

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							