

# Chemistry Bench

Die Chemistry Bench hilft dabei, verschiedene Rohstoffe zu neuen Produkten zu verarbeiten und dabei eine extrem schnelle und effektive Herstellung zu garantieren.



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Typ	Struktur
Strukturpunkte	2.500
Gewicht	60
Benötigt zusätzlich	<a href="#">Electrical Generator</a> <a href="#">Gasoline</a>
Item-ID	Keine ID
Benötigtes <a href="#">Level</a>	85
<a href="#">Engrammpunkte</a>	65
<a href="#">Erfahrungspunkte</a> bei Herstellung	33 <a href="#">XP</a>
Vorbedingung	<a href="#">Beer Barrel</a> <a href="#">Fabricator</a> <a href="#">Mortar and Pestle</a> <a href="#">Absorbent Substrate</a>
Schaltet frei	<a href="#">Substrate</a>

- image not found or type unknown
- 250x [Metal Ingot](#)
- 250x [Cementing Paste](#)
- 100x [Sparkpowder](#)
- 250x [Crystal](#)
- 250x [Polymer](#)
- 250x [Electronics](#)
- Wird im [Fabricator](#) hergestellt

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Produkt	Zutaten	Anzahl	<a href="#">Erfahrungspunkte</a>
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20x

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6x

Narcotic      Narcotic

8,0

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4x

Spoiled Meat

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12x

Stone      Sparkpowder

4,5

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4x

Flint

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6x

Sparkpowder      Gunpowder

0,4

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16x

Charcoal      Chitin

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6x

Cementing Paste      Cementing Paste

4,8

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20x

Stone

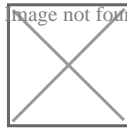
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6x

Stimulant      Stimulant

4,0

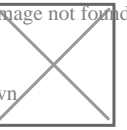
Sparkpowder

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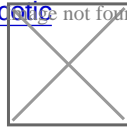
24x

Pellets



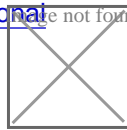
8x

Narcotic



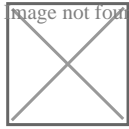
16x

Citronat

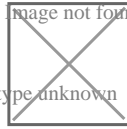


16x

Rockarrot



Bug Repellant

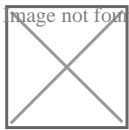


Bug Repellant

6x

4,0

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Spawnbefehl:

Code

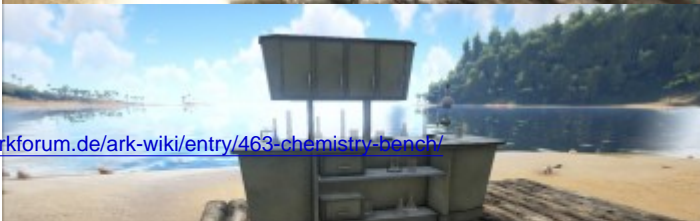
1. cheat

"Blueprint/Game/PrimalEarth/CoreBlueprints/Items/Structures/Misc/PrimalItemStructure\_ChemBench.PrimalItemStru

1 1 false

giveitem

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Spiel

Für welches Spiel ist  
dieser Eintrag gedacht? ARK Survival Evolved