



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)
- ☐ **Occult** (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

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STORY

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