

MANSIONS OF MADNESS

VOLUME I: BEHIND CLOSED DOORS

This pack contains six pre-generated investigators for you to use with the scenarios found in *Mansions of Madness Vol. 1*. We strongly recommend that the Keeper gives each player 70 additional skill points so that they can customize their investigator. Should the players seek guidance as to which additional skills they should invest in, refer to the **Involving the Investigators** sections in each scenario for some pointers.

© 2021 Chaosium Inc. Permission granted for personal use etc.

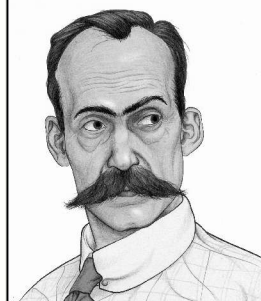


1920S ERA INVESTIGATOR

Name Prof. Atef Farid al-Tajir
 Player _____
 Occupation Physics and Maths Professor
 Age 46 Sex M
 Residence Boston, MA
 Birthplace Aleppo, Syria

CHARACTERISTICS

STR 60 30 12 DEX 60 30 12 INT 85 42 17
 CON 70 35 14 APP 65 32 13 POW 55 27 11
 SIZ 75 37 15 EDU 90 45 18 Know Move Rate 6 +1 -1



Major Wound	14	01	02
Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane	Indef. Insane	55	Max	Insane	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96	97	98	99	

CALL of CTHULHU

Out of Luck	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15
16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38
39	40	41	42	43	44	45	46
47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61
62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84
85	86	87	88	89	90	91	92
93	94	95	96	97	98	99	

11	00	01	02	03	04
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	40	20
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)	70	35	40	20
<input type="checkbox"/> Appraise (05%)				<input type="checkbox"/> Listen (20%)		<input type="checkbox"/> Chemistry	40	20
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Engineering	40	20
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Sleight of Hand (10%)		
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Spot Hidden (25%)	65	32
<input type="checkbox"/>				<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Stealth (20%)		
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Survival (10%)		
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Swim (20%)		
Credit Rating (00%)	45	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Throw (20%)		
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	60	30	<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)	50	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/> Science (Mathematics)	70	35
<input type="checkbox"/> Dodge (half DEX)	30	English	25	<input type="checkbox"/> Psychology (10%)	60	<input type="checkbox"/> Science (Physics)	70	35
<input type="checkbox"/> Drive Auto (20%)		Turkish	25	<input type="checkbox"/> Psychoanalysis (01%)				
<input type="checkbox"/> Elec Repair (10%)			10	<input type="checkbox"/> Ride (05%)				
		<input type="checkbox"/> Language (Own) (EDU)	90					
		Arabic	45					
			18					

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus +1D4
 Build +1
 Dodge 30 15 6

BACKSTORY



Personal Description Tall, mustachioed, and always in a collar and tie. He may also sometimes be seen wearing a red tarboosh (fez) on more formal occasions.

Ideology/Beliefs Born and raised as a Sunni Muslim.

Significant People

Traits Slightly nervous and watchful, but with an innate desire to figure out how the world works.

Injuries & Scars

Phobias & Manias

Meaningful Locations Istanbul, particularly the buildings and grounds of the Imperial University.

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Notebook, pencil, slide rule.

CASH & ASSETS

Spending Level \$10
Cash \$90
Assets \$2,250

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

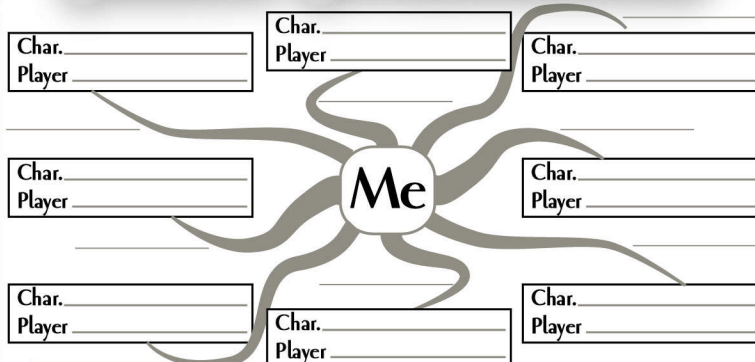
Reach 0 HP with Major Wound = **Dying**



Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS







Atef Farid al-Tajir was born in the ancient city of Aleppo when it was still part of the Ottoman Empire. Although his family had made their wealth as merchants thanks to Aleppo's location at the end of the Silk Road, Atef's interests always lay in the sciences. As the family business declined, thanks to the opening of the Suez Canal, his father encouraged him to follow his dreams, which eventually saw him enroll as a mathematics and physics student at the Imperial University in Istanbul.

A gifted scholar, Atef became a lecturer and then a professor in the university's Istanbul House of Multiple Sciences, where he sat out the Great War as his students went off to fight for the Axis and where he later watched the political upheavals that marked the end of the Ottoman Empire.

Although approached to help set up the fledgling College of Engineering in Baghdad, Atef instead chose to accept a position at the Massachusetts Institute of Technology, in Cambridge, Massachusetts. Although the institute's curriculum is perhaps a touch more "hands-on" than he is comfortable with, he doesn't regret his decision to leave his homeland and its ongoing unrest in the wake of the Great War.



1920S ERA INVESTIGATOR

Name Idella Brown
 Player _____
 Occupation Aviator
 Age 26 Sex F
 Residence Everywhere & nowhere
 Birthplace Chicago, Illinois

CHARACTERISTICS

STR **65** ³²/₁₃ DEX **80** ⁴⁰/₁₆ INT **75** ³⁷/₁₅
 CON **60** ³⁰/₁₂ APP **60** ³⁰/₁₂ POW **65** ³²/₁₃
 SIZ **50** ²⁵/₁₀ EDU **65** ³²/₁₃ Know Move Rate **9** ⁺¹/₋₁



Major Wound 11 ¹¹/_{1P}

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane	Indef. Insane	65	Max	Insane	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96	97	98	99	

CALL of CTHULHU

Out of Luck	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15
16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38
39	40	41	42	43	44	45	46
47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61
62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84
85	86	87	88	89	90	91	92
93	94	95	96	97	98	99	

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	65 ³² / ₁₃	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)	30 ¹⁵ / ₆	<input type="checkbox"/> Spot Hidden (25%)	55 ²⁷ / ₁₁
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	45 ²² / ₉	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	30 ¹⁵ / ₆	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Navigate (10%)	65 ³² / ₁₃	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	30 ¹⁵ / ₆	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Pilot (01%)	65 ³² / ₁₃	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	50 ²⁵ / ₁₀	<input type="checkbox"/> French		<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	30 ¹⁵ / ₆	<input type="checkbox"/> Language (Own) (EDU)	65 ³² / ₁₃	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		<input type="checkbox"/> English				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed				1d3 + db	-	1	-	-
.22 bolt-action rifle	45	22	9	1d6+1	30 yds	1	6	99

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **50** ²⁵/₁₀

BACKSTORY



Personal Description Quite short, Idella can usually be found sporting jodhpurs, knee-high leather boots, a white shirt, and a tie. Her hair is firmly set into a non-nonsense bob, perfect for under her flying helmet.

Traits Fearless, bright, and flamboyant.

Ideology/Beliefs

Injuries & Scars

Significant People Her baby brother, John. He's the practical, sensible one, and she loves him for it.

Phobias & Manias

Meaningful Locations Paris, where she learned to fly.

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

.22 bolt-action rifle, flashlight.

CASH & ASSETS

Spending Level \$10
Cash \$60
Assets \$1,500

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

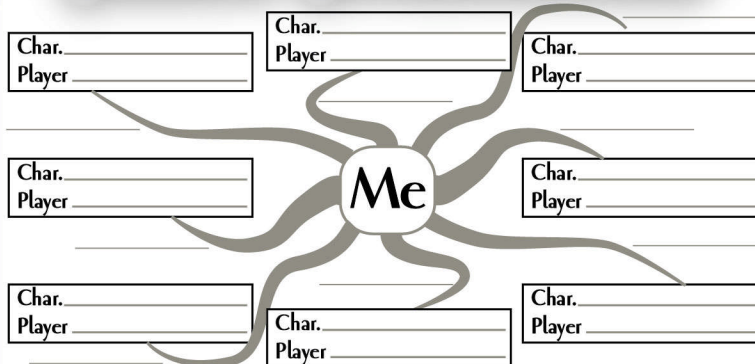
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



The oldest of non-identical twins, Idella Brown rarely lets her "younger" brother, John, forget that she's his big sister. Like her brother, Idella was always fascinated with cars and airplanes, but there was only enough money to send John to school to learn how to be a mechanic, and she had to stay at home. John, partly through guilt and partly through his natural generosity, passed on as much as he could of what he'd learned to his eager sibling.

The twins' family relocated to Robbins, Illinois, the year after it was incorporated to get away from life in the Windy City and the escalating problems caused by Prohibition. This didn't entirely suit the pair, and both moved back to Chicago as soon as John graduated, with Idella working alongside her brother as a mechanic in one of the city's mid-rank taxi garages whenever she could, and waiting tables when she couldn't.

But as much as she loved getting her hands dirty, Idella wanted to take to the skies. Inspired by the likes of Neta Snook, she looked for a way to learn but didn't get anywhere - her only option being to fly for the bootleggers, but that just seemed too risky. And then came Bessie Coleman, and Idella knew what she had to do: save up and head to France to get her pilot's license. Which she did, with the ever faithful John in tow.

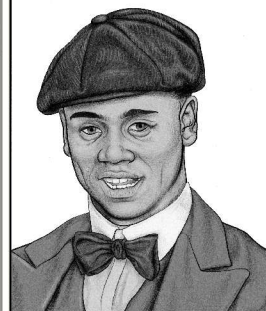
Now, still accompanied by her brother, Idella still follows in her heroine's footsteps, this time as a barnstormer in a touring flying circus.

1920S ERA INVESTIGATOR

Name John Brown
 Player _____
 Occupation Mechanic
 Age 26 Sex M
 Residence Everywhere & nowhere
 Birthplace Chicago, Illinois

CHARACTERISTICS

STR **70** ³⁵/₁₄ DEX **70** ³⁵/₁₄ INT **65** ³²/₁₃
 CON **60** ³⁰/₁₂ APP **60** ³⁰/₁₂ POW **70** ³⁵/₁₄
 SIZ **55** ²⁷/₁₁ EDU **70** ³⁵/₁₄ Know Move Rate **9** ⁺¹/₋₁



Major Wound 11 **11** MP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane	Indef. Insane	70	Max	Insane	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96	97	98	99	

CALL of CTHULHU

Out of Luck	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15
16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38
39	40	41	42	43	44	45	46
47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61
62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84
85	86	87	88	89	90	91	92
93	94	95	96	97	98	99	

14 MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	30 ¹⁵ / ₆	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Spot Hidden (25%)	55 ²⁷ / ₁₁
<input type="checkbox"/> Welding		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	40 ²⁰ / ₈
<input type="checkbox"/> Climb (20%)	40 ²⁰ / ₈	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Op. Hv. Machine (01%)	20 ¹⁰ / ₄	<input type="checkbox"/> Track (10%)	
Credit Rating (00%)	30 ¹⁵ / ₆	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Persuade (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Psychology (10%)	40 ²⁰ / ₈	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35 ¹⁷ / ₇	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	40 ²⁰ / ₈	<input type="checkbox"/>		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Language (Own) (EDU)	70 ³⁵ / ₁₄			<input type="checkbox"/>	
		English				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-
Wrench	50	25	10	1d8 + db	-	1	-	-

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge **35** ¹⁷/₇

BACKSTORY



Personal Description Not particularly tall, like his twin sister, Idella. John dresses smartly when he's not in his mechanic's overalls. However, he rarely goes without his lucky flat cap, an affectation he picked up on the Continent.

Traits Practical, level-headed, and patient.

Ideology/Beliefs

Injuries & Scars

Significant People His twin sister, Idella. Yes, she can be a bit bossy and reckless sometimes, but he knows she has a good heart.

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions His lucky flat cap.

Encounters with Strange Entities

GEAR & POSSESSIONS

Mechanic's tools, overalls, flashlight.

CASH & ASSETS

Spending Level \$10
Cash \$60
Assets \$1,500

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

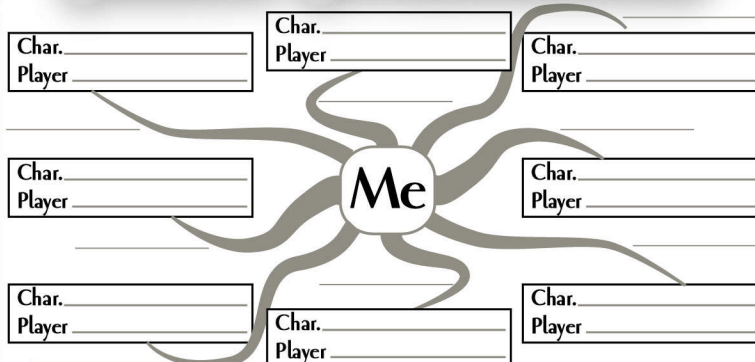
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



John Brown is a patient young man, which is just as well given the outgoing nature of his "big" sister, Idella. Not that she's that much older - 15 minutes, tops, but he's always been the baby of the family as a result. Always good with his hands, John had a natural flair for mechanics, and was thrilled, if a little guilty, when the family saved up enough money to send him to college to get a thorough education. It was the first time he was really separated from Idella, and it just felt odd.

While he understood his family's desire to get out of Chicago with its ever increasing problems, the new family home in Robbins was just too quiet for John and he missed the city lights. He and Idella moved back to their old neighborhood, worked hard, and kept their heads down whenever trouble threatened. Having taught her everything she knows about an engine, John found it fun to work alongside his sister whenever his boss was out of town.

And then Idella got the idea in her head to go to France so she could learn how to be a pilot. Still a little guilty that he'd had a college education when she hadn't, and convinced that if anyone could do it, Idella would, John agreed to help her save enough money for the boat journey. Both unhappy at the thought of being parted, he allowed himself to be convinced to go along, too.

He hates to admit it, but he knows they made the right decision to get out of Chicago when they did. And he's been to some interesting places as his sister's flight mechanic, even though he worries constantly about her daring aerial antics. But above all, he's proud of what she's achieved and the team they've become.

1920S ERA INVESTIGATOR

Name Daphne Lexington
 Player _____
 Occupation Dilettante
 Age 49 Sex F
 Residence Los Angeles, California
 Birthplace San Francisco, California

CHARACTERISTICS

STR **60** $\frac{30}{12}$ DEX **60** $\frac{30}{12}$ INT **65** $\frac{32}{13}$
 CON **65** $\frac{32}{13}$ APP **75** $\frac{37}{15}$ POW **55** $\frac{27}{11}$
 SIZ **65** $\frac{32}{13}$ EDU **65** $\frac{32}{13}$ Know Move Rate **6** $\frac{+1}{-1}$



Major Wound			
M13IP			
HIT POINTS	Dying	00	01 02
	Unconscious	03	04 05
		06	07 08 09 10
		11	12 13 14 15
		16	17 18 19 20

Temp. Insane			
Indef. Insane			
55 Max			
Insane			
01	02	03	04
05	06	07	08
09	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	40
41	42	43	44
45	46	47	48
49	50	51	52
53	54	55	56
57	58	59	60
61	62	63	64
65	66	67	68
69	70	71	72
73	74	75	76
77	78	79	80
81	82	83	84
85	86	87	88
89	90	91	92
93	94	95	96
97	98	99	

CALL of CTHULHU

Out of Luck			
01	02	03	04
05	06	07	08
09	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	40
41	42	43	44
45	46	47	48
49	50	51	52
53	54	55	56
57	58	59	60
61	62	63	64
65	66	67	68
69	70	71	72
73	74	75	76
77	78	79	80
81	82	83	84
85	86	87	88
89	90	91	92
93	94	95	96
97	98	99	

M11P			
00	01	02	03
04	05	06	07
08	09	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24			

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	45 $\frac{22}{9}$	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	30 $\frac{15}{6}$	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	65 $\frac{32}{13}$	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	55 $\frac{27}{11}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	30 $\frac{15}{6}$	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	75 $\frac{37}{15}$	<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)	25 $\frac{12}{5}$	<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	90 $\frac{45}{18}$	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	30 $\frac{15}{6}$	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)	55 $\frac{27}{11}$	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	50 $\frac{25}{10}$	<input type="checkbox"/> French		<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	40 $\frac{20}{8}$	<input type="checkbox"/> Sanskrit	30 $\frac{15}{6}$	<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/>		<input type="checkbox"/> Ride (05%)	55 $\frac{27}{11}$	<input type="checkbox"/>	
		<input type="checkbox"/> Language (Own) (EDU)	65 $\frac{32}{13}$			<input type="checkbox"/>	
		<input type="checkbox"/> English				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed				1d3 + db	-	1	-	-
.38 Fitz Special Revolver	65	32	13	1D10	15 yds	1(3)	6	100

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge **50** $\frac{25}{10}$

BACKSTORY



Personal Description An attractive woman, Daphne keeps her red curls neatly styled in the latest fashion. She is always smartly, and expensively, dressed, with tastefully matching accessories.

Traits Generous and fun-loving.
Refuses to "act her age."

Ideology/Beliefs

Injuries & Scars

Significant People Her youngest son, Peter Lexington - about the only good thing she got out of her marriage to his father (apart from his money, of course) - and his fiancée, Nakane Yuna.

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions The original (allegedly) gold nugget found by her '49er grandfather that founded the Desmond family fortune.

Encounters with Strange Entities

GEAR & POSSESSIONS

Gold cigarette case and matching lighter.

.38 Fitz Special Colt snubnosed Revolver.

Stutz Roadster automobile.

CASH & ASSETS

Spending Level \$250

Cash \$1800

Assets \$180,000

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

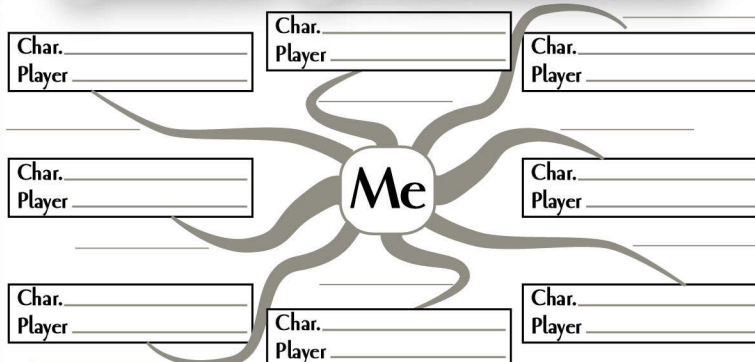
Reach 0 HP with Major Wound = **Dying**



Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS







Daphne Lexington (nee Desmond) was born to a life of privilege. Her beloved grandfather, Montague Desmond, made the family's fortune as a prospector during the California Goldrush. A smart, hardworking man, his shrewd investments ensured his offspring would have a golden future.

Old Monty doted on his youngest granddaughter and spoiled her something rotten. Thankfully, he didn't live long enough to see her marry Walter Lexington, owner of the Lexington Petroleum Company and 30 years Daphne's senior. She married him for romance and adventure, but was sadly disappointed to discover that her new husband was interested in neither once he'd secured a wealthy trophy wife to give him an heir.

Her first son, Walter, is a chip off the old block, but thankfully, her second (and last) child, Peter, has more of the Desmond spirit - a determination to make the most of life, whatever hand it deals you. Widowed young, but comfortably rich enough to cope with it, Daphne is always on the look out for entertaining adventures and scrapes. And if they scandalize her stuffy eldest child and her late husband's equally stuffy family - all the better!

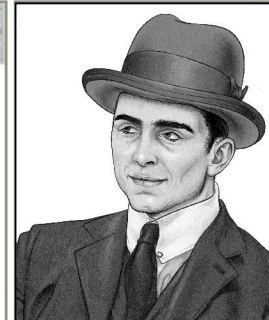


1920S ERA INVESTIGATOR

Name Peter Lexington
 Player _____
 Occupation Aspiring Actor
 Age 25 Sex M
 Residence Los Angeles, California
 Birthplace Los Angeles, California

CHARACTERISTICS

STR **75** ³⁷/₁₅ DEX **75** ³⁷/₁₅ INT **70** ³⁵/₁₄
 CON **55** ²⁷/₁₁ APP **80** ⁴⁰/₁₆ POW **45** ²²/₉
 SIZ **80** ⁴⁰/₁₆ EDU **65** ³²/₁₃ Know Move Rate **7** ⁺¹/₋₁



Major Wound	13	IP
Dying	00	01 02
Unconscious	03	04 05
06	07	08 09 10
11	12	13 14 15
16	17	18 19 20

Temp. Insane			Indef. Insane				45		Max				Insane		01	02	03	04	05	06	07	SANITY	
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29		30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52		53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75		76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98		99

CALL of CTHULHU

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	

Mag 9 MP	00	01	02	03	04	Magic Points
05	06	07	08	09	10	
11	12	13	14	15	16	
17	18	19	20	21	22	
23	24					

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	55 ²⁷ / ₁₁	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	55 ²⁷ / ₁₁	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	50 ²⁵ / ₁₀	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	20 ¹⁰ / ₄	<input type="checkbox"/> Sleight of Hand (10%)	40 ²⁰ / ₈
<input type="checkbox"/> Art / Craft (05%) Acting	60 ³⁰ / ₁₂	<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	55 ²⁷ / ₁₁
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	70 ³⁵ / ₁₄	<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	70 ³⁵ / ₁₄	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	55 ²⁷ / ₁₁	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	50 ²⁵ / ₁₀	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	40 ²⁰ / ₈	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	65 ³² / ₁₃	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	55	27	11	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge **50** ²⁵/₁₀

BACKSTORY



Personal Description Dark chestnut hair and twinkling green eyes. Always immaculately, and expensively dressed, like his mother, Daphne.

Traits Curious, confident, and ambitious.

Ideology/Beliefs If you don't believe in yourself, then you can't expect anyone else to, either.

Injuries & Scars

Significant People His mother, Daphne, and his fiancée, Nakane Yuna.

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

Pipe, monogrammed lighter, photograph of Nakane Yuna

CASH & ASSETS

Spending Level \$50
Cash \$350
Assets \$35,000

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

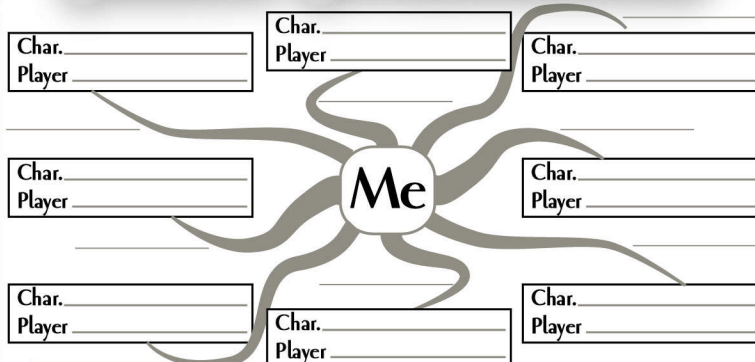
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Peter Lexington, son of the late oil magnate Walter Lexington and Gold Rush heiress Daphne Desmond, has movie star good looks - which is just as well, seeing as he has his heart set on becoming the next Hollywood heartthrob.

Born into the lap of luxury, Peter is used to the finer things in life, meaning he often struggles with the concept that other people have less than him. His eyes are being opened to that fact by his work in the rapidly growing film industry and by his fiancée, Nakane Yuna, whom he met on a film set while she was interviewing the cast and crew.

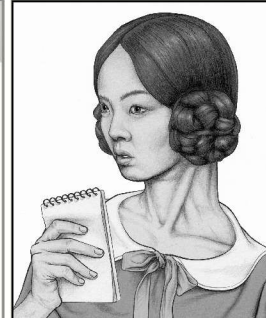
Like his mother, Peter has a great appetite for life and wants to experience as much as he can - partly because he thinks it will make him a better actor, but also because he has a tendency to get bored easily.

1920S ERA INVESTIGATOR

Name Nakane Yuna
 Player _____
 Occupation Journalist
 Age 21 Sex F
 Residence Los Angeles, California
 Birthplace San Francisco, California

CHARACTERISTICS

STR **60** ³⁰/₁₂ DEX **60** ³⁰/₁₂ INT **70** ³⁵/₁₄
 CON **80** ⁴⁰/₁₆ APP **65** ³²/₁₃ POW **70** ³⁵/₁₄
 SIZ **50** ²⁵/₁₀ EDU **70** ³⁵/₁₄ Know Move Rate **9** ⁺¹/₋₁



Major Wound			
M13IP			
HIT POINTS	Dying	00	01 02
	Unconscious	03	04 05
	06	07	08 09 10
	11	12	13 14 15
	16	17	18 19 20

Temp. Insane			
Indef. Insane			
70 Max			
Insane			
01	02	03	04
05	06	07	08
09	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	40
41	42	43	44
45	46	47	48
49	50	51	52
53	54	55	56
57	58	59	60
61	62	63	64
65	66	67	68
69	70	71	72
73	74	75	76
77	78	79	80
81	82	83	84
85	86	87	88
89	90	91	92
93	94	95	96
97	98	99	

CALL of CTHULHU

Out of Luck			
01	02	03	04
05	06	07	08
09	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	40
41	42	43	44
45	46	47	48
49	50	51	52
53	54	55	56
57	58	59	60
61	62	63	64
65	66	67	68
69	70	71	72
73	74	75	76
77	78	79	80
81	82	83	84
85	86	87	88
89	90	91	92
93	94	95	96
97	98	99	

M14MP			
00	01	02	03
04	05	06	07
08	09	10	11
12	13	14	15
16	17	18	19
20	21	22	23
24			

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	25 ¹² / ₅	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%) Acting	40 ²⁰ / ₈	<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	60 ³⁰ / ₁₂
<input type="checkbox"/> Photography	55 ²⁷ / ₁₁	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	55 ²⁷ / ₁₁
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> History (05%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	30 ¹⁵ / ₆	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) English	65 ³² / ₁₃	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	30 ¹⁵ / ₆	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) Japanese	70 ³⁵ / ₁₄	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **30** ¹⁵/₆

BACKSTORY

Personal Description Petite, with long black hair, which she wears plaited and fastened in a bun. Smartly dressed in Western-style clothing.

Traits Tenacious, curious, and brave.



Ideology/Beliefs

Injuries & Scars

Significant People Her family (mother, father, and younger sister) and her fiance, Peter Lexington

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions Her engagement ring from Peter - apparently, it's a family heirloom, made from gold his great grandfather found in 1849!

Encounters with Strange Entities

GEAR & POSSESSIONS

Engagement ring, notepad, pencil, camera, film.

CASH & ASSETS

Spending Level \$10
Cash \$60
Assets \$1500

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

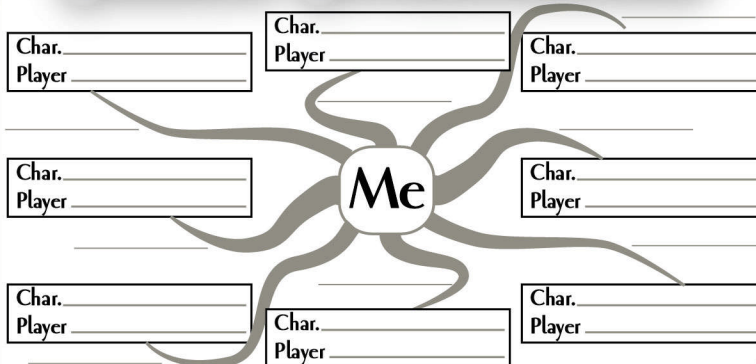
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Nakane Yuna was born in California after her father, a career bureaucrat, was sent from Tokyo to a position at the Japanese Consulate in San Francisco. As a result, Yuna and her little sister are both Nisei, born in America of Japanese-born parents, even if neither her mother nor father planned it that way.

Although her father's posting was only supposed to be short term, he was seconded to the Los Angeles' central Japanese Association to help register and certify California's existing Japanese emigrants as part of the fallout from the so-called Gentleman's Agreement between the US and Japanese governments.

Growing up in Los Angeles at the early 20th century has been both exciting and terrifying for Yuna - the Japanese community there has expanded in the face of external mistrust and discrimination but still manages to thrive. Yuna, always interested in other people's stories, managed to secure herself a job as a junior reporter on the Rafu Shimpo, an English/Japanese newspaper.

It was while she was working on a story for the newspaper about the burgeoning Hollywood film industry that Yuna met and fell in love with Peter Lexington. She knows their whirlwind romance is unconventional in so many ways, not least because they're from different backgrounds. Thankfully, she has the full support of Peter's mother, Daphne, even if her own parents are still not entirely happy with the idea.