

- Master craftsman, able to design, build, and maintain anything from machines to a simple shovel.
- Flawless work, anything created will never rot or rust only able to be destroyed through violence. These creations are extremely durable as well.
- Creations work better than one made by someone else.
- Can conjure dead or inorganic materials needed to work with from thin air.
- Ability to craft items on par with those in myth and legend, spears that never miss, swords that can cut through anything, invulnerable armor, etc.
- Can force specific abilities onto items through sheer skill and ability to craft on a conceptual level.