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.

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**Backstory**

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

**Ideology/Beliefs** Born and raised as a Sunni Muslim.

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

**Injuries & Scars**

**Phobias & Manias**

**Significant People**

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

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

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**Gear & Possessions**

Notebook, pencil, slide rule.

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**Cash & Assets**

Spending level $10  
Cash $90  
Assets $2,250

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**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success: Fumble Fail Regular Hard Extreme 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 ≥ ½ 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

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**Fellow Investigators**

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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.
**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**  

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

**Injuries & Scars**  

**Meaningful Locations**  Paris, where she learned to fly.

**Phobias & Manias**  

**Treasured Possessions**  

**Arcane Tomes, Spells & Artifacts**  

**Encounters with Strange Entities**  

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**Gear & Possessions**

.22 bolt-action rifle, flashlight.

**Cash & Assets**

Spending level $10
Cash $60
Assets $1,500

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**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success: Fumble Fail Regular Hard Extreme Critical

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 2½ 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

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**Fellow Investigators**

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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.
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.

Ideology/Beliefs: ________________

Traits: Practical, level-headed, and patient.

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: ________________

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Gear & Possessions: Mechanic's tools, overalls, flashlight.

Cash & Assets: Spending level $10

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<td>Assets</td>
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Quick Reference Rules:

Skill & Characteristic Rolls:
Levels of Success: Fumble Fail Regular Hard Extreme Critical

| 100/90/80 | >skill | skill | ½ skill | ½ skill | 1/2 | 01 |

Pushing Rolls: Must Justify roll; Cannot Push Combat or Sanity Rolls

Wounds & Healing:
First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ 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:

Char. Player
Char. Player
Char. Player
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Char. Player
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.
**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**

**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 fiancee, Nakane Yuna.

**Injuries & Scars**

**Phobias & Manias**

**Meaningful Locations**

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

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

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**Gear & Possessions**

Gold cigarette case and matching lighter.
.38 Fitz Special Colt snubnosed Revolver.
Stutz Roadster automobile.

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**Cash & Assets**

Spending level $250
Cash $1800
Assets $180,000

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**Quick Reference Rules**

**Skill & Characteristic Rolls**

Levels of Success: Fumble Fail Regular Hard Extreme Critical

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 ≥ ½ 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

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**Fellow Investigators**

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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!
**Backstory**

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

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

**Significant People** His mother, Daphne, and his fiancee, Nakane Yuna.

**Traits** Curious, confident, and ambitious.

**Injuries & Scars**

**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 Fail Regular Hard Extreme Critical

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 ≥ ½ 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 fiancee, 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.
### Investigator Skills

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### Weapons

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### Combat

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<th>Build</th>
<th>Dodge</th>
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### 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 fiancé, 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
- Pushing Rolls: Must Justify: no roll; Cannot Push Combat or Sanity Rolls

**Wounds & Healing**

- First Aid heals 1HP; Medicine heals +1d3 HP
- Major Wound = loss of 2½ 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

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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.