

## Auric's List of Cross-Class Crafter Skills

	CRP	BSM	ARM	LTW	WVR	ALC	CUL	GSM
<b>Level 15</b>	Rumination	Ingenuity	Rapid Synthesis	Waste Not	Careful Synthesis	Tricks of the Trade	Hasty Touch	Manipulation
<b>Level 37</b>	Brand of Wind	Brand of Fire	Brand of Ice	Brand of Earth	Brand of Lightning	Brand of Water	Steady Hand 2	Flawless Synthesis
<b>Level 50</b>	Byregot's Blessing	Ingenuity 2	Piece by Piece	Waste Not 2	Careful Synthesis 2	Comfort Zone	Reclaim	Innovation
<b>Level 54</b>	Name of Wind	Name of Fire	Name of Ice	Name of Earth	Name of Lightning	Name of Water	Muscle Memory	Maker's Mark

At level 50 you will have ten cross-class slots you can use. (This number did not increase in Heavensward, sadly.) This will be just BARELY enough to keep the abilities you need active for endgame crafting. Here's my list of the ten I use, plus the fill-ins I use for those crafters that have enough space.

Byregot's Blessing	Careful Synthesis 2	Reclaim (if room)
Ingenuity 2	Hasty Touch	Innovation (if room)
Piece by Piece	Steady Hand 2	
Maker's Mark	Comfort Zone	
Flawless Synthesis	Tricks of the Trade	

### List of Cross Class Crafter Skills with Brief Descriptions

Note: All of the Elemental abilities are only really useful when making items that have an elemental aspect. Not many do at the moment. Because of this, I'm leaving them off this list. If something has an elemental aspect you may want to swap in the appropriate Brand of Name skill.

Name	How useful is it?	What does it do?
Byregot's Blessing	ESSENTIAL (for HQ)	Takes the stacks of Inner Quiet buff you've amassed and turns them into a huge Quality boost. GET IT.
Careful Synthesis	Useful early	No-fail progress at a -10% off your usual rate
Careful Synthesis 2	ESSENTIAL	No-fail progress at 120% of normal progress. GET IT.
Comfort Zone	Very handy (late)	Costs a fair amount of CP, but returns some each turn. If it runs the full 10 turns, you get back 14 more CP than it cost you. Useful for endgame crafts with 30+ turns; you can use it multiple times.
Flawless Synthesis	See the comment	This ability is pretty useless UNTIL you pair it up with Maker's Mark. Then it becomes extremely good for endgame crafting.
Hasty Touch	ESSENTIAL	Quality increase without CP cost. (You still lose durability.) Bump the chance of success with Steady Hand or Steady Hand 2 when you use it. GET IT.
Ingenuity	Fair	Reduces the effective level of your craft for five turns. This increases your progress and quality numbers while it is active. Use at low levels if crafting something tough
Ingenuity 2	Very good (late)	Like Ingenuity, but you get more of an effective bonus. Very good for endgame crafting; don't need it while leveling unless doing something at the top edge of your ability.
Innovation	Fair to good	Increases your control by 50% for three turns. Helps you hit HQ more easily but it doesn't last long and you may have better uses for your CP. Some crafters like it but I don't use it much.
Maker's Mark	See the comment	Use in endgame with Flawless Synthesis to get a lot of free Progress. Very good.
Manipulation	Master's Mend is better	A little cheaper than Master's Mend but much more difficult to get the full value from, because it's on charges, which Master's Mend is not. Also, Mend doesn't eat up a cross-class slot.
Muscle Memory	Useless *(see note)	If you don't have Piece by Piece from Armorer 50, this is not terrible, but you can only use it on the first turn, which shuts out the much better Maker's Mark. Get Piece by Piece instead.
Piece by Piece	Useless early, great late	Increases progress by 33% of the unfinished amount. The bigger the total progress you need, the more you get from this ability. So the harder the craft, the more you want this.
Rapid Synthesis	Do you feel lucky, punk?	This has saved a botched craft a time or two, but you need a lot of luck to make it pay off. It does 250% of progress but fails half the time. Not worth it for difficult, expensive endgame crafts.
Reclaim	Pretty good	Reclaim increases your chance of getting your mats back after a failed craft to 90%. (No you can't improve it with steady hand.) It takes 55 CP to use, though. It's decent but not essential.
Rumination	Good early, useless late	Takes the stacks of Inner Quiet buff you've amassed and turns it into a bunch of CP. Nice to have early, before you get Byregot's, but Byregot's is better after that. (FAR better.)
Steady Hand 2	ESSENTIAL	Gives +30% chance of success to any action. This makes Hasty Touch work, even if imperfectly. Makes many other things work too.
Tricks of the Trade	Very good	If you get a good or an excellent and don't want to use it for something else, this ability will convert it to 20 CP. Later you'll use most of your Good/Excellents for other things, but you still want this.
Waste Not	Master's Mend is better	This ability cuts the durability cost of actions in half, from ten to five, for four steps. This is okay early on, but later Master's Mend is a better buy. (Mend is not on charges like this is.)
Waste Not 2	Master's Mend is better	This ability cuts the durability cost of actions in half, from ten to five, for eight steps. This is okay early on, but later Master's Mend is a better buy. (Mend is not on charges like this is.)

### Standard Leveling Order for Would-Be Omnicrafters

All crafts to 15

Culinarian to 37	Steady Hand 2
Carpenter to 50	Byregot's Blessing
Weaver to 50	Careful Synthesis 2

Then in any order you like: Blacksmith to 50, Armorer to 50, Alchemist to

Blacksmith to 50	Ingenuity 2
Armorer to 50	Piece by Piece
Alchemist to 50	Comfort Zone

Last, Goldsmith to 54 for Flawless Synthesis and Maker's Mark for endgame crafting, picking up Innovation at 50 along the way if you want it, Culinarian to 50 for Reclaim.