Table of contents

[Inventory: [19 Perks] 2](#_Toc165842060)

[Player: [21 Perks] 4](#_Toc165842061)

[Tools: [18 Perks] 6](#_Toc165842062)

[Arídean Elements: [10 Perks] 8](#_Toc165842063)

# Inventory: [19 Perks]

Tier 0:

* Add 1 row of items to the Inventory (5 total)
  + - **Wood x1**
* Add 1 column of items to the Inventory (5 total)
  + - **Tungsten x1**
* Increase health gained by eating, with 10%
  + - **Cactus x2**
    - **Tube Plastic x2**

Tier 1: Tier **1 Perk Cube x1**

* + Add 1 row of items to the Inventory (6 total)
    - **Wood x2**
  + Add 1 column of items to the Inventory (6 total)
    - **Tungsten x2**
  + Add 1 row of items to any chest (max of 8)
    - **Wood x4**
    - **Tungsten x4**
    - **Gold x2**
  + Add 1 column of items to any chest (max of 8)
    - **Wood x4**
    - **Tungsten x4**
    - **Gold x2**
  + Increase health gained by eating, with 10%
    - **Cactus x3**
    - **Tube Plastic x3**
    - **Stalk Fruit x1**

Tier 2: **Tier 2 Perk Cube x1**

* + Add 1 row of items to the Inventory (7 total)
    - **Wood x4**
  + Add 1 column of items to the Inventory (7 total)
    - **Tungsten x4**
  + Add 1 row of items to any chest (max of 8)
    - **Stone x4**
    - **Tungsten x8**
    - **Magnetite x4**
  + Add 1 column of items to any chest (max of 8)
    - **Stone x4**
    - **Tungsten x8**
    - **Magnetite x4**
  + Increase health gained by eating, with 10%
    - **Cactus x4**
    - **Tube Plastic x4**
    - **Stalk Fruit x2**

Tier 3: **Tier 3 Perk Cube x1**

* + Add 1 row of items to the Inventory (8 total)
    - **Wood x8**
  + Add 1 column of items to the Inventory (8 total)
    - **Tungsten x8**
  + Add 1 row of items to any chest (max of 8)
    - **Cryonite x4**
    - **Tungsten x12**
    - **Viridian x4**
  + Add 1 column of items to any chest (max of 8)
    - **Cryonite x4**
    - **Tungsten x12**
    - **Viridian x4**
  + Increase health gained by eating, with 10%
    - **Cactus x5**
    - **Tube Plastic x5**
    - **Stalk Fruit x3**
  + Keep Items in inventory upon fainting
    - **Tier 3 x2**
    - **Cryonite x5**
    - **Viridian x5**

# Player: [21 Perks]

Tier 0:

* + Get an upgradeable suit
    - **Wood x1**
    - **Tungsten x1**
    - **Plant Fiber x2**
* The temperature feels 2°C more towards ideal temperature (permanent)
  + **Heat Fruit x1**
  + **Cold Fruit x1**
* Extended Weather report with 1 day
  + **Cotton x2**

Tier 1: **Tier 1 Perk Cube x1**

* Increase Player Movement Speed with 10%
  + - **Gold x2**
    - **Glue Plant x4**
    - **Spik Oil x2**
* Increase Player Interactable Distance with 10%
  + - **Plant Fiber x3**
    - **Magnetite x1**
* Reduce the Research time with 50%
  + **Spik Oil x2**
* The temperature feels 2°C more towards ideal temperature (permanent)
  + **Heat Fruit x2**
  + **Cold Fruit x2**
* Increase health resistances with 10%
  + **Stalk Fruit x2**
* Extended Weather report with 1 day
  + **Cotton x4**

Tier 2: **Tier 2 Perk Cube x1**

* Increase Player Movement Speed with 10%
  + - **Magnetite x2**
    - **Glue Plant x8**
    - **Spik Oil x4**
* Increase Player Interactable Distance with 10%
  + - **Plant Fiber x6**
    - **Magnetite x2**
* Reduce the Research time with yet another 50%
  + **Spik Oil x4**
* The temperature feels 2°C more towards ideal temperature (permanent)
  + **Heat Fruit x4**
  + **Cold Fruit x4**
* Increase health resistances with 10%
  + **Stalk Fruit x4**
* Extended Weather report with 1 day
  + **Cotton x8**

Tier 3: **Tier 3 Perk Cube x1**

* Increase Player Movement Speed with 10%
  + - **Viridian x2**
    - **Glue Plant x8**
    - **Spik Oil x4**
* Increase Player Interactable Distance with 10%
  + - **Plant Fiber x9**
    - **Magnetite x3**
* Reduce the Research time with yet another 50%
  + **Spik Oil x8**
* The temperature feels 2°C more towards ideal temperature (permanent)
  + **Heat Fruit x8**
  + **Cold Fruit x8**
* Increase health resistances with 10%
  + **Stalk Fruit x8**
* Extended Weather report with 1 day
  + **Cotton x16**

# Tools: [18 Perks]

Tier 0:

* + Reduce the ore veins sturdiness with 1 (“OreManager”: oreHealthReducer = 1)
    - **Tungsten x4**
  + Reduce the tree sturdiness with 1 (“OreManager”: oreHealthReducer = 1)
    - **Wood x4**
  + Increase Tool Durability with 10%
    - **Tungsten x4**
    - **Wood x4**

Tier 1: **Tier 1 Perk Cube x1**

* + Reduce the ore veins sturdiness with 1 (“OreManager”: oreHealthReducer = 1)
    - **Tungsten x8**
  + Reduce the tree sturdiness with 1 (“OreManager”: oreHealthReducer = 1)
    - **Wood x8**
  + Increase Tool Durability with 10%
    - **Tungsten x8**
    - **Wood x8**
    - **Gold x4**
  + Increase the chance of getting more resources when mining and cutting (1,1)
  + **Perk Cube x1**
  + **Spik Oil x2**
  + **Plant Fiber x1**
  + Reduce Equipment Cooldown with 10%
  + **Glue Plant x10**

Tier 2: **Tier 2 Perk Cube x1**

* + Reduce the ore veins sturdiness with 1 (“OreManager”: oreHealthReducer = 2)
    - **Tungsten x16**
  + Reduce the tree sturdiness with 1 (“OreManager”: oreHealthReducer = 2)
    - **Wood x16**
  + Increase Tool Durability with 10%
    - **Tungsten x8**
    - **Wood x8**
    - **Magnetite x4**
* Increase the chance of getting more resources when mining and cutting (3,3)
  + **Perk Cube x2**
  + **Spik Oil x4**
  + **Plant Fiber x2**
* Reduce Equipment Cooldown with 10%
  + **Glue Plant x20**

Tier 3: **Tier 3 Perk Cube x1**

* Reduce the ore veins sturdiness with 1 (“OreManager”: oreHealthReducer = 3)
  + - **Tungsten x32**
* Reduce tree veins sturdiness with 1 (“OreManager”: oreHealthReducer = 3)
  + - **Wood x32**
* Increase Tool Durability with 10%
  + - **Tungsten x8**
    - **Wood x8**
    - **Viridian x4**
* Increase the chance of getting more resources when mining and cutting (5,5)
  + **Perk Cube x3**
  + **Spik Oil x8**
  + **Plant Fiber x4**
* Reduce Equipment Cooldown with 10%
  + **Glue Plant x30**

# Arídean Elements: [10 Perks]

Tier 1: **Tier 1 Perk Cube x1**

* Double the amount of Capture slots (1 extra)
  + **Power Cube x1**
  + **Tungsten x4**
  + **Shard of Arídis x2**
* Increase Capture efficiency with 10%
  + **Shard of Arídis x1**
  + **Spik Oil x2**
* Increase the range of Arídian light by 10%
  + **Shard of Arídis x4**

Tier 2: **Tier 2 Perk Cube x1**

* Double the amount of Capture slots (2 extra)
  + - **Power Cube x2**
    - **Tungsten x8**
    - **Shard of Arídis x4**
* Increase Capture efficiency with 10%
  + - **Shard of Arídis x2**
    - **Spik Oil x4**
* Increase the range of Arídian light  by 10%
  + - **Shard of Arídis x8**

Tier 3: **Tier 3 Perk Cube x1**

* Double the amount of Capture slots (4 extra)
  + - **Power Cube x4**
    - **Tungsten x16**
    - **Shard of Arídis x8**
* Increase Capture efficiency with 10%
  + - **Shard of Arídis x4**
    - **Spik Oil x8**
* Increase the range of Arídian light by 10%
  + - **Shard of Arídis x16**
* Don’t need any ArídianLight to make invisibleItems Visible
  + **Perk Cube Tier 3 x4**
  + **Arídite Crystal x4**
  + **Magnetite x5**
  + **Viridian x5**