|  |  |
| --- | --- |
| **1** | **Player Abilities**  Allow instant reset of a player ability. |
| **1** | **Center Improvements**  Improve completion time of an improvement by 25%. |
| **3** | **Center Improvements**  Allow for instant completion of an improvement. |
| **1** | **Center Improvements**  Reduce the cost for an improvement by 25%. |
| **3** | **Center Improvements**  Allow for an improvement to be built without cost. |
| **1** | **Recruitment**  Reduce the cost of hiring new troops by 25% for 24 hours. |
| **1** | **Garrison Recruitment**  Reduce the cost of hiring new troops by 10% for one week. |
| **1** | **Companion Management**  Add 30 unassigned weapon proficiency points to a companion. |
| **1** | **Companion Management**  Add 1 unassigned attribute point to a companion. |
| **1** | **Companion Management**  Add 1 unassigned skill point to a companion. |
| **8** | **Companion Management**  Unassign all of a companion’s attributes & skill points. |
| **1** | **Companion Management**  Instantly finish reading a book. |
| **2** | **Player**  Instantly finish reading a book. |
| **1** | **Item Commissioning**  Boost item commissioning / repair production in one location by 30% for one week. |
| **1** | **Item Commissioning**  Instant boost of +1000xp to a location’s artisan crafter. |
| **1** | **Garrison Recruitment**  Reduce the cost of hiring new troops by 2% permanently. |

Common Links:

* Party Roles
* Companion Relationships

Companion Info Page:

**Companion Reading**:

Current Book (% progress)

Next book to read.

Next book to read.

Next book to read.

Option to instant finish current book with emblems.

**Companion Inventory** – link to other presentation.

**Companion Equipment** – link to other presentation.

**Companion Autoloot Settings** – link to other presentation.

**Export** – button

**Import** – button

**Character Statistics**:

STR / AGI / INT / CHA

Proficiencies

Skills > 0

**Reset Character** – button - emblem cost

**Add Attribute** – button – emblem cost

**Add Skill Point** – button – emblem cost

**Add Proficiency** – button – emblem cost