

### DECONSTRUCTOR

You may spend 1 minute at a tool station to destroy an item other than a component, receiving half of the components used to craft it rounded down.

0 1 1

### ALCHEMIST

When you craft a Consumable item, you craft twice as many instead.

0 2 2

### TENACIOUS

You may craft items and components without a tool station. Items and components crafted this way require twice as long to craft.

0 4 3

### TINKERER

You can craft Common items.

0 1 0

### CRAFTSMAN

You can craft Extraordinary items.

0 3 0

### MAKER

You can craft Rare items.

0 5 0

### VISIONARY

You can craft Legendary items.

0 7 0

### CREATOR

You can craft Mythical items.

0 9 0

### ALGORITHMIC

When you make a Power or Dexterity test, you may spend 3 stamina to make an Engineering test instead.

0 1 0

### MNEMONIC

You have a number of Recollection Charges equal to your Memory score. When you would make a test, you may spend a Recollection Charge for each time you've used this feature since your last rest plus 1 to make a Memory test instead. You regain all charges after completing a rest.

2 3 0

### INTELLECTUAL

Whenever another creature within 5 meters of you makes a test, given you can both sense each other, you may spend 1 interrupt action to add your Intellect modifier to its roll. You may use this feature up to once per test.

3 4 0

## INNOVATION

The innovation tree is purely based in the heart of craft. One cannot craft powerful artifacts without first accepting these talents. Innovation not only allows the creation of custom equipment, but also advanced usage for said items as well as others, including dismantling and medical aid.