs called Collectable Appraisers For XP and a special type of currency called Scrips. The amount of XP and scrips given per item is determined by its collectability value, which can be confirmed by both the appraiser and the crafting menu. You can turn collectables in at any of the three starting cities or in the secondary city of each expansion. Currently, collectables up to level 89 will give White Scrips while level 90 ones will give Purple Scrips.

Crafting scrips can be exchanged for lots of different things, from gear to special crafting materials to unique items. White scrips can purchase items up to level 89 and purple scrips are used for level 90 items. Some special items of note that are purchasable with scrips are the master recipe tomes. These contain endgame recipes for each expansion. Volumes III through X can be bought with white scrips ranging from 100 per book up to 1,200 per book. Volumes I and II are obtained from an NPC in Mor Dhona through a series of crafting special items.

**Crafting Gear:** Generally while leveling, using the gear gained through crafting job quests should be good enough up to level 70. Once you reach that level, you will have to either make or buy the craftable gear or get scrip gear. This is because ShB and EW reward scrips instead of items in their questlines. Alternatively, scrip gear is usually good enough to get you through an entire expansion, so that may be an easier option instead of having to switch out gearsets multiple times. Endgame gearsets should be either the ilvl 620 purple scrip gear if you are on a budget or an HQ set of the crafted ilvl 620 gear if you are going for more BiS. Another big difference between these sets is that the scrip gear can't be overmelded, while the crafted set can.

Some other pieces of gear are Crafter's Delineations and Soul Crystals. Both are obtainable in Foundation, the former from the scrip vendor near the aetheryte plaza and the latter from an NPC near the Athenaeum Astrologicum (Astroligian's guild). Delineations are used for executing the two specialist crafter actions and the soul crystals are used to enhance classes.

You can only have three soul crystals assigned at a time and can exchange them out a certain number of times a week. You must also have a Soul of the Crafter (also bought with scrips) to exchange for the soul crystal. Soul crystals will give the class it's assigned to 20 additional craftsmanship and control and 15 additional CP. It will also let you craft certain recipes, although this is only relevant for current tier items.

Stat-wise, for melding purposes, you will want to focus on both craftsmanship and control until you have enough to meet the requirement of the item you want to make. After that, you should focus on CP and control until you feel comfortable and then go for craftsmanship.

**Crafting Rotation:** Since crafting relies so much on individual stats, there is no one standard crafting rotation. Differing levels of Craftsmanship, Control and CP will change how effective abilities are. You can use trial synthesis or crafting simulators to figure out a rotation that works. Crafting rotations are also frequently used with macros. Since there is no strict time limit between when crafting abilities can be used, players can create macros, which set up a series of actions that can perform crafts automatically and guarantee a HQ result, unlike the quick synthesis feature.

### **Further Resources:**

- The Balance Discord - great source for guides
- FFXIV Teamcraft - crafting simulator, material lists for large-scale crafts, rotation logs, and more
- Garland Tools - great database, alarms
- Universalis - market board aggregator