

Abilities and Focuses

Accuracy

Bows	Proficiency with string-fired weapons, from a hand-drawn compound bow to a mechanical crossbow.
Gunnery	Proficiency with precision heavy ranged weapons, including ship-mounted weapons.
Pistols	Proficiency with single-grip, short-barrel ballistic weapons.
Rifles	Proficiency with double-grip, long-barrel ballistic weapons.
Throwing	Proficiency with thrown weapons, including grenades.

Communication

Bargaining	Negotiating with others and making deals.
Deception	Tricking and lying to other people.
Disguise	Changing your appearance to look like someone else.
Etiquette	Knowing the social niceties of various cultures.
Expression	Conveying thoughts and ideas effectively through words.
Gambling	Playing games of chance and profiting from them.
Investigation	Interviewing people for information and finding and deciphering clues.
Leadership	Guiding, directing and inspiring others.
Performing	Entertaining an audience with a type of performance art.
Persuasion	Convincing others to agree with you.
Seduction	Getting attention through romantic sexual allure.

Constitution

Running	Moving quickly in both short sprints and long-distance hauls.
Stamina	Enduring fatigue, disease, and privation.
Swimming	Moving across water and staying afloat.
Tolerance	Withstanding the effects of potentially toxic substances, imbibed for recreation or unwitting exposure.

Dexterity

Acrobatics	Executing gymnastic, balancing, and tumbling maneuvers.
Crafting	Making things with manual skills, including various fine and plastic arts. Examples of specific Crafting focuses include Carpentry , Carving , Drawing , Glass-blowing , Leather-working , Painting , Origami , Sculpting , and so forth, <i>but feel free to come up with your own</i> .
Driving	Handling surface vehicles like cars, trucks, or motorized carts, to name a few.
Free-Fall	Maneuvering and moving while in free-fall, usually in microgravity.
Initiative	Reacting quickly under pressure.
Piloting	Operating vehicles that move in three dimensions like aircraft, drones, and spaceships.
Sleight of Hand	Using sleight of hand and deft movements to trick others, hide things, or pick pockets.
Stealth	Moving around without being noticed.

Fighting

Brawling	Proficiency in fighting unarmed, from bare-knuckle boxing to various styles of martial arts.
Grappling	Proficiency in unarmed techniques intended to immobilize and restrain.
Heavy Weapons	Proficiency with large or heavy close combat weapons like axes, clubs, hammers and large swords, to name a few.
Light Weapons	Proficiency with light close combat weapons like batons, knives, light staffs, and swords, among others.

Intelligence

Art	Knowledge of artistic movements, styles, artists, and works in any of the fine arts. Making art uses the Crafting focus.
Business	Knowledge of running a business as well as of the business and corporate world.
Cryptography	Creating and deciphering codes and ciphers.
Current Affairs	Knowledge of politics, newsworthy events, and popular culture.
Demolitions	Identifying, using, and safely handling explosives, as well as understanding their effects and detonation methods.
Engineering	Making, repairing, and maintaining technological items as well as knowledge of principles and practicalities of their design and development.
Evaluation	Knowledge of the value of goods, works of art, and other valuables.
Law	Knowledge of codes, regulations, and different legal proceedings of all levels of the judiciary and law enforcement.
Medicine	Tending to the sick and injured, and understanding medical and anatomical knowledge.
Navigation	Planning and following a route from one place to another, interpreting maps and cartographic data, and figuring out where you are.
Research	Conducting a systematic search for information, usually using records, archives, and books.
Science	Knowledge of an organized field of study and the ability to understand things related to it. Examples of Science focuses include Anthropology, Astronomy, Botany, Biology, Chemistry, Economics, Genetics, History, Planetary or "Earth" Sciences, Physics, Psychology, and Theology , <i>but you can choose another scientific field, if you wish.</i>
Security	Knowledge of different security devices, systems, protocols, and personnel.
Tactics	Knowledge of strategy, tactics, and famous applications thereof.
Technology	Knowledge of the design and operation of technology, particularly computers, which are incorporated into nearly all technological items in The Expanse.

Perception

Empathy	Picking up on and interpreting the feelings and emotions of others.
Hearing	Perceiving using your auditory sense.
Intuition	Having a "gut feeling" about certain things you can't otherwise sense.
Searching	Finding things that are hidden or obscured, such as hidden compartments.
Seeing	Perceiving using your visual sense.
Smelling	Perceiving using your olfactory sense.
Survival	Practical skills of wilderness survival. (Including living as outcast in slums).
Tasting	Perceiving using your gustatory sense.
Touching	Perceiving using your tactile sense.
Tracking	Following tracks and other signs of passage.

Strength

Climbing	Scaling walls and other vertical obstacles.
Intimidation	Overawing others with your physical presence and threats.
Jumping	Making standing or running jumps.
Might	Feats of raw power, such as lifting or holding up heavy objects.

Willpower

Courage	Overcoming fear in the face of adversity
Faith	Deriving inner strength through spiritual or moral belief.
Self-Discipline	Focusing your mental energy or controlling your impulses and emotions.

Unusual focuses

If you come up with a particular area where you'd like to focus your character's abilities that's not given on this list, feel free to ask the Game Master if you can make it a suitable focus for your character.