**Mansions of Madness**

**Investigator One-use Start Cards**

**House Rules**

# Setup

Most investigators start with their own unique one-use card. This card does not count as a possession. Leo Anderson and Rita Young do not have a one-use start card because their special abilities make them exceptionally powerful. Investigators with a starting item do not have a one-use card. The cards give players extra tactical choices and levels up the weaker characters.

# The Circle Symbol

Most cards have a symbol in the circle to the left.

 The card can be discarded to convert any die rolled to a success.

 The card can be discarded to gain 1 Clue token.

If it is an Ability symbol, the card can be discarded to convert a die rolled to a success but only for a test that matches the Ability. So, for  the card can be discarded to convert a blank to a success but only for a Lore test.

# The Special Ability

Each card has a special ability described in text. Most (but not all) of these specify the card is discarded after the effect is applied.

# Starting Items Restriction

No investigator may use the special ability of another investigator’s starting item card. For instance, only Ashcan Pete can use the special ability of his dog Duke. For Tommy Muldoon’s rifle Becky, the gun can be used in combat by any character but the re-roll ability can only be used by Tommy Muldoon.

# Random Investigator Selection

At the start of the game, if there are four or more players, each player randomly draws two investigators and (after all players have drawn), each player, in turn, selects one of the two. If there are less than four, each player randomly draws three investigators and selects one of the there.