

MONSTER HUNTERS: Know Thy Enemy Skills

SKILL	Angels	Cryptids	Demons	Old Ones	Fae	Ghosts	Lycans	Mummies	Witches	Vampires	Zombies
○○ Animal Handling* (_____) IQ		√					√				
○○○○ Archaeology IQ									√		
○○○○ Diagnosis IQ											
○○○○ Esoteric Medicine Per		√					√				
○○○○ Expert Skill (Nat Phil) Per		√									
○○ Hidden Lore (Angels) IQ	√										
○○ Hidden Lore (Cryptozoology) IQ		√									
○○ Hidden Lore (Demons) IQ			√								
○○ Hidden Lore (Spirits) IQ					√						
○○ Hidden Lore (Undead) IQ						√					√
○○ Hidden Lore (Lycanthropes) IQ							√				
○○ Hidden Lore (Mummy) IQ								√			
○○ Hidden Lore (Mythos) IQ				√							
○○ Hidden Lore (Places) IQ											
○○ Hidden Lore (Vampires) IQ											√
○○○○ Psychology IQ									√		
○○○○ Theology (Abrahamic) IQ	√		√								
○○○○ Theology (Shamanic) IQ					√	√					
○○○○ Theology (Voodoo) IQ					√						√

* A particular specialty can be used against appropriate creatures; e.g., Animal Handling (Dogs) against a dire wolf – though usually at a penalty.