

Ultimate Specialist Talents

Without competition, ultimate specialist talents are the most powerful specialist talents a character may have access to. On the other side of the coin, these talents have the highest requirements of any other specialist talent, each requiring mastery of a single core talent tree. The raw effort of meeting the requirements is found worth the inhuman raw capability offered. A creature with multiple of these talents would no longer be considered fully mortal.

Talent Name	Prerequisites	Abilities
Conquerer	Must have each talent in the Warfare core talent tree.	On each of your turns, you have 9 turn actions rather than 6. Your full turn is still 6 seconds.
Champion	Must have each talent in the Tactics core talent tree.	On each other creature's turn, you have 3 interrupt actions rather than 2.
Predisposed	Must have each talent in the Innovation core talent tree.	You may spend 6 turn actions to craft an item or component. Items crafted this way do not require a tool station.
Archmage	Must have each talent in the Magecraft core talent tree.	You have no Spellcap. You may use SHP for spells that use the Perpetual feature.
Faesong	Must have each talent in the Influence core talent tree.	Whenever you regain DHP, you may choose any number of creatures within 10 meters that can sense and understand you. Each creature chosen this way regains a similar amount of DHP.
Empirical	Must have each talent in the Prowess core talent tree. You may take this specialist talent up to once for each time these talents have been acquired.	Choose up to 6 subtraits and up to 4 defenses. Increase the chosen subtraits by a total of 6 and the chosen defenses by a total of 10, distributed in any way you choose. Subtraits cannot be increased beyond their maximum this way. Your choice of Constitution, Endurance, or Effervescence increases by 1.