

## 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 <b>Warfare</b> 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 <b>Tactics</b> core talent tree.	On each other creature's turn, you have 3 interrupt actions rather than 2.
Predisposed	Must have each talent in the <b>Innovation</b> 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 <b>Magecraft</b> 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 <b>Influence</b> 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 <b>Prowess</b> 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.