

Basic: Used in complex crafting projects. Replaces benefits of Basic and Proficient crafting.

Proficient: Spend 1 Resolve. For the next 15 minutes, so long as you do not leave the Artisan area, any use of Basic Artisan to repair an item by the activating character costs 1 Mind and only takes 2 Minutes to complete.

Master: Any use of Artisan to craft an item in this area is reduced by 10 minutes to a minimum of 5 minutes. If an item is being crafted up multiple levels this reduction applies to each level.

Techno Savant: Spend 1 Resolve and 30 minutes of Active Role-Play to examine a carded artisan crafted item and receive its corresponding blueprint. If the item does not have a blueprint (local plot item) player is rewarded with information about the item or plot kit instead.