

576 maps	(558 atoll, 18 caldera)				Item Categories:				
T16, A9, 20% qual, 161/154 atlas completion					Essence - all essences				
Watchstones: Additional essence watchstones					Currency - Any form of standardized currency or consume (deli orbs too)				
Prime Sextants x4 (with 4 uses from atlas passive)					Map - any maps, incl. unique, and heist BPs (some maps valued more, others 4c/ea)				
Using Remnants on (MEDS: Misery, Envy, Dread, Scorn)					Frag/Foss - fragments, fossils, emblems, scarabs, breachstones, and vessels				
Rolling citadel maps with alch					Gear - any unique/rare gear incl. jewels and skill gems				
Skipping stone circle/survival					Misc - items/crafts from harvest that don't fit into other categories				
Leveling ele weakness 20/20 in offhands					Sirus - any loot from sirus specifically				
No scrap items/uniques (nothing below 15c if it is rare/unique gear)									
Sell log for items that sell (c added to currency tab not in recorded tab)									
Neversinks uber-strict (with some adjustments)									
Not using master missions									
Full ritual, essence and 2 points into harvest atlas passive (harvest to exchange essences)									
trialmaster	5								
At time of project start:	1ex=110c								
Values will be recorded relative to their price at the sell time									
Unsold will be calced at project end									
Unsold remnants will be added to essence list									
Items which are part of set, like div cards, will be valued (like i can sell tabula from humilities for divine, thus calculation will include the humilities, since it does not require trade)									
invitations done as we got (for haewark)									
essences calced with bulk price									
favorited canyon, atoll, primordial blocks									
harvest craft base costs were subtracted from value of item (like breachstones, emblems, etc)									
At time of project end:	1ex=120c								

	Cost (c/per)	Count	Cost (c total)				
Maps	7	576	4032				
Chisels	0.24	2280	547.2				
Sextants	1.2	649	778.8		(649 start)	and others used from loot	
Essence mod	2	660	1320				
Remnants	4	112	448				
Alchs	0.12	700	84				
Scours	0.45	200	90				
Total			7300 c				
			66.4 ex				
		per map:	12.67361111 c				

	Count (kill)			Notable Loot (sirus)	Count
Redeemer	21			Awakener's Orb	10
Warlord	21			Awk cast on crit	2
Crusader	21			awk brutality	2
Hunter	21			awakened hextouch	1
				awakened ele focus	1
Sirus	21			awk spell cascade	1
(I ran last few maps with all procced)					

Item	Count	Value (c/per)	Total Value (c)
med Cluster Jewel	1	24	24
Awakener Orb	10	204	2040
Blueprint: Tunnels	3	20	60
Prime Alch Resonator	1	26	26
Blighted Wasteland T16	1	42	42
Succor of the Sinless (div card)	1	232	232
Cortex map	1	383	383
Astramentis	1	15	15
thaumaturge's deli orb	1	27	27
Blueprint: repository	4	22	88
Gift to the Goddess	9	28	252
Blighted Park T13	2	34	68
Winged legion scarab	1	39	39
diviner's deli orb	2	42	84
awakened cast on crit	2	1787	3574
crusader ex	3	113	339
chayula's breachstone	5	109	545
Raise spectre 21/0	1	59	59
Crusader shield rare	1	30	30
Blighted bramble valley T14	1	38	38
twisted distant memory	1	43	43
prime chaotic resonator	2	32	64
elemental weakness 20/20	12	15	180
primordial might	1	24	24
voll's devotion	1	15	15
morbid stare ghastly eye jewel	1	50	50
amorpheous deli orb	1	29	29
awk brutality support	2	230	460
le heup of all	1	20	20
blighted cemetary t14	1	37	37
winged harbinger scarab	5	98	490
the patient	1	31	31
blighted canyon map	2	38	76
reforge keep suffix	1	115	115
Reforge influence more common	1	460	460
awakened hextouch	1	1610	1610
redeemer's ex orb	3	126	378
blighted moon temple t14	1	35	35
cloak of defiance	1	40	40
blueprint: prohibited library	1	15	15
soul taker	1	50	50
dusk creed large cluster	1	25	25

awk ele focus	1	255	255
blueprint: underbelly	1	15	15
portentious deli orb	1	27	27
thread of hope (fire pen)	1	20	20
xoph's heart	1	55	55
mavens inv formed	2	31	62
reforge keep prefix	4	115	460
maven's writ	1	96	96
hunter's ex	2	175	350
blighted plateau t13	1	37	37
blighted atoll t16	2	38	76
awk spell cascade	1	1228	1228
coward's trial	1	42	42
blighted basilica t14	1	39	39
gale cut medium cluster	1	20	20
awk cast while channel	1	15	15
mavens inv twisted	1	22	22
shaper two tone boots rare	1	30	30
garukhan's flight	1	40	40
rare hunter hubris circlet	1	20	20
terror watchstone	1	20	20
kraken creed large cluster	1	20	20
thread of hope (hinder)	1	15	15
bp laboratory	1	15	15
coward's legacy	1	75	75
elemental weakness 21/20	1	156	156
hunter spiked gloves	1	70	70
armoursmith deli orb	1	25	25
timeless templar emblem	1	34	34
skittering deli orb	1	74	74
awakened deadly ailments	1	90	90
plat hae ham ws	1	48	48
Blight creed med cluster	1	20	20

Investment:	7300 c	Total Profit (all)	Total Profit (w/o sirus)	Profit/Sirus
per map:	12.67361111 c	39143.071 c	29921.071 c	439.1428571 c
		per map		
Income		67.95672049 c	51.94630382 c	
Essences:	13394 c			
Currency:	7747.331 c	326.1922583 ex	249.3422583 ex	
Maps:	8099 c			
Frag/Fos:	5026.84 c			
Gear:	1179 c	(i don't believe in c/hr because sometimes I map efficiently while other times I play like an ape)		
Misc:	1774.9 c			
Sirus:	9222 c			
total	46443.071 c			
per map	80.6303316 c			

