

Keeper's Investigator Ability Matrix

Player					
Investigator					
Occupation					
Drive					
Sanity					
Stability					
Health					
Accounting ^{Ac}					
Anthropology ^{Ac}					
Archaeology ^{Ac}					
Architecture ^{Ac}					
Art ^{Tc}					
Art History ^{Ac}					
Assess Honesty ^{Ip}					
Astronomy ^{Tc}					
Athletics					
Bargain ^{Ip}					
Biology ^{Ac}					
Bureaucracy ^{Ip}					
Chemistry ^{Tc}					
Conceal					
Cop Talk ^{Ip}					
Craft ^{Tc}					
Credit Rating ^{Ip}					
Cryptography ^{Ac}					
Cthulhu Mythos ^{Ac}					
Disguise					
Driving					
Electrical Repair					
Evidence Collection ^{Tc}					
Explosives					
Filch					
Firearms					
First Aid					
Flattery ^{Ip}					
Fleeing					
Forensics ^{Tc}					
Geology ^{Ac}					
History ^{Ac}					
Hypnosis					
Interrogation ^{Ip}					
Intimidation ^{Ip}					
Languages ^{Ac}					
Law ^{Ac}					
Library Use ^{Ac}					
Locksmith ^{Tc}					
Magic					
Mechanical Repair					
Medicine ^{Ac}					
Occult ^{Ac}					
Oral History ^{Ip}					
Outdoorsman ^{Tc}					
Pharmacy ^{Tc}					
Photography ^{Tc}					
Physics ^{Ac}					
Piloting					
Preparedness					
Psychoanalysis					
Reassurance ^{Ip}					
Riding					
Scuffling					
Sense Trouble					
Shadowing					
Stealth					
Streetwise ^{Ip}					
Theology ^{Ac}					
Weapons					