



Player's name: .....

Protagonist's name: .....

Protagonist's occupation: .....

**INVESTIGATIVE ABILITIES**

- Accounting** (Academic)
- Anthropology** (Academic)
- Archaeology** (Academic)
- Architecture** (Academic)
- Art History** (Academic)
- Assess Honesty** (Interpersonal)
- Astronomy** (Technical)
- Bargain** (Interpersonal)
- Biology** (Academic)
- Bureaucracy** (Interpersonal)
- Chemistry** (Technical)
- Cop Talk** (Interpersonal)
- Craft** (Technical)
- Cryptography** (Academic)
- Cthulhu Mythos** (Academic)
- Evidence Collection** (Technical)
- Flattery** (Interpersonal)
- Forensics** (Technical)
- Geology** (Academic)

- History** (Academic)
- Inspiration** (Interpersonal)
- Intimidation** (Interpersonal)
- Languages** (Academic)
- Law** (Academic)
- Locksmith** (Technical)
- Medicine** (Academic)
- Ocult** (Academic)
- Oral History** (Interpersonal)
- Outdoorsman** (Technical)
- Pharmacy** (Technical)
- Photography** (Technical)
- Physics** (Academic)
- Psychology** (Interpersonal)
- Reassurance** (Interpersonal)
- Research** (Academic)
- Streetwise** (Interpersonal)
- Theology** (Academic)

**GENERAL ABILITIES**

- Athletics** (Physical)
- Conceal** (Manual)
- Cool** (Mental)
- Devices** (Manual)
- Disguise** (Manual)
- Driving** (Manual)
- Explosives** (Manual)
- Fighting** (Physical)
- Filch** (Manual)
- First Aid** (Manual)
- Fleeing** (Physical)
- Hypnosis** (Mental)
- Magic** (Mental)
- Preparedness** (Mental)
- Psychoanalysis** (Mental)
- Sense Trouble** (Mental)
- Shadowing** (Physical)
- Stability** (Mental)
- Stealth** (Physical)

**SOURCES & NOTES**

**STORY**

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