

## NIGHTMARE HOUSE (SPI)

Summary, *bad trait in italics*

### TED HOLT

1. look at 2 of the 4 immobile haunts at the end of setup
2. +1 *panic roll (panic phase)*

### DR. BEN ADDAMS

1. healing (power phase), roll d6 against psychic strength -1 = 1 space away from "0" (soul track)  
expend 1 Power marker!
2. +2 create ward die roll (warding phase)
3. -1 *anti-possession roll (possession phase)*

### JIM CHASE

1. healing (power phase), roll d6 against psychic strength = 1 space away from "0" (soul track)  
expend 1 Power marker!
2. -2 search roll (search phase)
3. +3 anti-possession roll (possession phase)

### FATHER EAMONN DORAN

1. healing (power phase), roll d6 against psychic strength -1 = 1 space away from "0" (soul track)  
expend 1 Power marker!
2. Can draw pentagram (movement phase)
3. automatic astral entry (astral phase)
4. +3 exorcism roll (astral phase)
5. +2 anti-possession roll (possession phase)

### LEMUEL JAKES

1. Does not double movement cost for dark rooms in movement phase
2. Can use and lead other characters through secret doors (in movement phase)
3. +3 anti-possession roll (possession phase)

### HAL ROARKE

1. Does not double movement cost for dark rooms in movement phase
2. Can draw pentagram (movement phase)
3. +3 create ward die roll (warding phase)
4. automatic astral entry (astral phase)
5. +2 exorcism roll (astral phase)
6. -1 *anti-possession roll (possession phase)*

### DR. OPAL DEVLIN

1. Can draw pentagram (movement phase)
2. +3 create ward die roll (warding phase)
3. automatic astral entry (astral phase)
4. +2 exorcism roll (astral phase)
5. +3 anti-possession roll (possession phase)

### ELIOT EVANS

1. Can draw pentagram (movement phase)
2. +3 create ward die roll (warding phase)
3. automatic astral entry (astral phase)
4. +2 exorcism roll (astral phase)
5. +2 anti-possession roll (possession phase)

### JOHN POTTER

1. +2 create ward die roll (warding phase)
2. can search in the dark (search phase)
3. -2 search roll (search phase)

### KATE DARKHOLM

1. +2 create ward die roll (warding phase)
2. -2 search roll (search phase)
3. Can conduct psychic search (search phase), costs one power marker
4. automatic astral entry (astral phase)
5. -1 *anti-possession roll (possession phase)*

### LORENZO LANE

1. Can conduct psychic search (search phase), costs one power marker
2. +2 anti-possession roll (possession phase)

### JASON RIVERS-SMYTHE

1. -2 panic roll (panic phase)