

## Fabrication Specialist Talents

Fabrication specialist talents are a strong choice for craftsmen and artificers, offering more efficiency and versatility in craft. Each talent has a requirement based on the Innovation talent tree, specifically that of the longest branch. These talents present drastic potential for crafting speed and augmentation.

Talent Name	Prerequisites	Abilities
Hasty Craft	None	Crafting items and components requires that you spend half as much time.
Augmentor	Must have the <b>Tinkerer</b> core talent.	You may remove an augmented item from a creature without dealing damage to it.
Advanced Construction	Must have the <b>Craftsman</b> core talent.	When you make an attack with a weapon that you crafted, additional damage calculated by modifiers is doubled, minimum bonus of +1.
Relaxed Craft	Must have the <b>Maker</b> core talent.	You regain all SHP and stamina after crafting an item other than a component that is Common or rarer. You may only regain SHP and stamina this way once between rests.
Cybernetic Specialist	Must have the <b>Visionary</b> core talent.	You may augment armor that isn't augmentable into creatures.
Nanomechanics	Must have the <b>Creator</b> core talent.	You may augment two items into yourself per armor slot instead of one.