# Abilities

Abilities are skills that have been honed, trained, and developed through education and experience. Abilities may range from Zero (0) to Five (5).

There are two types of abilities: **Natural, and Supernatural.** Natural Abilities are those that any mortal (and thus Exalt) has the capacity to learn, improve, and perform upon. Characters may always roll with a **Natural** **Ability,** even if they have Rating Zero (0) in it.

**Supernatural Abilities** are those that only may be accessed by dealing with the supernatural aspects of the world. Sorcery, Necromancy, Shapeshifting, and control of Fire are all examples.

## Specialities

Abilities are broad fields of human accomplishment and skill. For an Exalt, the variance in competence across these subsets of the Ability is generally so small it does not affect the dice roll.

However, there are a small number of smaller skills that the Exalt *excels* at. These are called *Specialities.*

When Rolling in an Ability Speciality, roll with an additional dice (+1).

Specialities do **not** affect Static Values.

## Natural Abilities

### Archery

Mastery of ranged weapons that propel projectiles. The bow and arrow is the dominant form, but other examples range from the mechanical crossbow, to slings, to even the exotic flampiece that shoots streamers of fire.

#### Sample Specialites

* Bow
* Crossbow
* Flamepiece
* Slings

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| **Ammunition**  *Exalted* does not require the Player to keep track of their character’s ammunition. It is simply assumed that the character has crafted or procured enough ammunition to perform their actions. |

### Athletics

Athletics is a measure of *physical motion.* It is useful for all ranges of activity, both prolonged marathons and quick sprints.

Athletics is used to calculate the Static Values **Evasion** and **Endurance.**

#### Sample Specialites

* Running
* Climbing
* Swimming

### Awareness

Awareness is a measure of alertness and impromptu understanding of events through any and all of the senses. Characters with high Awareness are in tune-consciously or subconsciously-of everything that happens around them.

#### Sample Specialites

Specialities in Awareness are location dependent, reflecting what sort of background the character grew up in. Those born out in the wilderness would find themselves overwhelmed by the large crowds in a city, for example.

* Wilderness
* Cities
* Political Gatherings

### Brawl

Mastery of form that uses the body itself as a natural weapon. Punches, kicks, grapples, and leg sweeps are but a fraction of the endless ways generations have devised ways of harming each other.

Brawl is *generally* performed Unarmed, but weapons that strengthen or reinforce the natural body form--such as brass knuckles, tiger claws, or even spike-tipped boots--are still part of the Brawling Ability.

#### Sample Specialites

* Punching
* Kicking
* Grappling/Restraints

### Craft

Craft is used to produce, analyze, and repair physical constructs and moving parts. A crafter knows how to take even raw discard material and turn it into a wondrous, complicated machine intended for a variety of mechanical purposes, from fending off attacks to plowing a field.

#### Sample Specialites

* Carpentry
* Jerry-Rigging
* Blacksmithing
* Stoneworking
* Clothworking

### Deception

Deception is the art of lying, trickery, and manipulation. Its masters are adept at getting people to do what they want without them even realizing an outside influence is even there. Deception is used to calculate **Guile**.

#### Sample Specialites

* Forgery
* Sleight of Hand
* Conceal evidence

### Integrity

Integrity is a measure of how tightly a character can keep to their convictions, goals, and objectives. It is used to calculate the Static Value of **Resolve**.

Uniquely, Integrity does *not* have specialties. Rather, this is handled through the **Intimacy** system.

### Leadership

Leadership covers the skills necessary to manage, inspire, and otherwise command large groups of people to act as one unified whole.

#### Sample Specialites

* Oratory
* Organization
* Tactics

### Lore

Lore is both the breadth and depth of understanding in the world, ranging from geographic knowledge to religion and philosophy.

While Lore is the most broad application of knowledge, it is **not exclusive.** All Abilities can attempt an (Int+Ability) roll to know about their particular subject. Recognizing a famous swordsman, for example, could both be an (Int + Melee) and (Int + Lore) roll.

#### Sample Specialites

* Geography
* History
* Cryptography

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| **The Non-Omniscient Scholar** Having a high Lore does not confer *absolute truths* upon a character-rather it represents being well-versed in what is known--and often as much as what is unknown.  It is a fact that the Immaculate Order claims that Solars and Lunars are Anathema. It is a fact that many other societies claim. High lore will allow knowledge that these two facts exist, but not which one of them are right.  Storytellers should keep a character’s background (and speciality) in mind when revealing information to players--phrasing information through such natural biases. |

### Medicine

Medicine is the diagnosis and healing of the mind, body, and soul. Those with high Medicine have an intense knowledge of the bone and muscle structure, herbal remedies, as well as precise chakras.

#### Sample Specialites

* Alchemy
* Chi
* Surgery
* Medicinal Plants

### Melee

Mastery of close range combat that uses a weapon as their primary method of felling their foe.

Over the millennia of human history, there have been countless styles and forms of weapons made. Specialities therefore are *representative* of how the weapon is used: A spear could be used as a Sword, Staff, or Spear, for example.

#### Sample Specialites

* Swords
* Clubs
* Staff

### Navigation

Navigation is the ability to traverse terrains--from land, to sea, to jungle--and come out unscathed and on time. A trained Navigator will know their hand at reigns, the stern of a ship, how to survive in a city’s underworld, as well as be able to tell you which wild fruit is poisonous or edible.

#### Sample Specialites

* Ocean
* Wilderness
* Urban
* Tracking

### Performance

Performance is the measure of not only how well a character is in the technical nature of singing, dancing, or other such artistic expression, but the ability to convey meaning and thoughts through those actions. A skilled performer not only knows how to entertain their crowd, but also knows how to incite that crowd into a frenzied riot should they desire.

#### Sample Specialites

* Dance
* Singing
* Acting
* Poetry/Linguistics

### Persuasion

Persuasive characters know how to talk and charm people with their bright personality, ultimately with a goal in mind. It is used to both extract as well as impart information and tasks.

#### Sample Specialites

* Charm
* Beguilement
* Fast-Talking

### Physique

Physique is the measure of fortitude and wellbeing, strength and hardiness: the ability to shrug off attacks, poisons, and any debilitations of the body. As well, it is used for tests of endurance, and for feats of Strength. Physique is used to calculate **Soak**, as well as **Endurance**.

#### Sample Specialites

* Lifting
* Crushing
* Resistance (poisons/toxins)

### Politics

Politics is the maneuvering and manipulation of groups of ideological-similar people. M A character skilled in Politics will be able to manipulate peoples according to their will.

Specialities in Politics focus on either the *type* of politics at work (Bureaucracy, Small-town), or specific political parties. Generally speaking, the larger and more powerful a Political Party, the more necessary the specialization needs to be tailor-made for them.

#### Sample Specialites

* Bureaucracy
* Guild
* Specific Political Party
* Undercity

### Stealth

Stealth is the ability to avoid detection-through any sense. They know how to carry their body, which ways shadows cast, as well as creating disguises and blending into crowds.

#### Sample Specialites

* Disguise
* Crowds
* Hiding
* Pickpocketing
* Shadowing

### Thrown

Thrown focuses on Ranged Combat where the entire (or vast majority) of the weapon is hurled at the opponent, rather than projectiles.

#### Sample Specialites

* Javelin (Spear, Atlatl, dart)
* Bladed (knives, shuriken, kunai, dart, axes)
* Simple (Sling, blowgun, boomerang)
* Chakram

## Supernatural Abilities

**Supernatural** **Abilities** are those that are beyond the reach of even the most talented mortal. No amount of training or skill can induct a mortal into an Supernatural Ability-only by special circumstances will the domain of the Gods be opened to them-such as Exaltation. Even then, it is often a limited selection.

For example, those chosen to be a Dragon-Blooded are opened up to the Elemental Abilities of Fire, Water, Air, Earth, and Wood, but are restricted from the Lunar’s Shapeshifting Ability.

A minimum of Rating One is required to perform any Supernatural Ability, and it cannot be learned without a specific Merit or Exaltation.

Since Supernatural Abilities are so closely tied with an Exaltation, Gods, or Creature of Power, they will be detailed in their respective books.

### Sorcery

Sorcery is the manipulation and

**[[Hey it’s sorcery! ]]**

### Necromancy

**[[and I’m Necromancy! ]]**

## Creating New Abilities

The provided Abilities are not considered comprehensive or exclusive list-simply a selection that is expected to be most useful in the *Exalted* setting. New Abilities may be made as needed or desired. For example, a modern setting would ask for the abilities *Firearms* and *Drive.*

Abilities do not need to be exclusive from each other, nor do their descending Charms. It is perfectly acceptable to have two abilities that overlap.

### Example: Drive

[[An example on how to create a *Broad* Ability]