

Tailoring and Beast Master? What's all that about?

Since stats were removed from Armor Padding there has been no point to tailor experimentation. Indeed there has been nothing to experiment on. But now, with Beast Master expertise, there is a new requirement for tailors to diversify and produce components for use in the manufacture of various BM items. It's a radical departure from Black Crafter's Pants and Extremely Revealing Skirts but the times they are a-changin' so if you want to dust off your old Tailor suit (or get yourself a new one) then here's how it works.

The Beast Master system requires crafted items from all of the Trader professions. Within the Domestics Trader profession there are 5 items which require Clothing experimentation. There is also an item called a Chemical Reactive Unit but this requires Food Experimentation and so isn't dealt with here.

All of the following sub-comps require Clothing Experimentation and have 2 lines to experiment on so the additional experimentation points from Tailor expertise, enhanced clothing and SEAs are very important.

Element Processing Filter: Schematic is granted at CL74.

Resources: 250 Gemstone, 500 Radioactive
Stats Required: OQ, DR 80% /20%
Experimental Lines: Mutagen Potential, Purity Potential

Used in the manufacture of Element Processing Canisters (these are consumables which are used as part of the element processing cycle in the manufacture of high quality enzymes).

Enzyme Centrifuge Separation Filter: Schematic is granted at CL74.

Resources: 250 Fiberplast
Stats Required: OQ, DR 80% /20%
Experimental Lines: Mutagen Potential, Purity Potential

Used in the manufacture of Enzyme Centrifuge Separation Trays (consumables used in centrifuges to break down Hydrolase enzymes into their constituent elements).

Enzyme Centrifuge Separation Mixture: Schematic is granted at CL74.

Resources: 250 Known Liquid Petrochemical
Stats Required: OQ, DR 80% /20%
Experimental Lines: Mutagen Potential, Purity Potential

Used with the Separation Filters to make Separation Trays.

Enzyme Reprocessor Filter: Schematic is granted at CL74.

Resources: 400 Wood, 350 Corn
Stats Required: OQ, DR 80% /20%
Experimental Lines: Mutagen Potential, Purity Potential

Used in the manufacture of Enzyme Re-processor Capsules (consumables used in the final stage of enzyme processing, when hydrolase elements are combined to form a new hydrolase).

Note: For the wood you need to look for Deciduous Wood (Hardwood). All wood has capped stats but Deciduous Wood has OQ uncapped (DR is capped at 800).

Enzyme Extraction Canister: Schematic is granted at CL74.

Resources: 250 Steel, 350 Iron, 650 Low Grade Ore
Stats Required: OQ, DR 80% /20%
Experimental Lines: Mutagen Potential, Purity Potential

Used in the manufacture of Enzyme Extractors. These are small syringes used by Beast Masters to extract "Hydrolase" enzymes from beasts. Hydrolase enzymes are used to manufacture beasts.

What makes a good consumable?

The element processing system is complex and resource intensive (there's a very good diagram of how it works [here](#)) and so BMs are looking for good quality sub-components. The resources you use must therefore have very good OQ and DR. You need to get the lines you experiment on as close to 1 as possible. The most popular sub-comps are those with a high purity value, as these are used in the manufacture of high level combat beasts. So max out the Purity line first and then experiment on Mutagen Potential. Once you have gathered enough resources to make sub-comps commercially you may want to discuss variations on the mix with your customers. If a customer is looking to get a mutation then they may want either a mutagen biased sub-comp or a balanced subcomp.

The Enzyme Extraction Canisters are a slightly different matter. Since they are used to make the Hydrolase extraction guns, and hydrolase is an essential component for beasts of any type, then there is a market for both high quality and low quality canisters (if the price is right). For example, the quality of the materials used to make Mounts is completely irrelevant. BMs who make mounts commercially don't care about the stats on the Hydrolase and therefore the Enzyme Extractors can be made from grind quality resources. So you could do a factory run of Enzyme Extraction Canisters and label them as "Enzyme Extraction Canisters for Mounts". You can then base your price around quantity of resources (1250 units per canister) and whatever factor you use for grind resources.

What lines of expertise do I need to take if I want to get into making components?

As a CL90 Domestics Trader you will have 10 points of Clothing Experimentation, you will want to boost this to 11 points by selecting the following expertise boxes:

Tailor Dexterity (4 expertise points)
Tailor Hypothesis (4 expertise points)
Tailor Advanced Theory (1 expertise point)

It is the final box (Advanced Theory) that gives you the +10 to experimentation or 1 additional experimentation point but you can only take this box once you have filled the other 2.

In addition to this you will want to take the following Resource processing boxes:

Resource Processing (2 expertise points)
Advanced Resource Refinement (2 expertise points)

Between them this will give you a 4% increase in resource quality.

I don't have a Tailor crafting suit because I've never needed one - what do I do?

To get the all important extra 2 experimentation points you will need to add +20 to your Clothing Experimentation skill. To do this you will need to use SEAs (Skill Enhancing Attachments or Skill Tapes). The maximum experimentation you can get on a tape is +8 and tapes can only be added to the Shirts, Armour Breastplates, Weapons and Robes. Since you will need a minimum of 3 tapes you can go for either:

Shirt, Breastplate, Weapon
or
Shirt, Gunman's Duster (or other robe), Weapon

To cut down on the cost of the outfit remember that you only need +20 to get your extra 2 points so you could get two +6 Clothing Experimentation tapes and one +8 (or +8, +7, +5 or +7, +7 +6 etc).

Note: If you're thinking of boosting your experimentation to very high levels using experimentation powerups think again. Experimentation is the only mod that can't be made into a powerup.

Thanks for the descriptions but what the heck does "consumables which are used as part of the element processing cycle in the manufacture of high quality enzymes" mean?

To make a beast you need the following:

- ? Incubator
- ? DNA
- ? Hydrolase Enzyme (x3)

- ? Lyase Enzyme (x3)
- ? Isomerase Enzyme (x6)
- ? Geothermal Power (7500 units)

DNA is extracted from a beast (either living or dead) using an innate BM skill (ie you don't need a special tool to get the DNA).

Hydrolase is extracted from dead animals using an Enzyme Extractor (which looks a bit like a syringe).

Lyase is obtained from foraging, while **Isomerase** is looted from dead animals.

The Hydrolase enzyme controls how many points you get to invest during the experimentation stages when making a beast. The more points you get the better the final creature. The hydrolase in its raw state (ie as extracted from a beast) will give you a maximum of 10 experimentation points (and getting a 10 purity hydrolase is a very rare thing). However the maximum number of points for any experimentation stage is 20, so a +10 hydrolase will only give you 50% of the possible experimentation points. In order to increase the power of your hydrolase you need to process it. This is a 3 stage affair:

- ? Break down your Hydrolase into its component elements using an Enzyme Centrifuge. This will give you 2 out of 5 possible elements (the elements are named A, B, C, D and E). You will have to repeat the centrifuge step until you have one of each possible element type
- ? Process the elements to improve their quality using an Element Processor
- ? Recombine a set of elements (using 1 each of A, B, C, D and E) into a processed Hydrolase Enzyme using an Enzyme Re-processor

Of course you will have to go through this a number of times until you get 3 full sets of elements of the right quality. Even then there is an element of luck about the values you get out of each stage. Good sub-components are very important but won't guarantee a high powered Hydrolase.

As you can see, this is quite a complicated, resource intensive process, it is however optional (and completely pointless if all you want is a mount).