

Bounty Hunter

Armormech

Scavenging

Armstech

Scavenging

Imperial Agent

Biochem

Bioanalysis

Cybertech

Scavenging

Slicing

Sith Warrior

Artifice

Archaeology

Biochem

Bioanalysis

Sith Inquisitor

Synthweaving

Archaeology

Armormech

Armormech gives you the ability to work with hard metals and electronic shielding to construct all types of personal armour. Vendor-purchased fluxes are used during the armour creation process to refine the materials to ensure suitability. Armormechs can reverse engineer their crafted armour and possibly discover new ways to improve armour creation.

Armstech

This skill specializes in creating weapons like the Assault Cannon, Blaster Pistol, Blaster Rifle and Sniper Rifle. It also allows a player to craft weapon upgrades and modifications: Barrels, Scopes and Triggers. Vendor-purchased fluxes are used during the blaster creation process to refine the materials to ensure suitability. Armstechs can reverse engineer their crafted blasters and possibly discover new ways to improve blaster creation.

Artifice

This skill specializes in creating modifications for items, including lightsabers. The item categories the Artifice skill can craft are: *Circuitry*, *Emitter Matrix*, *Focus Crystal*, *Focus Lens*, *Gadget*, *Harness*, *Overlay*, *Underlay* and *Resonance Crystal*. Colour crystals also determine the lightsaber's beam colour. Armour overlays and underlays provide additional armour protection and augment combat prowess. Artificers can reverse engineer their crafted focii, feet and wrist armour and possibly discover new ways to improve armour creation

Biochem

Allows the creation of performance-enhancing serums and various biological implants. Also makes *Med Units*, which function as ranged Medpac heals. Biochemists can create medpacs to restore health, stimulants (single-use injections) that provide a boost to physical abilities, and biological implants that enhance combat prowess by stimulating neural networks and regulating brain stem functions. Biochemists can reverse engineer their crafted implants and possibly discover new ways to Potions are always sought after so this profession is decent for making credits..

Synthweaving

This skill specializes in creating lighter armour, presumably mostly for Sith Inquisitors and Jedi Consulars. Think of it like tailoring/leatherworking. Vendors provide premade solutions, suspensions and composites that are used during the Synthweaving process. Synthweavers can reverse engineer their crafted armour and possibly discover new ways to improve armour creation.

Cybertech

This skill specializes in Droid upgrades, but can also craft earpieces. They also make modifications for certain items: Harnesses, Overlays, Underlays, Circuitry, Gadgets and Generators; grenade and droid armour craftable items. Also tech wrists and boots. Earpieces are external mini-computers that are worn on or near the ear. They enhance combat prowess by giving audio and visual feedback to the wearer or through direct neural feedback via an external nerve relay. Cybertechs can reverse engineer their crafted droid, feet and wrist armour, earpieces, electro weapons, and generators, and possibly discover new ways to improve their creation

Archaeology crew skill enables you to find imbued items like Lightsaber crystals and ancient artefacts. It's mainly used to mine crystal nodes; think of it like mining in other MMO games. Crystal formations contain crystals that an Artificer can use to construct lightsaber modifications and armour for Force users. Archaeological finds contain artefact fragments of Force-imbued technology. These valuable items contain ancient formulas and algorithms used in *Artifice* and *Synthweaving*. Archaeological finds possibly conceal rare datacron components that are used in the creation of attribute-enhancing Matrix Cubes.

Bioanalysis enables you to collect genetic materials from creatures and plants. No doubt this skill is best paired with the Biochem crafting skill. Genetic materials include cell fibres, bacterial strains, toxic extracts and medicinal fluids. Biochemists use these materials to create medpacs to restore health, stimulants (single-use injections) that provide a boost to physical abilities, and biological implants that enhance combat prowess by stimulating neural networks and regulating brain stem functions.

Scavenging enables you to recover useful materials and parts from old and damaged technology you come across. The crafting skills *Armormech*, *Armstech*, and *Cybertech* utilize Scavenging resources, and is typically suited for Bounty Hunters and Troopers.

Slicing enables you to access secure computer systems and lockboxes and acquire valuable data, items, tech materials and rare schematics from it. This basically enables you to get various recipes that can later be used for different crafting skills to make mostly weapons and armour. Common slicing targets include electronic safes, data stations, security mainframes and biometric footlockers. They contain lockboxes that can yield valuable items, credits, rare tech materials used to construct prototype and artefact droid armour and generators, and mission discovery objects that unlock challenging missions that can potentially yield great rewards. You might want to know that slicing is currently by far the biggest money maker. Resources are used for *Cybertech* crafting skill.