

Investigative Abilities (IA's)

These enable you to gather information, influence outcomes, and generally drive the game forward. Any rating in an IA shows a level of professional competence or natural talent. If you have an IA relevant to the task in hand then you will gain information or overcome obstacle with use of the relevant ability pool.

- IAs = 24 points.
- 1 free point in both **Art History** and **Occult Studies** Investigative Abilities.

<i>Academic</i>	<i>Interpersonal</i>	<i>Technical</i>
<i>Accounts</i>	<i>Bureaucracy</i>	<i>Alchemy</i>
<i>Antiquary</i>	<i>Carousing</i>	<i>Cyphers</i>
<i>Architecture</i>	<i>Flattery</i>	<i>Craft</i>
<i>Art History</i>	<i>Flirtation</i>	<i>Forgery</i>
<i>Astrology</i>	<i>Inspiration</i>	<i>Navigation</i>
<i>Diagnosis</i>	<i>Interrogation</i>	<i>Notice</i>
<i>History</i>	<i>Intimidation</i>	<i>Wilderness Lore</i>
<i>Languages</i>	<i>Negotiation</i>	
<i>Law</i>	<i>Performance</i>	
<i>Mathematics</i>	<i>Reassurance</i>	
<i>Militaria</i>	<i>Status</i>	
<i>Natural Philosophy</i>	<i>Streetwise</i>	
<i>Occult Studies</i>	<i>Taunt</i>	
<i>Research</i>	<i>Tod-Spotter</i>	
<i>Theology</i>		

<i>Accounts</i>	<p>You can competently keep financial accounts, and comb through financial notes, bills and ledgers for irregularities. You know how to “follow the money.” You can:</p> <ul style="list-style-type: none"> • tell legitimate businesses from criminal enterprises • spot the telltale signs of embezzlement • track payments to their source
<i>Alchemy</i>	<p>The study of the nature and elements of matter. Also, the creation and identification of compounds, tinctures, potions, metallic poisons, elixirs, etc., You can also:</p> <ul style="list-style-type: none"> • identify drugs and potions, and recognise their side-effects and contraindications • identify poisons and determine antidotes • concocting other mixtures that might explode brilliantly, belch smoke or other noxious miasmas
<i>Antiquary</i>	<p>(AKA Archeologist) You excavate, study structures and artefacts of historical cultures, civilisations.</p> <ul style="list-style-type: none"> • tell how long something has been buried • identify artefacts by culture and usage • distinguish real artefacts from fakes • navigate inside ruins and catacombs • describe the customs of ancient or historical cultures • spot well-disguised graves and underground hiding places
<i>Architecture</i>	<p>You know how buildings are planned and constructed</p> <ul style="list-style-type: none"> • guess what lies around the corner while exploring an unknown structure • judge the relative strength of building materials • identify a building’s age, architectural style, original use, and history of modifications • construct stable makeshift structures • identify elements vital to a building’s structural integrity
<i>Art History</i>	<p>You’re an expert on works of art from an aesthetic and technical point of view. Includes poetry, literature and written arts generally.</p> <ul style="list-style-type: none"> • distinguish real works from fakes • tell when something has been retouched or altered • identify the age of an object by style and materials • call to mind historical details of artists and those around them
<i>Astrology</i>	<p>Study of the stars, planets, other celestial phenomena eg comets, meteors, and their influence on the world. You can:</p> <ul style="list-style-type: none"> • cast a horoscope, given the place, date, and time of someone’s birth. • For someone you have a horoscope for, you can guess at their motives, nature, and past with roughly the reliability of a 21st-century criminal or psychological profile. • decipher astrological texts plot the movement of constellations, planets. And perhaps more...
<i>Bureaucracy</i>	<p>Know how to navigate a bureaucratic organisation, a governmental office or business. How to get what you want from it in an expeditious manner, and with a minimum of ruffled feathers.</p> <ul style="list-style-type: none"> • convince officials to provide sensitive information • gain credentials on false pretences • find the person who really knows what’s going on, locate offices and files • borrow equipment or supplies
<i>Carousing</i>	<p>You impress and delight people at parties, taverns, dances, or other festival occasions, while retaining general command of your own tongue and faculties. This is also the ability to pick up the “word on the street” or at least in the bar or crowd</p>
<i>Craft</i>	<p>You can create useful physical objects, working with materials like wood, metal, jewellery, etc. The resulting cabinets, kettles, or rings may be beautiful, but focus is utility, not art. Like Art-Making, you may focus on one craft (blacksmithing, cabinetry, coopering, etc) or diversify, same rules apply.</p> <p>You may be able to use your Craft ability to specific investigative ends: discover a secret drawer in a desk if you are a cabinet-maker, and so forth.</p>
<i>Cyphers</i>	<p>You’re an expert in the making and breaking of codes, from the simple ciphers of ancient times, through cryptographic writing codes, invisible inks, steganography, solving artistic codes, etc..</p>

<p>Diagnosis</p>	<p>You are trained in carrying out medical examinations of the living, performing dissections on the dead, and forming diagnoses based on findings. You diagnose human disease, injuries, poisonings, physical frailties, and have a vague idea of animal diseases, cures, etc as well. At a rating of 2 or more, you are entitled to call yourself Physician. You can:</p> <ul style="list-style-type: none"> • diagnose diseases, poisonings, other ailments; prescribe treatment for a treatable condition • Identify conditions such as drug addiction, pregnancy, or malnutrition • establish a person's general level of health and identify medical abnormalities • understand medical jargon • call on medical colleagues or contacts for favours and advice <p>Note Surgery is part of the GA Medico ability. Physicians considered themselves to be above mere <i>surgery</i>. Physicians mostly <i>observed</i> during surgery and offered '<i>advice</i>' and '<i>consulting</i>', but otherwise often chose <i>Academia</i> and <i>Universities</i> as their role.</p>
<p>Flattery</p>	<p>You're good at getting people to help you by complimenting, as subtly or blatantly as they prefer.</p> <ul style="list-style-type: none"> • reveal information • perform minor favors • Regard you as trustworthy
<p>Flirtation</p>	<p>You're adept at winning cooperation from people who find you sexually attractive to:</p> <ul style="list-style-type: none"> • reveal information • help you in small ways • date you <p>It's up to you whether a high rating in Flirting means that you are physically alluring or simply exude a sexual magnetism unrelated to your looks.</p>
<p>Forgery</p>	<p>You fake documents, art, and identification. Given time, originals (or good copies), suitable materials, and work space, you can:</p> <ul style="list-style-type: none"> • create a false identification, license, traveling paper, or other credential • forge handwriting with a sample to work from • fake a book, pamphlet, or other published work • forge a sculpture, painting, or other objet d'art • artificially age paper and ink • spot forgeries, and make intelligent deductions about the forger • undetectably open and reseal a sealed envelope, document, pouch, or other "soft" container • create an attractive, if somewhat uninspired, work of art on a subject of your choosing <p>Use Forgery to construct a fake crime scene, or clean up an actual crime scene to look as if no crime occurred. e.g. After searching a room, the memory you gain from Forgery will tell you if you've accidentally left any item out of place.</p>
<p>History</p>	<p>(Includes Anthropology.) You're an expert in recorded human history, with an emphasis on its political, military, economic and technological developments. You can:</p> <ul style="list-style-type: none"> • recognise obscure historical allusions • recall capsule biographies of famous historical figures • tell where and when an object made during historical times was fashioned • identify the period of an article of dress or costume
<p>Inspiration</p>	<p>You convince reluctant witnesses to supply information by appealing to their better selves. After a few moments of interaction you intuitively sense the positive values they hold dearest, then invoke them in a brief but stirring speech. This ability allows you to</p> <ul style="list-style-type: none"> • identify noble or higher principles and awaken or play upon them • acts as a generic "leadership" ability for ships' crews (or thieves' crews) - you are 'Inspirational', a natural leader. • allows you to act as a muse, spending Inspiration on other artists' Art-Making tests. If the artist is not your lover, you can spend only 1 point (total) of Inspiration as their muse.
<p>Interrogation</p>	<p>You're trained in extracting information from suspects and witnesses in the context of a formal interview. This must take place in an official setting, where the subject is confined or feels under threat of confinement, and recognises your authority (whether real or feigned.)</p>
<p>Intimidation</p>	<p>You elicit cooperation from suspects by seeming physically imposing, invading their personal space, and adopting a psychologically commanding manner. Intimidation may involve implied or direct threats of physical violence but is just as often an act of mental dominance.</p> <ul style="list-style-type: none"> • gain information • inspire the subject to leave the area • quell a subject's desire to attempt violence against you or others

Languages	<p>For each rating point in Languages you are verbally fluent and literate in one language other than your native tongue. You may</p> <ul style="list-style-type: none"> • buy both Latin and Greek together for 1 rating point to reflect formal schooling if you wish; if you have a Status 4+, you must do so. • specify languages at character creation or finalise in the course of play. You are not learning the language spontaneously but revealing a hitherto unmentioned fact about your character. • elect to be literate in an ancient language which is no longer spoken. <p>Enochian is the language of the Angelic Host, and the true language of Magickal rituals. Better have a good reason to know this one.</p>
Law	<p>You are familiar with the criminal and civil laws of your home jurisdiction and broadly acquainted with foreign legal systems. At a rating of 2 or more, you are a qualified lawyer.</p> <ul style="list-style-type: none"> • assess the legal risks attendant on any course of action • understand lawyerly jargon and argue.
Mathematics	<p>Encompasses all mathematics contained within Euclid and algebra (if you invent calculus, you keep it to yourself), as well as cosmography, the science of map projections and mapmaking.</p>
Militaria	<p>You are a student of warfare, trained as such in a military academy or through hard experience on a battlefield. This expertise includes a knowledge of military history, strategy, tactics, the weapons and engineering techniques of the battlefield. Having studied wars and warfare, you can:</p> <ul style="list-style-type: none"> • inspect weapons, identifying their approximate age, condition, country of origin, and manufacturer, specifying whether they were made for civilian or military use • tell the rank and specialty of a soldier from their uniform, and potential identify an unknown military force by examining the weapons, uniforms, or insignia they use • deduce a soldier's training and history from his demeanour and use of slang and jargon • spot weaknesses in an enemy's fortifications or tactics • analyse the effectiveness of an enemy's battle tactics • examine traces of a hand-to-hand skirmish and recreate the fight • identify battlefields, reconstructing the engagements fought there • recall famous battles and the tactics that determined their victors • Equivalent for naval aspects of the character is of such background.
Natural History	<p>You study the behaviour, and biology of plants and animals.</p> <ul style="list-style-type: none"> • tell when an animal is behaving strangely • tell whether an animal or plant is natural to a given area • identify animal from samples of hair, blood, bones, other tissue; identify plant from a sample
Natural Philosophy	<p>This is the study of the laws of Nature, incorporating among other things what later generations will term physics, biology, geology, and the more academic reaches of botany and zoology.</p> <p>Note that Wilderness Lore covers plants and animals in the wild. Chemistry falls under Alchemy; Astronomy under Astrology.</p>
Navigation	<p>Of the high seas, across oceans if needs be. On land, across countries. Both, with or creating maps and charts if needed.</p>
Negotiation	<p>You are an expert in making deals with others, convincing them that the best arrangement for you is also the best for them.</p> <ul style="list-style-type: none"> • haggle for goods and services • mediate hostage situations • swap favours or information with others
Notice	<p>You are adept at noticing subtle details and finding important clues. This is the generic ability for spotting a hidden clue or a disguised imposter, maintaining general situational awareness, or noticing a nonthreatening oddity. You can:</p> <ul style="list-style-type: none"> • spot hidden objects and objects of interest at an investigation site • notice subtle errors in a disguise • case a location to spot guards, entrances, and the like • notice signs of a previous search of the location • note relationships between objects at a crime scene, reconstructing sequences of events • cold read someone, analysing body language and behaviour to draw conclusions about them

Occult Studies	<p>You're an expert in the historical study of magic, superstition, and practice from the Stone Age to the present. From Satanists to the Golden Dawn, you know the dates, the places, the controversies, and the telling anecdotes.</p> <ul style="list-style-type: none"> • identify the cultural traditions informing a ritual from examining its physical aftermath • supply historical facts concerning various occult traditions • guess the intended effect of a ritual from its physical aftermath
Performance	<p>You gain trust, sympathy, or favour by performing: song, drama, dance, etc. Although it overlaps with Art-Making, any character can use it, winning hearts or attention by simple emotional appeal or by coy technique.</p>
Reassurance	<p>You get people to do what you want by putting them at ease. You can:</p> <ul style="list-style-type: none"> • elicit information and minor favours • allay fear or panic in others • instil a sense of calm during a crisis
Research	<p>You know how to find information from books, records, official sources. You're comfortable with a library, archive, or cross referencing a random pile of parchments and tomes.</p>
Status	<p>This is your status in Elizabethan society. See Status table below. Status is the congeries of abilities allowing interaction with social equals, respect from inferiors, and conveying knowledge of etiquette toward one's superiors. You can</p> <ul style="list-style-type: none"> • cadge invitations or introductions, • call in favours, • mingle socially, • avoid scandal, • gain the benefit of the doubt, • know rumours or general information, etc. suitable to your class. <p>A lower Status than normal for one's rank might indicate base conduct or illegitimate birth, or just poverty or social isolation. Status may come with money, land, houses, etc. at higher levels, but there are plentiful examples of bankrupt nobles in the Tudor court.</p>
Streetwise	<p>You know how to behave among crooks, harlots, and the criminal underworld.</p> <ul style="list-style-type: none"> • deploy criminal etiquette to avoid fights and conflicts • identify unsafe locations and dangerous people • gather underworld rumour
Taunt	<p>You have an unerring sense of what insult or gibe will get a reaction from your target. You may</p> <ul style="list-style-type: none"> • intend to put them off-balance, • goad them into unwise action or revelation, • otherwise aim their ill-humour. <p>In the company of poets or other hot-blooded sorts, this ability also allows you to achieve some status as a quick thinker and keen speaker.</p>
Theology	<p>You study religions in their various forms, both ancient and modern. You can:</p> <ul style="list-style-type: none"> • supply information about religious practices and beliefs • quote relevant tags from the major scriptures • recognise names / attributes of saints, gods, other figures of religious worship and veneration • identify whether a given religious practice or ritual is orthodox or heretical • fake (or in some traditions, officiate at) a religious ceremony <p>This ability does not allow you to work miracles, banish demons, commune with deities, or otherwise invoke supernatural power, even if the campaign admits the existence of a non-Mythos God or gods. You may believe in a given religion or not; the skill functions just as well in either case.</p> <p>If you have a rating in both Occult Studies and in Theology, you can identify a given ceremony as actually (even if ignorantly or unintentionally) an Occult ritual. This counts as a use of Theology, and costs no Sanity or Stability. Some questions or clues may fall under both Theology and Occult, or on the boundary between.</p>

<p>Tod Spotter</p>	<p>You have the talent of spotting lies. You must be interacting with them or observing them from a close distance. Note that this talent does <u>not</u> tell you what they're lying about, specifically, or see through their lies to the truth. Note that nearly everyone lies, especially when facing trouble.</p> <p>Some individuals are so adept at lying that they never set off your spotter, they believe their own falsehoods e.g. Psychopaths lie reflexively depriving you of the telltale tics to sense deceit. Sometimes you need leverage to get information out of people who you know are lying. You can:</p> <ul style="list-style-type: none"> • Tell when some people are lying. • Sometimes you can infer why they're lying, but it's hard to reliably discern motive or get at the facts they're working to obscure. • Tell when a person is trying to project a false impression in body language - non-verbal lies.
<p>Wilderness Lore</p>	<p>You are familiar with working and living outdoors and in the wild. You might be a farmer, gamekeeper or forester, or an amateur (or professional) fisher or hunter. You can:</p> <ul style="list-style-type: none"> • tell when an animal is behaving strangely • tell whether an animal or plant is natural to a given area • find edible plants, beneficial herbs, hunt, and fish • make fire and survive outdoors at night or in bad weather • An outdoorsman's sense of impending and likely weather • navigate overland, albeit more easily with a compass and a map • track people, animals, across grass or through forests • hunt with dogs, assuming you have friendly dogs available <p>Despite the name, there is no restriction on female characters taking this ability.</p>

Status - social position

Status	Social Position or Rank
0	Beggar, farmhand, ruffler (unskilled criminal)
1	Husbandman, house servant, labourer, mercenary soldier, entertainer, skilled criminal
2	Workingman or cotter, small farmer, low taverner, tradesman, able seaman, servant in a great house, Upright Man (crime boss)
3	Townsmen (respectable householder) or yeoman (free land- or lease- holder), sheriff, alderman, justice of the peace, artisan, barber/surgeon, guild officer, shipmaster (i.e. Captain), mercenary officer, impecunious university graduate, merchant traveler
4*	Gentry (own tenanted land, allowed to bear arms), professional (priest, doctor, lawyer, academic scholar), rich burgess or merchant, mayor.
5*	Knight, child of Lesser Peer, Dean or other important priest, merchant prince
6*	Lesser Peer (baron), child of Greater Peer, Bishop
7*	Greater Peer (duke, marquis, earl, viscount), Archbishop

* Note: at status 4+ or more you **MUST** spend one Language point on Latin+Greek to reflect educatio