Relic requirements for one character

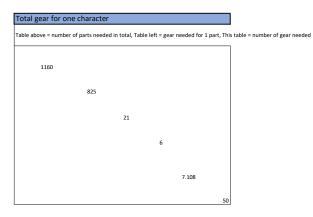
Farming parts => Cantina nodes					
Level 2	15	0	0		
Level 3	20	15	0		
Level 4	20	25	0		
Level 5	20	25	15		
Level 6	20	25	25		
Level 7	20	25	35		
Total	115	115	75		

Gear con	vert parts					
					Q	Ø
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

Conversi	on 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	Mk VI	3.75	
	Need to be crafted, parts needed: okay amount	Mk VII	0.15	
	Needs to be farmed, Most advantage one that i saw	Mk III	0.1	
0	long farm. Also, no coi certain pieces don't ha	gear you use, all will have a mparison possible because ve relic points (see picture why)	0.1777	All gear 12 pieces, very
	Long farms, best way to do it imo	MKXI MI MKXI	5	hard to get



Gear that is needed to form other gear: difference in relic 'points'						
Gear part	Amount	Relic points	Gear part	Amount	Relic points	Difference
MkX	50	6	MkXI	1	300	0
V I	5	6	WK.W	1	30	0
10 °C	1+2+1	48	Mk VII	1	300	252
MKII (MKII)	20	10	Mk III	1	500	300
MKX	50	18		1	900	0

