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## Ffxiv goldsmith desynth guide 4. 0

Desynthesis and Final Fantasy XIV is a key part of many craft professions. It allows you to break down items and instead get its components – craft materials. It is a very useful and profitable mechanic in the game, but in order to take full advantage of it, you will need some initial knowledge. That's why you're reading this FFXIV Desynthesis guide.

Desynthesis in FFXIV Desynthesis is an additional skill that is available to all hand disciples. Some of the prizes you can get for deconstructing an item are basic craft materials, elemental fragments, material, demimateria and Gil. It's a great option to get rich with FFXIV, but straightening it effectively can be a little difficult and take some time or gil investment. To unlock Desynthesis you will need to get one craft class at level 30 and go to Syntgoh in Ul'Dah, to complete a quest called Gone to Pieces (it has a requirement to complete Life, Matter and All Before). Both are simple and simple. You only have to do this search once in one sign. After that, each pupil of the hand you develop will automatically get access to the ability when they hit level 30. To break down the item, you simply need to select the correct item and click on the Desynthesis tab. Then the Desynthesis screen will appear and there you will see some information. It will show you the name and icon of the item, the class that is required to break down into components, your success rate if you try and finally, on the right you will see your level of knowledge desynthesis in the class you are piloting at the moment. It's really simple and intuitive. You may also like: FFXIV Gil - FFXIV Power Leveling - FFXIV Account - FFXIV Bots and Cheats Desynthesis in different classes This is probably the only thing in FFXIV that you can't max out for each class on one character.

Desynthesis hat skills for one class pupil hands is 380, while there is a combined cap for all craft classes, i.m. 1160. As you can see, you can only take this skill at three craft courses. Among them is eight Hand and Final Fantasy XIV: alchemist (ALC), armored carer (ARM), blacksmith (BSM), joiner (CRP), kulinarski (CUL), jeweler (GSM), leatherman (LTM) and crochet (WVR). When you level Desynthesis and try to push over the combined cap, you will lose point skills in the second grade. Games do not cause aggression - a backing to do! Check how ExitLag solves problems with the ingadings! We will not talk about all the optimal desynth objects for each class, as it changes too dynamically. Well, some of the widest submitted sjekira from plumed steela i Muthrite Pugiones to blacksmiths, Mesingani ring crafts and Old Ring for jewelers, Eterni thulets for alchemy and sandals for bridesmaids for skin radish. They're only successful in certain thresholds, and generally you don't want to neglect anything that's below 50% success. at the same time, if you have 100% then your experience gains can become really low. Mechanics breakdown of objects You will need a high level of this knowledge to desynth more advanced objects and can provide you with the best components. It is important to always look at the level of the item, because it does not need to be the level of character required to wear it. For example, some weapons and pieces of armor available for 50 character levels, you can have a rate of 90, 100 or even more! In fact, Desynthesis calculates a hidden value called rvl, but in the vast majority of cases it is the same as the item level, there are only a few exceptions. Desynthesis has a success rate that is calculated from your desynthesis skill level and the level of the element you want to break down. When these values are the same, you get a ratio of 50% success. Every time you try to destroy an item, it will be destroyed. If your trial was successful, you will earn exp and some components if you fail, you lose the item and you don't get anything to show for it. In most cases, one difference rate equals 2% of the success rate, which means that exceeding the item level with your desynthesis rate of 5 will result in an additional 10% chance. This value can differ from extremely low (here it is more forgiving) and extremely high (penalties may be more difficult) levels. Desynth Level 45 Desynth Level 50 Desynth Level 55 Item Rate 45 50% 60% 70% Item Rate 50 40% 50% 60% Item Rate 55 30% 40% 50% Item Breakdown is the only way to level up your Desynthesis skill. There are no specific searches to speed up the process, but the ability itself has no cost of Crafting Points and no cooling down. It's hard to acquire enough objects to deconstruct. If you want to see which craft class you can distill a particular object, you just need to look at the class that you can craft and/or correct, it will be the same. If you want to power the level of Desynthesis as quickly as possible, you'll need some initial capital, but if you're happy you might even earn some money while you're doing it. The fastest way is to browse the market and buy cheap items for your class to spoil. Often you will be able to find some items that are not expensive at all, but actually have some valuable components — these are the ones you should always go to. The good news is that due to a lack of time lag you can easily max out Desynthesis in a single day if you are able to get only enough items. Prices of items and components will vary on different servers, under new patches and can be affected by many other factors. In order to earn with Desynthesis you probably need to know something or two about holding your server, this is not the most friendly activity in FFXIV. Regulating Desynthesis is a bit like grinding the experience of killing monsters. Perform recurring tasks until your level is too high, rewards become negligible and if you want to go to another location or in this case start desynthing different, higher levels of items, because when the skill level goes well beyond the elements you break down, the gains become really weak. You still get materials, so desperate for money remains an option, but if the experience is what you're looking for, move on to more advanced objects. Increase success chances If you want to gain really good profits but don't want to lose too many items for unsuccessful desynth attempts, you can use some ways to increase the success rate. First, there are some consumables that can assign you a buff called Cautious desynthesis. For each bunch, you get an extra 3.75% chance of success. Bacon - a meal made by culinary products. NQ gives you 1 bunch bonus, HQ approves 2 of them. It takes 30 minutes. Tinker's Calm – a potion created by alchemists. NQ gives you 3 loads of Cautious Desynthesis, HQ provides you with 4, which is an additional 15%. It takes 10 minutes. You can use two of these consumables together and the bonuses will add up if both are high quality, you will get an additional 22.25% increased success rate, which is a lot. Another way to increase desynth options is to melt matter into objects that you will break down. Assessment and quality of matter is irrelevant, even the lowest level, the cheapest will always increase the chance of a 5% for each unit of matter, so make sure you step into those items if you can. Finally, Aetherial objects have more chance of successfully giving up. The numbers depend on the bonuses of the item. Desynthesis rewards There are many different components that you can get when you dezentite an element. Every time you succeed, you have the option to get some elemental debris/crystals/clusters that are part of the recipe item (even non-craftable items have recipes, they are just hidden). You also get the opportunity to get a single type of other materials that are part of the recipe. In addition, there is a chance to get demimaria. All items have the option to provide you with some Clear Demimateria, most items can also assign you Battlecraft or Fieldcraft Demimateria. Combat equipment can drop a warship, crafts and collection equipment can give some off-road vessels – no surprises there. If the recipe includes high-quality components, you only have about a 20% chance of actually getting an HQ and 80% of the production of normal quality material. In the end, you can get demimaria, several elemental fragments/crystals/clusters and one random type of the other component. Therefore, it is optimal to desynth objects consisting of one material, just because you do not get any different. Another thing you will get after a successful trial is part of the point of skill that will be permanently added to your character. Demimateria As we mentioned earlier, it is one of the rewards you can get for your despair demimateria, they are several species and most of them are really valuable to the craft. Desynthesis is the main source of demimateria in FFXIV, but there are certain types that can be obtained from other sources. This is also the main reason that anyone begins to descend into Desynthesis, since a bit of luck with demimateria prizes is the most likely way to enrich themselves with this skill. The only one that is not useful for creating items is Clear Demimateria, but getting it is still not a tragedy because you can sell it for a decent price to an NPC trader. Clear Demimateria I – can be sold for 200 Gil Clear Demimateria II – can be sold for 1000 Gil Clear Demimateria III – can be sold for 5000 Gil Then there are the most common types of demimateria used for building objects: battle craft. It is used for items that provide combative stats and field crafts, which can become part of craft equipment or collection , as well as furniture. Battlecraft Demimateria I – used exclusively for jewelry for level 50 character Battlecraft Demimateria II – can be used in craft jewelry and some armor for level 50 character Battlecraft Demimateria III – For multiple oruje i ostavu for level 50 i 60 character Fieldcraft Demimateria I – for the naming and jewellery for artisans and collectors Fieldcraft Demimateria II – can be used for handbook , more cosmetics, and furniture Fieldcraft Demimateria III – mostly used to create powerful crafts and collection tools, as well as some furniture. Another way to get him is trading with Talan in The Revenant's Toll. He will give you this demimateria for any of these items: Reinforced Plywood pineapple, Balanced Darksteel Hook, Reinforced Darksteel wire, Calibrated Rose Gold Cog, Water tempered hippogryph stripe, intricate silver brocade, concentrated brandy of salt or rich tomato relish. Then some types are associated with special lines of items: Demimateria of Craggs – used to craft tremor weapons Demimateria of the Inferno – used to craft Inferno weapons Demimaria Vortexa – to craft Vortex-ovog arms Demimog Demimateria – used for craft moogle weapons i finally, here is some rarer i jače, For the craft of some of the most ze stuff u game: Demicrystal – can be used to produce multiple weapons for characters grade 60 Kingcraft Demimateria – used for craft equipment for 70th degree artisans and collectors. For trading you can obtain 50 Yellow Crafter Scripts Mastercraft Demimateria – takode is behind the craft ostavu for level 70 Uccci ruke i uccci land izaberi real class on the level Desynthesis There is no universal answer to this question, so a hundred Final Fantasy XIV podlezte to differentiate the balance sa patches. They affect not only the combat power of different jobs, but also the economy at play. In general jewelry, armor pieces are easier to obtain than weapons, so if you are looking for relatively easy niving as possible, you Consider that there are risks, a leatherman, a jeweler or an armor. You can get really good desynth prizes and a lot of demimateria. The down draw is that most players think like that, so you have tremendous competition in the market. Generally cloth and leather clings fall more often than heavier, so if this is an important factor for you, consider going to the leather or dress. Choosing classes and posts can be much easier if you buy an already developed FFXIV Account with some means to start! Kulinarski is probably the most unique and at the same time the cheapest example. You can level Desynthesis in this class very easily, by disassing fish that you can easily buy on the market. Almost every player who balances fishing will catch tones of unnecessary along the way. The bad part is you can't get a fish demimary. You can get it from some other culinary items in desynth, but it will be harder and more expensive. At the same time, fish can provide you with some valuable materials. Regulating Desynthesis to an alchemist, blacksmith or carpenter may be more difficult, but with less competition, you may get some components (including demimateria) that will be extremely valuable to the market. These are some of the riskier, high-risk reward decisions. If you level out Desynthesis in a particular class and later decide that it was a bad decision, you can use a matching manual... for beginners to reset it back to 1. Tips for Desynthesis It's really worth it to desynth one ingredient items, often they will have the greatest opportunity to make a great profit. If the item consists of 3 units of the same material, you have the option to get 1, 2 or 3 pieces of this material. If the item consists of 1 unit of each of the three different components, you will only have the option to get it. This does not mean that you should never give up objects that have multiple components, in some cases, it can be useful, but in most cases, it is less economically efficient. To get the most valuable components and demimateria you sometimes need to desynth really powerful items like your jail drops and some powerful equipment that you could find on the market. When parsing an expensive item, you should always use available methods to reduce the possibility of failure: we recommend using consumables and material ing. Acquiring Desynthesis does not necessarily mean strength to offset as soon as possible and invests a lot of Gil. You can only do a quest when you get to level 30 as each pupil hands and just break down items that you can't sell for a reasonable price and are completely redundant for you. It's not a commitment whatsoup and yet, slowly, but for sure, you get some level as the game progresses. Remember that you can always despise objects that you have made yourself. Unlike many other MMORPGs, in Final Fantasy XIV, there are no penalties for Of course you're not going to do gil with that. It's just a chance to pull through a few levels if you're struggling to find good objects that break. Desynthing items purchased from an NPC vendor is another option if you can afford to spend some gil. When a new patch is introduced and new elements are found in the game, you won't be able to neglect them. It's not going to be like this forever. After a few patches, they should be enabled for this purpose. It's good to keep track of things like that, for example by reading patchy notes. Final Fantasy XIV Final Fantasy XIV: A Realm Reborn is a massive multiplayer online role-playing game developed and published by Square Enix. It was re-released in 2013 in its current form. He is the second representative of this genre in this price series. FF14 combines fascinating story and lore with a very complex game structure that allows players to make an abundance of horizontal promotions – allowing players to equalize each class and work in the game on a single character. Players can travel through the magical continent of Eorzeje and see its many beautiful regions. Another interesting feature is the advanced economic system, driven by players with eight artisanal and three collection classes, all of which are connected to each other. There's also a lot of gaps and barley. At the same time, the ultimate goal has many optional activities focused on collectibles and cosmetics. Players can buy apartments and equipment of their homes and homes using several craft professions. They can also collect glamorous elements that allow them to change the appearance of their characters. Final Fantasy XIV created a loyal, friendly and helpful community of players who are very welcome and beautiful. Try out one of the most beautiful MMORPGs and enjoy a wide range of activities packed with activities or relaxing activities. Activities.

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