

## Abilities: Knowledge, Skills and Talents

Knowledge, Skills and Talents can be taken during character creation or picked up in the game. Knowledge's, Skills and Talents are covered in the Vampire the Masquerade Game and Player Guides, they vary on a scale of 1 to 5, the higher the better. Characters start with 13 points in their Abilities. They can also spend those points on Merits, they can take Flaws to give them more points to spend on their Abilities. A character may not take more than 22 points in Flaws. Remember that the lists in the Vampire book are designed for that campaign, not Trinity so some of the Abilities, Flaws, and Merits may not apply and should not be taken. Please use common sense in determining this and consult the Storyteller if you have an questions. When spending experience points each dot in an Ability costs 2x the number of dots you currently have (or 2 points if you don't have that Ability).

### Ability Ranking

- 0 No Ability at all
- That of a beginner or novice (Apprentice).
- A person with a low ability, but not a beginner (Journeyman).
- A professional or college trained (Master).
- This level is needed to teach that Ability (Expert).
- This level reflects total mastery of the Ability (Olympian).

**The Strength Trait** measures physical power, pure and simple. A high score equals mighty muscles. Not only is it good for toting, lifting and jumping, it also deter- mines the base damage of most hand-to-hand attacks. Qualities: Athletic, Rugged, Massive, Explosive.

- Poor: Weak as a kitten (dead lift 15 kg).
- Average: You're nothing special (dead lift 45 kg).
- Good: Burly (dead lift 100 kg).
- Exceptional: Strong as an ox (dead lift 165 kg).
- Superb: All envy your mighty thews (dead lift 240 kg).

**Animal Training:** [1 Point] Characters with this Ability know how to approach and handle animals and train them to perform tricks. This sort of training takes time, even for friendly animals like dogs or dolphins, and animals will not generally risk physical danger. They require constant attention and rewards to reinforce their good behavior (Aberrant Player's Guide).

**Archery:** [1 Point] Archery is the skill of firing long bows, short bows, crossbows... pretty much any tension-strung weapon. You can also repair them or, with enough time, make your own.

**Artillery:** [1 Point] You have worked with indirect fire weapons like missiles, rockets, or cannon. You know how to fire, maintain and use these weapons, you cannot use this skill to call down indirect fire, that is Forward Observer skill. (Trinity Player's Guide)

**Carousing:** [1 Point] This is the Ability to encourage others to relax and have fun. It can impress people in social situations, make you the life of the party and improve the attitude of potential allies. The Storyteller may increase the difficulty for large groups or particularly "tough rooms," and people dead-set against having fun can roll Willpower to ignore your encouragement (Aberrant Player's Guide).

**Computer:** [1 Point] The Computer's specialty of the Engineering Ability deals with the physical construction of 22nd-century computer hardware and most agents are sufficiently simplified that the average user can access their basic functions with little to

no specialized training. However, any individual wishing to perform extensive programming or to do a little hacking needs this Ability as well. In short, Engineering covers hardware and physical repairs and modifications; Computer covers software and nonstandard operations. (Trinity Player's Guide)

**Demolitions:** [1 Points] You know how to blow things up or keep them from blowing up. This skill covers all types of explosives from detonator cord to fusion warheads. You can arm or disarm these devices and you know how to effectively use them. (Trinity Player's Guide)

**Diplomacy:** [1 Point] The fine art of diplomacy is the ability to help people to get along and be agreeable, even people who may not like each other very much. It includes proper behavior in a diplomatic setting, as well as techniques for negotiation, discussion, debate and reaching agreements. The Ability is useful in nearly all feats of social graces in a diplomatic setting. In the world a skilled diplomat can often win more battles than the most powerful psion (Aberrant Player's Guide).

**Disguise:** [1 Point] the Ability to make someone (including yourself) look like someone else through the proper use of makeup and clothing. Acting like someone else requires the Performance Ability. The successes on an Appearance + Disguise roll becomes the difficulty for others to see through your disguise. The Storyteller may adjust the difficulty based on the complexity of your disguise. It's easier to pretend to be someone of roughly the same height and build than it is to be someone with a radically different build, appearance or gender. If the Storyteller wishes, those with the Shapeshift power may have to make a Disguise roll in order to imitate another person (or thing) exactly (Aberrant Player's Guide).

**Firearms:** [1 Point] Whether you're shooting an ancient dueling pistol or a modern belt-fed machinegun, Firearms is the skill you use for mechanical death-at-a-distance. This Ability also covers general Firearm knowledge - how to clean, load and handle a gun. Specialties Multiple Shots, Cover Fire, Sniper, Exotic Weapons

**Forward Observer:** [1 Point] You have worked with heavy weapons calling down indirect fire upon a specific location. You need a map, for coordinates or locator device, and a link to your artillery base. (Trinity Player's Guide)

**Gambling:** [1 Point] Although often as much a matter of luck as it is skill, gambling is an Ability many people claim to have (although only a few of them really do). A gambler understands games of chance: how to play, how to calculate the odds, and how to cheat. A simple Gambling roll between the player and the house (or all the players) is enough to resolve most games. The highest success wins. If you want to cheat, roll Intelligence + Gambling and add the successes to your regular Gambling roll. This result is also the Difficulty for someone to notice your cheating with a Perception + Gambling or Awareness roll (Aberrant Player's Guide).

**Gunnery:** [1 Point] You are skilled with vehicle mounted weapons and know how to use computer guidance to fire these weapons. This skill covers a VARG's handheld laser rifle, a frigate's missile battery, a tank cannon or a machine gun and all weapons in between. If it is not artillery or a hand held weapon you can fire it. (Trinity Player's Guide)

**Heavy Weapons:** [1 Point] You have skill with heavy weapons like coil guns, heavy lasers or plasma throwers. You can either shoot, clean or maintain them. (Trinity Player's Guide)

**Hypnosis:** [1 Point] Despite its fearsome reputation, hypnosis isn't capable of most of the things psions can do. Still, it is a useful therapeutic tool and, in the wrong hands, a means of manipulation. The Hypnosis Ability is capable of doing everything listed under the Hypnotic Gaze enhancement (Aberrant page 174) of Mega-Manipulation, except it requires at least 10 minutes. Hypnosis is also capable of recovering repressed or forgotten memories. The difficulty of recovering memories erased or altered by

Telepathy is equal to the number of successes on the Telepathy roll that altered those memories (Aberrant Player's Guide).

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**Instruction:** [1 Point] "Those who can do, those who can't teach." You are able to impart knowledge to students training or teaching them a skill, craft, knowledge or a profession. The teacher is allowed to roll one roll per week of daily 4 hour or more instruction. The number of successes needed to teach someone is equal to six minus the average of the student's Mental Attributes. If this degree of success is obtained the character gains one experience point that may only be spent on that Ability, skill, or knowledge. For every two additional successes add one more experience point. A student cannot reach a level higher than that of the teacher and may not be taught a skill or knowledge that the teacher doesn't possess. (Trinity Player's Guide)

**Military Science:** [1 Point] This is the specialized knowledge of armed conflict. From Marathon to Midway, from the First Aberrant War to the Second Coalition Incident, this Ability covers the sum total of human experience in warfare. Military Science provides the character with a detailed knowledge of how to fight - and how to avoid fighting - on a level beyond that of the individual combat-ant. It also provides a comprehensive overview of the capabilities and statistics of archaic, modern and future-theoretical armament (even so, the proper specific Abilities are still necessary for the character to actually use said weapons - knowing optimum range and warhead mass isn't the same as knowing a fire control system layout). Finally, Military Science includes knowledge of historical and current military units' composition, fighting styles, and commanders. Academic specialists and military officers generally have this Ability--it's not restricted in the same sense as is demolitions training. but most individuals just don't have a reason to spend that much time studying it. (Trinity Player's Guide)

**Ride:** [1 Point] Although the horse and camel are no longer prime modes of transportation, many people in the world still know how to ride them, either for recreation or necessity in areas of the world that have not yet benefited from the economic boons promised by the new century. This Ability allows a character to ride well and perform maneuvers while in the saddle. It can be used in place of Athletics to perform a dodge maneuver while the character is mounted. This Ability is also usable like the Animal Training Ability, but limited to mounts (Aberrant Player's Guide).

**Navigation:** [1 Point] You know how to plot a course and find locations on a map. The GPS network established in the early 21st century is mostly disabled and unreliable. the FSA has been trying to re-establish the network, but are concentrating on North America. (Trinity Player's Guide)

**Pilot:** [1 Point] You have skill operating and piloting a helicopter, plane, spaceship or VARG. The Ability must be developed for each type of vehicle. (Trinity Player's Guide)

**Science:** [1 Point] You could also try learning a science: Anatomy, Anthropology, Archaeology, Astrobiology, Astronomy, Astrophysics, Biology, Biophysics, Botany, Business Administration, Communication, Computer, Criminology, Economics, Education, Genetics, Geography, Human Biology, Life Science, Linguistics, Mathematics, Medical, Microbiology, Noetic, Neurochemistry, Neuroscience, Pathology, Political Science, Psychology, Physiology, Physics, Quantum Mechanics, Semantics, Sociology, Statistics, Thermodynamics, Xenology, Zoology are just a few. If there is a logical, rational way to explain or study something there probably is a science for it.

**Seduction:** [1 Point] This Ability allows you to gain the attention and interest of anyone who might be interested in you sexually (whether or not you're interested in *them* is up to you). Your subjects roll Willpower to resist your advances (if they have a reason to) or Rapport to notice if you're not sincere. So long as you have more successes, they are interested in you (Aberrant Player's Guide).

**Sentience Relations:** [1 Point] This is perhaps the most nascent field of human knowledge having only emerged from the shadow of compute science in late 2119 with the discovery that the monolithic Leviathan-class jump ships and several other sophisticated bioware constructs were emerging as self-aware minds. While full artificial sentience has not yet been confirmed, there are enough avenues of development to warrant this field of study. As such, Sentience Relations is a unique blend of high-level programming, evolutionary theory, biotech engineering, aerospace design and child psychology. Bioware sentiences are unsophisticated socially, although this should not be mistaken for simple-mindedness--any being that can calculate an interstellar jump "in its head" is worthy of considerable respect for its intellectual prowess even if it is a machine. However, effectively relating to these sentiences as personalities and individuals rather than "just" machines requires a great deal of patience, insight and social flexibility. Sentience Relations functions as a substitute for Etiquette, Subterfuge, and other Social Abilities when a character interacts with an artificial intelligence. (Trinity Player's Guide)

**Tactics:** [1 Point] This Ability relates to understanding combat situations and how best to handle them. By making a Tactics roll, a character can figure out the best way of dealing with a tactical situation. Simple conflicts can be resolved with opposed Tactics rolls for the two leaders; the one with the most successes wins. On a more narrow scale, a successful Tactics roll gives a character a bonus equal to the successes to be added to Initiative or any one combat maneuver in a particular combat (Aberrant Player's Guide).

**Throwing:** [1 Point] While anyone can throw something (and Psychokinetics can throw big things), throwing something accurately is an Ability of its own. How heavy an object a character can throw is determined by their Might. This Ability is used to determine if the character hit what he's throwing the object at. Use the normal ranged combat rules for thrown objects and weapons (Aberration Player's Guide).

**Xenorelatins:** [1 Point] While Xenology, detailed above, covers many aspects of alien life forms, the one that cannot be defined with textbooks and OpNet reports is perhaps the single most important one: communication between humans and non-humans. Early contact with the Coalition and Chromatics was marred by a lack of knowledge in this field and trained Xenorelations specialists are still extremely rare and must often gain their expertise on the job. Xenorelations functions as a substitute for Etiquette, Subterfuge, and other Social Abilities when a character interacts with an alien. Currently, the only formal Xenorelations school is operated by the UN on Luna in conjunction with the Qin embassy (though the Aeon Trinity was instrumental in its establishment and still maintains a close watch on its continued operation). Access to this training program is limited, less by security clearances than by a lack of truly qualified instructors. The psions most likely to have more than minimal training in Xenorelations are Ministry agents and 1SRAns.

## Knowledges

Knowledges are areas of scholastic or mental expertise (like science or law), almost any knowledge can be taken, if there is course in it then you can take knowledge in it. You can find knowledges in the various books or on the [White Wolf World of Darkness](#),

[World of Darkness Wiki](#), or [Dark Mush Wiki](#) websites. Knowledges can be learned in schools.

## Skills

Almost any skill can be learned and used in the game from Armiture Winding to Zoo Keeper. If there is a course that teaches it or an instructor then you should be able to get it as a skill. Skills are typically broken down into mental, physical and social, but that break-down matters little. Skills are gained through training. Often a Knowledge will be similar to a Skill; for example zoology is Knowledge that a zoo keeper would have to earn their skill as a zoo keeper.

There is information on the web that covers more than the books: [White Wolf World of Darkness](#), [Dark Mush Wiki](#), [World of Darkness Wiki](#), and [White Wolf Wiki](#). each list is composed of different skills.

## Talents

The difference between talents and skills are slight. They are things for which the character has discovered an intuitive knack (like performance or subterfuge) They are bought just like skills with the same point value system. [White Wolf](#), [World of Darkness](#), or [Dark Mush Wiki](#) cover talents. Talents aren't usually taught, but are earned through the experiences of life or are innate.