

Keeper's Investigator Ability Matrix

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