

INVESTIGATIVE ABILITY CHECKLIST THE ESOTERRORISTS

When creating an adventure, use this table to record which abilities are essential to the adventure, which are optional, and which are not used at all. Let your players know which not to take. If you are using preexisting characters, tick them on the left column table, then build your adventure around them.

INVESTIGATIVE ABILITIES	CORE CLUE TALLY	TOTAL IN ADVENTURE
ACADEMIC		
Anthropology	_____	_____
Archaeology	_____	_____
Architecture	_____	_____
Art History	_____	_____
Forensic Accounting	_____	_____
Forensic Psychology	_____	_____
History	_____	_____
Languages	_____	_____
Law	_____	_____
Linguistics	_____	_____
Natural History	_____	_____
Occult Studies	_____	_____
Pathology	_____	_____
Research	_____	_____
Textual Analysis	_____	_____
Trivia	_____	_____
INTERPERSONAL		
Bullshit Detector	_____	_____
Bureaucracy	_____	_____
Cop Talk	_____	_____
Flattery	_____	_____
Flirting	_____	_____
Impersonate	_____	_____
Interrogation	_____	_____
Intimidation	_____	_____
Negotiation	_____	_____
Reassurance	_____	_____
Streetwise	_____	_____
TECHNICAL		
Astronomy	_____	_____
Ballistics	_____	_____
Chemistry	_____	_____
Cryptography	_____	_____
Data Retrieval	_____	_____
Document Analysis	_____	_____
Electronic Surveillance	_____	_____
Evidence Collection	_____	_____
Explosive Devices	_____	_____
Fingerprinting	_____	_____
Forensic Anthropology	_____	_____
Forensic Entomology	_____	_____
Photography	_____	_____
Total Investigative Points	_____	_____