

Name	Cost	Description	Restriction	Next Rank
Arcane Mastery 1	25	A Tier 4 creature with a magical Aspect at rank 16 may increase their connection to that type of mana by gaining an Arcane Mastery. Each mana type (Smoke, Fire, Water, Storm, etc.) has its own Mastery and must be purchased separately. To gain a Mastery requires either a strong connection to that mana type and the expenditure of Enhancement Points, or three years of study at an Arcane University. Acquiring Mastery increases the effects of spells by 25% and unlocks subskills.	Tier 4, Aspect at rank 16.	Arcane Supremacy (Tier 6) 100 points
Arcane Mastery: Destruction 1	15	Increased Damage and Effects for one Aspect of Mana. Requires Arcane Mastery of the corresponding Aspect of Mana.	Arcane Mastery. Aspect at Rank 16	Arcane Destruction 2 20 points Aspect at Rank 17
Arcane Mastery: Construction 1	15	Required for the proper construction of Magical Artifacts higher than Tier 2. Requires Arcane Mastery of an Aspect of Mana.	Arcane Mastery. Aspect at Rank 16	Arcane Construction 2 20 points Aspect at Rank 17
Arcane Mastery: Imbuing 1	15	Required to add permanent effects to Magical Artifacts and Potions higher than Tier 2. Requires Arcane Mastery of an Aspect of Mana.	Arcane Mastery. Aspect at Rank 16	Arcane Imbuing 2 20 points Aspect at Rank 17
Arcane Mastery: Rituals 1	15	Required to enchant and complete Magical Artifacts higher than Tier 2. Requires Arcane Mastery of an Aspect of Mana.	Arcane Mastery. Aspect at Rank 16	Arcane Rituals 2 20 Points Aspect at Rank 17
Eldritch Mastery	25	The arts of negotiating with Eldritch Creatures and Artifacts, creating bonds between them and the foolish mortal who dares to reach too far.	Special	Eldritch Mastery 2 or Eldritch Bondage 1
Eldritch Mastery: Bonding 1	15	Required to negotiate with certain magical objects and creatures. Requires a bond or pact made by you through force of will, guile, or sacrifice.	Special	Eldritch Bonding 2
Weapon Mastery 1	25	A Tier 4 Creature with a weapon or natural weapon skill at 16 may choose to devote their time and study to Mastering that weapon or natural weapon. Only 1 weapon may be chosen in Tier 4, and a second in Tier 5.	Contract Worker Tier 4 Melee or Ranged	Weapon Supremacy (Tier 6)

			Weapon at Rank 16	
Weapon Mastery: Critical Damage 1	15	Critical Damage is increased from 200% to 250%. The chance of a critical hit is increased.	Weapon Mastery 1 Weapon at Rank 16	Critical Damage 2 20 points Weapon at Rank 17
Weapon Mastery: Evasion 1:	15	Evasion abilities gain 20% when using your chosen weapon to distract opponents as you constantly change position and keep them off balance.	Weapon Mastery 1 Weapon at Rank 16	Evasion 2 20 Points Weapon at Rank 17
Weapon Mastery: Blocking 1	15	Use your chosen weapons to block a melee attack, knock a projectile from the air, and even negate some spells. How much of the attack is blocked depends on your STR, skill, and the type of attack.	Weapon Mastery 1 Weapon at Rank 16	Blocking 2 20 points Weapon at Rank 17
Trade Skill Mastery 1	25	Become a true Master in your chosen skill. All aspects of a skill are increased. (Leatherworking includes hide preparation, tanning, dyeing, ornamentation, and making items from leather, skin, and scales.)	Contract Worker Tier 4 Trade Skill at Rank 16	Trade Skill Supremacy (Tier 6)
Excellence 1	15	Increased chance of making a mundane item with extra ability, durability, increased quality, extra damage, etc.	Trade Skill Mastery 1 Trade Skill at Rank 16	Excellence 2 20 Points Tradeskill at Rank 17
Production Speed 1	15	Squeeze more hours into a day and produce more.	Trade Skill Mastery 1 Trade Skill at Rank 16	Production Speed 2 20 Points Tradeskill at Rank 17
Apprentice Efficiency 1	15	You inspire our apprentices and students to work 20% faster, waste less materials, and make fewer mistakes.		