VICTIM NAME: Jessica
APARTMENT NUMBER: 3

<table>
<thead>
<tr>
<th>Ability</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Identify</td>
<td>4 / 6</td>
</tr>
<tr>
<td>Obscure</td>
<td></td>
</tr>
<tr>
<td>Persuade</td>
<td>4 / 4</td>
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<tr>
<td>Dissuade</td>
<td></td>
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<tr>
<td>Empathise</td>
<td>8</td>
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<tr>
<td>Escape</td>
<td>5 / 5</td>
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<tr>
<td>Pursue</td>
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<tr>
<td>Assault</td>
<td>5 / 5</td>
</tr>
<tr>
<td>Protect</td>
<td></td>
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</tbody>
</table>

SURVIVAL POINTS: 5

NOTES: This is your first time in the big city and, under other circumstances, you would be loving it. You’ve got it all: the job, the gym, and now this fantastic new flat; everything except a family. When your young daughter, Trish, died suddenly of meningitis, you could no longer face even talking to your husband, Gary, and you ran, making a new life for yourself and never telling him where you went. And now he’s hired a private investigator to find you. Well, you assume he’s a private investigator, as the guy seems to spend an awful lot of time waiting outside the building.

BAD HABITS: 

Dead of Night - a game of campfire horror
NOTES: All you know is that you’re glad you’re finally in - moving can be such a chore! Especially with a young son in tow, and a messy divorce in progress. Still, at least your soon to be ex-husband doesn’t know where you both are now. Unless that was him waiting outside the building last night?
VICTIM NAME: Joe

APARTMENT NUMBER: 4

**Identify** 4 / 4 **Obscure**

I can see ghosts 8*

**Persuade** 5 / 5 **Dissuade**

**Escape** 4 / 6 **Pursue**

**Assault** 5 / 5 **Protect**

SURVIVAL POINTS: 5

*You can spend a Survival Point to try to see or talk with a ghost.

NOTES: No matter how many times mummy says it, your new home isn’t as good as your old home. Your new bedroom might be bigger, and mummy and daddy aren’t shouting any more, but your old house didn’t have any ghosts. And no matter how much you tell them not to, they keep on staring at you.

BAD HABITS:

Dead of Night - a game of campfire horror
VICTIM NAME: Benjamin
APARTMENT NUMBER: 2

Identify 6 / 2 Obscure
History of the place 8
Persuade 4 / 6 Dissuade
Escape 5 / 5 Pursue
Assault 4 / 6 Protect

SURVIVAL POINTS: 5

NOTES: There’s no place quite like home, and flat number 2 has been home to you for the best part of three decades. 29 years you’ve loved and lost within these walls, but you’re unlikely to get another 29, that’s for sure. In fact, after the fire - and the nightmares ever since - you’ll be grateful if you get another one. Apart from Mrs. Neil across the hall, you don’t really know any of the new residents. You miss the Stanfords, who used to live upstairs. Mrs. Stanford – Eleanor – used to stop in and chat all the time, even telling you about the problems with her husband. She had to stop when Terry, her husband, got jealous, even though you were more than old enough to be her father!

BAD HABITS:

Dead of Night - a game of campfire horror
www.steampowerpublishing.com