

- ☐ **Full Success:** Add the item to the Secured Inventory.
- ☐ **Partial Success:** Add the item to the Secured Inventory, but there will be some drawback. Refer to the above entry for suggestions.
- ☐ **Failure:** Do not add the item to the investigators Secured Inventory.
 - ☐ Unlike when purchasing items directly, they do not have to make a Poverty Composure Roll.

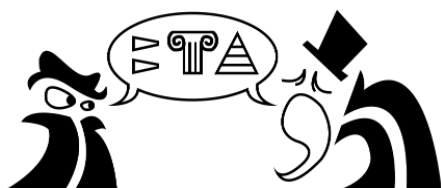
Write-in Skills

On an investigator's character sheet, there are blank spaces that may optionally be filled in with Write-in Skills.[1] These Skills represent more specific fields of knowledge that are not covered by the general Skill list. The list of official Write-in Skills is shown below, but at the Narrator's discretion, a player may make a new Write-in Skill if they know their character should be skilled at something that is not represented by anything else in the rulebook. Whatever the new Skill is, make sure it is not something that would be covered by any of the Core Skills!

[1 off to the side in the final formatting] Just because there may be only a certain number of blank spaces underneath a certain category on the character sheet does not mean that the character can only have that number of Write-in Skills.

An investigator may have any number of Write-in Skills, but a Write-in skill must have a rating of at least +1 and this counts towards the total of an investigator's Skill ratings, which must always be zero.

Any character can try to use a Write-in Skill listed below that they do not have (or any specific skillset that does not fit well under any existing Skill). If they do, instead use whatever Skill on their sheet seems to fit best, but with a -3 penalty. For example, if a character is attempting to pick a lock, but they do not have the Lockpicking Skill, then let them try it using their Technology skill, but with a -3 penalty.



Ancient Language (Knowledge) || Ancient Language is a measure of a character's knowledge of at least one ancient language, such as Latin, Ancient Greek, etc. The player may pick any number of ancient

languages for this Skill to represent, up to the Narrator's discretion. (It's hard enough to learn a living language, let alone a dead one. It might start to break immersion if your hard-boiled detective from the bad side of town happens to be proficient in Ancient and Medieval Latin, Ancient Greek, and Sanskrit.) Use this skill when a character needs to read, write, or, God-forbid, *speak* an ancient language. This Skill may also be used to identify the age and culture of a text, to determine whether a text is authentic or a forgery, or for anything else related to ancient languages.

Unlike the regular Language skill listed below, it takes a Skill roll to even read, write, or speak basic information, because these languages are not perfectly understood even by expert historians. Additionally, if an investigator needs to use any other Skill that would require understanding an ancient language (especially Paperwork or any Interpersonal Skill), this would first prompt an Ancient Language roll (which is also an Investigative Roll if the initial Skill roll is). This may add penalties to the second roll, as listed below:

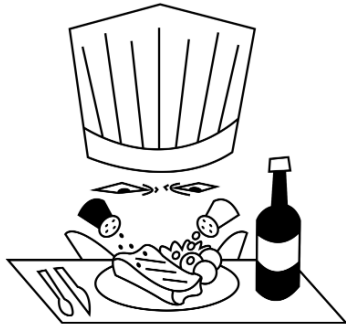
Full Success: No penalty.

Partial Success: -1 penalty added to the other skill roll.

Failure: -2 penalty added to the other skill roll.

Boating (Physical): Boating is a measure of a character's skill with and knowledge of the operation of nautical vehicles. Use this Skill when fighting to keep a craft from capsizing during a storm, when trying to diagnose a mechanical issue with a boat, or when trying to navigate at sea with just a chart and compass. Characters do not need to roll this Skill when just steering a boat normally around calm waters (even characters who do not have this Skill at all), one would usually only roll this Skill when a situation arises that requires a high degree of skill from the operator to avert disaster. This Skill can also be used as a Knowledge Skill when understanding nautical jargon or nautical flag language; or identifying the type of boat, size of boat, and what a boat is doing just by looking at its day shapes or its nighttime navigation lights.





Cooking (Knowledge) || Cooking is a measure of a character's knowledge of the culinary arts. Use this Skill when a character needs to prepare a meal of any sort beyond the rudimentary cooking ability that everybody has, such as if impersonating a chef to infiltrate the corrupt mayor's private party, or to notice when a dish just doesn't smell or taste quite right, perhaps indicating it's been poisoned! This Skill may

also be used in case the character needs to know anything related to kitchen etiquette or whatever else may fall under the umbrella of culinary knowledge.

Forgery (Knowledge) || Forgery is a measure of a character's knowledge of bureaucratic form standards, photo manipulation, and the criteria people use to judge the authenticity of what they're shown. Use this Skill when discerning if an element of a document (such as a watermark) has been faked in some way, determining whether a photo or video has been tampered with (and how), or when attempting to create a convincing forgery themselves.



This Skill can be used to forge a document, a convincing fake photograph, or something similar. Creating a forgery will always require the relevant tools and workspace to do so. If using the Ticking Clock rule, it will also take at one Tick unless the forgery is something very simple like a signature.

When creating a forgery, the Narrator makes a hidden Forgery roll for the investigator. The Skill rating most relevant to the forgery itself is also added. For instance, if forging proof of a medical diagnosis, add the investigator's Medicine rating.[2] If there is no other Skill conceivably relevant to the subject of the forgery, use Paperwork for physical documents, Visual Calculus for photographs, or Technology for digital forgeries. If trying to create a convincing fake *video*, an additional -3 penalty is added.[1][3]

[1 Off to the side in the final formatting.] The additional Skill rating is a Base modifier - so the combined modifier of the two Skills added together still cannot surpass the investigator's current Composure level.

[2 Off to the side in the final formatting.] An additional relevant Skill *must* be added. Therefore, if the most relevant Skill is a Write-in Skill (say Law), and the investigator doesn't have that skill, they would have to use Paperwork at a -3 penalty. Even a skilled forger would struggle trying to create a convincing fake document about a subject they don't know anything about.

[3 Off to the side in the final formatting.] An investigator without the Forgery Skill can of course still attempt to forge a document. Adding another Skill rating means they have a decent chance to do so successfully if they have a high modifier in the subject of the forgery to offset the -3 penalty for not having the Forgery Skill.

If the forger is copying an existing document, rather than creating something original, then add a +2 Contextual modifier if they have the original to work from. Add a +1 Contextual modifier instead if they just have a high quality photo of the original.

Full Success: The forgery is excellent, and is convincing even on closer inspection. Even an expert on the subject would need time and careful examination to tell it is a fake.[1]

[1 off to the side in the final formatting.] The Narrator should take care to remember that most people will be inherently skeptical of photos and videos which conflict with their worldviews or political beliefs, even if it is particularly convincingly made, or even just plain real. Characters may still refuse to believe evidence of anything particularly hard-to-believe, even if they cannot prove the evidence is fake.

Partial Success: The forgery is serviceable. It looks credible at a glance, but it is obviously fake on closer inspection.

Failure: The forgery is sloppy, and is obviously fake to anyone with even a passing knowledge of the subject.

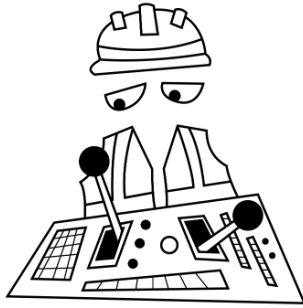
The forger will only know how effective the forgery is once it is put to the test. A different investigator may check the forging investigator's work with a Forgery check or the Skill check relevant to the subject of the forgery.

Full Success: They can tell the quality of the forgery.

Partial Success: They will only spot mistakes if the forgery is the result of a Failure.

Failure: They are not able to spot any mistakes, if there are any at all.

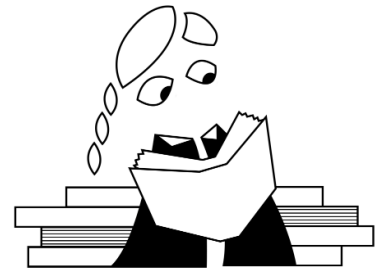
[Snoop: A snoop showing a photo of a UFO to another snoop.]



Heavy Machinery (Physical) || Heavy Machinery is a measure of a character's skill with and knowledge of the operation of construction equipment (or other large industrial equipment), such as bulldozers and cranes. Use this Skill when operating heavy machinery or trying to take control of a runaway piece of equipment. Characters do not need to roll this skill when just driving a bulldozer forward or backwards (even characters who do not have this Skill at all), one would usually only roll this Skill when a situation arises that requires a high degree of skill from the operator to avert disaster. This Skill may also be used as a Knowledge Skill, to diagnose an issue with a piece of heavy machinery or identify what sort of equipment might have left a set of deep tread marks.

[Snoop: A snoop wearing a construction hardhat and vest.]

History (Knowledge) || History is a measure of a character's knowledge of local or world history. The player may pick any number of fields of history for this Skill to represent, up to the Narrator's discretion. "History" is an extremely broad set of topics. This Skill should only be put on the character sheet when the history the investigator knows is potentially relevant to the investigation. If an adventure is set in Alexandria, Louisiana, history about the Punic Wars isn't going to be useful, but history of the American Civil War might be! Use this Skill when a character needs to know what year exactly an old mine was shut down, if there might be old tunnels around the area that were dug during the war, or what kind of antique sword was found stuck through the victim's heart.



Language (Knowledge): Language represents a character's ability to speak, read, and write in a language other than the language(s) that they grew up with.[1][2] Like Ancient

Language, any number of languages can be selected for this within reason, up to the Narrator's discretion. Language will rarely be rolled on its own. Basic communication or reading/writing something simple in any of the languages selected does not require a roll. However, use of any other Skill that would require understanding of another language (especially Paperwork or any Interpersonal Skill) would first prompt a Language roll (which is also an Investigative Roll if the initial Skill roll is). This may add penalties to the second roll, as listed below:

[1 off to the side in the final formatting] It is common for people to be fluent in multiple languages, even if they didn't grow up with them. If an investigator is truly fluent in another language, they do not need this Skill on their character sheet to speak it (though of course the Narrator should be informed before it becomes relevant to the investigation). This Skill should be used primarily when language barriers would actually matter, such as a group of American investigators traveling abroad. Use this Skill when it makes sense, and talk to the Narrator to see if it will matter in the first place.

[2 off to the side in the final formatting] Sign language also counts.

Full Success: No penalty.

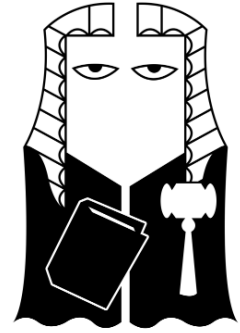
Partial Success: -1 penalty added to the other Skill roll.

Failure: -2 penalty added to the other Skill roll.

For example, if an investigator who speaks Italian as a second language is using the Paperwork Skill to try and find useful information in a stack of documents that are written in Italian, he must first roll Language. His success or failure in Language would affect his modifiers in the following Paperwork roll. If the investigator doesn't speak Italian at all, he will have to find other means of translating the documents, such as bringing them to someone who *does* speak Italian.

[Snoop: Two snoops conversing with speech bubbles and in the speech bubbles are little pictures of some random stuff.]

Law (Knowledge) || Law represents a character's knowledge of the law in all its nebulous complexities, such as proper court proceedings, exactly how the police are meant to carry out an arrest, and what technically does and doesn't count as self-defense. Use this Skill when trying to spot evidence of police corruption through their procedure, when making a defense in court, or when scanning a contract for legal loopholes.



Lock Picking (Physical) || Lock Picking is a measure of the character's knowledge of and skill with mechanical locking devices of all kinds. Use this Skill when, obviously, a character needs to pick a lock, provided they have the proper equipment for the job. Alternatively, it could also be used as a general Knowledge Skill when a character needs to know about locks or similar devices.

Pickpocketing (Physical) || Pickpocketing is a measure of a character's ability to, well, pick pockets. Use this Skill when trying to stealthily steal an object off someone's person without being noticed, or trying to slip an object *in* to someone's pocket without being noticed. This Skill can also be used as a Knowledge Skill for the purposes of knowing such things as the methods by which petty criminals operate and the clever tricks they employ.

[Snoop: A snoop taking a wallet from an unaware snoop.]

Piloting (Airplane) (Physical) || Airplane Piloting is a measure of a character's skill at and knowledge of the operation of airplanes and anything similar. Unlike most vehicle operation Skills, the margin for error is so slim here that if a character does not have this Skill, they must make a Skill roll at a -3 modifier even when just trying to operate a plane normally. If the character has this Skill, they will be able to operate a plane under normal conditions without needing to make a roll. Characters who have this Skill would usually only roll when a situation arises that requires a high degree of skill from the operator to avert disaster, such as extreme weather conditions, landing in or flying

through very tight spaces, or flying at extreme speeds. This Skill can also be used as a Knowledge Skill for any aviation-related knowledge.

[Snoop: A snoop dressed like a stereotypical WWI aviator.]

Piloting (Helicopter) (Physical) || Helicopter Piloting is a measure of a character's skill at and knowledge of the operation of helicopters and anything similar. Unlike most vehicle operation Skills, the margin for error is so slim here that if a character does not have this Skill, they must make a Skill roll at a -3 modifier even when just trying to operate a helicopter normally. If the character has this Skill, they will be able to operate a helicopter under normal conditions without needing to make a roll. Characters who have this Skill would usually only roll when a situation arises that requires a high degree of skill from the operator to avert disaster, such as extreme weather conditions, landing in or flying through very tight spaces, or flying at extreme speeds. This Skill can also be used as a Knowledge Skill for any aviation-related knowledge.

[Snoop: A snoop behind a helicopter cyclic stick wearing one of those cool helicopter helmets with visor and microphone.]

Religion (Knowledge) || Religion is a measure of the character's knowledge of religious texts and rituals. The player may pick any number of religions for this Skill to represent, up to the Narrator's discretion^[1]. Use this Skill when trying to identify the origin of a holy symbol around someone's neck, quote just the right passage from scripture, or remember the location of nearby places of worship. Under certain circumstances, this Skill's uses may have some overlap with [REDACTED].

[1 off to the side in the final formatting] Unless they study religion academically, most people would only have knowledge of the religion they practice or grew up with.

[1.1. Off to the side in the final formatting] They may not even have knowledge of that.

[Snoop: An assortment of snoops depicting various major religions from around the world as respectfully as possible. Christian priest, Jewish rabbi, Muslim imam, Buddhist bhikkhu, Hindu Pandit.]

Riding (Physical) || Riding is a measure of a character's skill at and knowledge of the riding of animals. Use this Skill when trying to spur a horse to maintain a full gallop,

keep control of a startled animal, or stay on when they start to buck. Characters do not need to roll this Skill when just riding a calm steed from Point A to Point B (even characters who do not have this Skill at all), one would usually only roll this Skill when a situation arises that requires a high degree of skill from the rider to avert disaster. If playing *Eureka* in a time period before motor vehicles were a normal part of society, replace the Driving Skill with the Riding Skill for all characters. This Skill can also be used as a Knowledge Skill for knowledge of riding equipment or culture.

[Snoop: A snoop sitting on a saddle? Maybe a snoop driving a stagecoach?]

- ☐ Investigators may optionally have Write-in Skills.
 - ☐ These Skills represent more specific fields of knowledge than the Core Skills.
 - ☐ See above for the specific Skill descriptions.
- ☐ At the Narrator's discretion, a player may make a new Write-in Skill for their investigator.
 - ☐ Make sure it wouldn't be covered by any of the Core Skills.
- ☐ **An investigator may have any number of Write-in Skills.**
 - ☐ **A Write-in skill must have a rating of at least +1**, which counts towards the total of an investigator's Skill ratings, which must always be zero.
- ☐ Any character can try to use a Write-in Skill that they do not have.
 - ☐ If they do, use the closest Skill they have, but with a -3 penalty.