Construction – Reduces initial cost and upgrade cost by 1% per level with a max of 10 levels.

* + (at 10 of parent) Initial Engineering: Increases the starting damage, speed and range of all towers by 1% per level. Max 25 levels.
    - Tower Templates: Towers start at 10/100/1000/10,0000/100,000 damage.
    - Refined Blueprints: Towers start with 1% increased damage. (No max.)
    - Scrapping: Reduces the gold lost by selling a tower by 5% per rank. (Max 9 ranks = only losing 5% of gold on tower sale).
  + Modular Construction: Reduces the cost of all tower upgrades by 1%. Max 25 levels.
    - Adaptive Upgrades: Towers can now reduce their upgrade cost by 0.1-1% of the monsters gold value on hit and will automatically upgrade when the cost reaches zero.
    - Prototyping: Upgrading a high level turret reduces the cost to upgrade all turrets of a lower level by 1-25%. (25 ranks)
    - Part Design: Increases damage on tower upgrade by 1 (not retroactive ~~Improves the damage increase that occurs on tower upgrade by 1% per rank~~ (no max).
* Elemental Attunement – At least an hour to train. Grants mana as a resource and the following spells: Meditation (Spends all mana to increase maximum mana by 1% of what was spent) and Arcane Burn (Spend all mana to inflict 100% of the amount spent as arcane damage to all enemies, arcane damage causes a random elemental effect when it triggers instability). Mana starts at 0, and initial cap is 100. 1 mana is granted for an enemy kill. If the mana hits the cap a random spell is cast.
  + Elemental Attunement: Fire
    - Fire Tower
    - Bombard Spell?
  + Elemental Attunement: Water/Earth/Air/etc.
* Kinetic Towers – Increases the damage, firing rate and range by 1% per level.
  + Shrapnel Ammo – Chance on hit to cause a stacking bleed.
* Sensor Arrays – Increases the range of towers by 1% per level.
  + Critical Strikes – Sensor arrays have a chance of revealing a weak spot causing extra damage.