












Relic requirements for one character

Farming parts => Cantina nodes			
			
Level 2	15	0	0
Level 3	20	15	0
Level 4	20	25	0
Level 5	20	25	15
Level 6	20	25	25
Level 7	20	25	35
Total	115	115	75

Gear convert parts						
						
Level 1	40					
Level 2	30	40				
Level 3	30	40	20			
Level 4	30	40	40			
Level 5	30	40	30	20		
Level 6	20	30	30	20	20	
Level 7	20	30	20	20	20	10
Total	200	220	140	60	40	10

Point that is doable for relics without very long farm
Real stat changes come from these levels

* based on my own inventories

Conversion rates			
	Best conversion gear	Conversion (gear to 1 part)	Comment
	+6 pieces, tons of them in storage	Can use litterly everything	5.8
	Some '+20, most '+12		3.75
	Need to be crafted, parts needed: okay amount		0.15
	Needs to be farmed, Most advantage one that i saw		0.1
	Doesn't matter which gear you use, all will have a long farm. Also, no comparison possible because certain pieces don't have relic points (see picture why)		0.1777
	Long farms, best way to do it imo	  	5

All gear 12 pieces, very hard to get

Total gear for one character	
Table above = number of parts needed in total, Table left = gear needed for 1 part, This table = number of gear needed	
1160	
825	
21	
6	
7.108	
50	

Gear that is needed to form other gear: difference in relic 'points'						
Gear part	Amount	Relic points	Gear part	Amount	Relic points	Difference
	50	6		1	300	0
	5	6		1	30	0
	1 + 2 + 1	48		1	300	252
	20	10		1	500	300
	50	18		1	900	0

Picture


Mk 12 ArmaTek Visor





Stats
+60 Armor
+60 Resistance
+10.0% Tenacity

This piece gives 1050 relic points

Materials

1x  30x 

2x  20x 

This piece gives 450 relic points. Used for conversion (less farming)

Both are annoying to farm

No relic points