

# CUSTOMIZING YOUR PLAY EXPERIENCE

There are a variety of ways a GM can customize the game to better fit it to their liking. These can range from creating custom Armor, Weapons, Moves, etc. Here are some examples of how a GM can accomplish that.

## CUSTOM ABILITIES

Custom Moves are unique abilities that you can give to your Hunters to create a unique playstyle or identity for a given Hunter. These can also be given as rewards for completing certain Hunts, milestones, or from equipping a piece of Armor or a Weapon.

## CREATING THE ABILITY

A Custom Ability starts with a concept. What is this Ability going to do? How strong will it be? How does it favor a given Hunter? How does it affect you as a GM by having a Player with this Move? Once you have figured that out, you can start defining the Ability. Abilities can be broken into three categories: Active, Passive, or Reaction.

• **ACTIVE ABILITIES:** These Abilities are those that the Hunter must choose to activate to gain their given effect and require a roll to determine how effective it is. (Examples: Elemental Punch from the Rune Haunter, Heroic Strike from the Folk Hero, or Guiding Light from the Wanderer)

- **PASSIVE ABILITIES:** These Abilities are effects that occur without any roll attached and for the most part don't have a prerequisite attached to gain their effects. (Examples: Spectral Lookout from the Spectral Guardian, Pendant of Faith from the Exorcist, or Elemental Surge from The Rune Haunter)
- **REACTIVE ABILITIES:** These abilities only activate when a prerequisite is met. Some examples are "When attacked" or "As a Reaction. Some of these will activate instantly or require a roll to be attached to them. (Examples: Gimmie a Break!, Elemental Dash, Use Your Teeth from the Condemned)

## DECIDING ITS EFFECT

Next is deciding the effect of the Ability. The overall strength of the Ability is dependent on the GM but they are encouraged to review other Abilities from the Playbook and frame their power level around those. When creating the effects of an Active, or certain Reactive abilities, they should follow this outline:

- On an 8-10, the Ability succeeds but either has some drawback or is limited in its power.
- On 11 - 12 the Ability succeeds seamlessly and has its full effect.
- On an 13+ the Ability succeeds seamlessly and has an added effect or increased power.

## CUSTOM ARMOR

If the starting Armor or Armor listed on page (x) isn't cutting it, GMs are encouraged to make their own armor with unique attributes and effects. GMs are encouraged to keep the balancing of the armor around the prewritten pieces. Here are some suggestions on how to make unique armor pieces:

- **CURSED:** The piece of Armor gains the "Unbreakable" tag and inflicts the user with some negative trait, but provides either an Attribute, Mastery, or Ability bonus.



- **INFUSED:** The piece of Armor is enchanted or blessed by a strong form of Magic, granting the use of a unique Ability.
- **ELITE:** The piece of Armor is specially designed to fit a Hunter's body. +1 in an Attribute (Max Cap 4).
- **MORPHING:** The piece of Armor has two forms with different stat spreads. Can switch between them with a Quick Action.

## CUSTOM CLASSES

One of our biggest hopes for Dread of Night is that Players will be inspired to expand off of the system we have created and make their own classes to share with the community. Here are the steps to make your own Dread of Night Playbook:

### CONCEPT

For starters, you're going to have a concept to build off of that is unique enough to stand on its own. This can come from an original idea or an homage to another character or series like we have done.

### THE PLAYBOOK

Next is going to be two copies of the playbook. The first is going to be a copy of the guide with descriptions on which section of the playbook does what and how to write them. After that will be a blank copy of the playbook to edit as you please. You also can find a digital copy of the custom playbook template on our website [FableTopProductions.com](http://FableTopProductions.com)

# CLASS NAME

*Class quote.*

NAME:

EXPERIENCE

MASTERY

## ATTRIBUTES

STRENGTH <input type="text"/>	AGILITY <input type="text"/>	INFLUENCE <input type="text"/>
WITS <input type="text"/>	ARCANE <input type="text"/>	LUCK <input type="text"/>

HEALTH <input type="text"/>	ARMOR <input type="text"/>	EVASION <input type="text"/>
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## BATTLE TRACKER

Current Health	Max Health	Luck Points <input type="text"/>
		Haunt Points <input type="text"/>

## Ongoing Effects

### LIFE BEFORE...

- [ ] Here you will put four prompts that can provide an easy background for this hunter.  
[ ]  
[ ]  
[ ] Below is a blank spot for Players to write their own background.  
[ ] \_\_\_\_\_

### LIFE NOW...

- [ ] Here you will put four prompts that can provide an easy starting point for this hunter.  
[ ]  
[ ]  
[ ] Below is a blank spot for Players to write their own starter.  
[ ] \_\_\_\_\_

### STARTING MOVE

- [ ] **Name of Starting Move:** A unique move that all Hunters of this type get for free. This can affect how a class plays greatly by giving them a unique active or passive ability, additional bonuses in certain tasks, giving them a unique way to interact with civilians or monsters, etc. The Starting Move should be considered as the jump off point for the rest of the class to be built off of.  
*Quirk: Small Visual Quirk that could have minor effects on how the people or the world interact with you.*

### CLASS SPECIFIC MECHANIC

This section is for any additional abilities or mechanics that are unique to your hunter that is not a Basic, Advanced, or Starting Move. For more examples of how to utilize this space, see The Monster Slayer, The Enchanting Witch, or The Spell Sword.

## BASIC MOVES (List how many the Player picks at start, and any they will start with)

[ ] These are your Basic Move slots. This is where you will create 6 to 8 abilities for your class. For more on creating custom moves see page (x)

[ ] Name of Ability: [description of the ability]

[ ] Name of Ability: [description of the ability]

[ ] Name of Ability: [description of the ability]

[ ] Name of Ability: [description of the ability]

[ ] Name of Ability: [description of the ability]

[ ] Name of Ability: [description of the ability]

[ ] Name of Ability: [description of the ability]

## ADVANCED MOVES

[ ] These are Advanced Improvements! These abilities should be significantly more powerful than Basic Moves. There can be anywhere from 2 - 4 Advanced Moves.

[ ] Name of Ability: [description of the ability]

## OTHER MOVES (Moves picked from another Playbook, 2 - 4 slots)

[ ]

[ ]

[ ]

## IMPROVEMENTS

### BASIC IMPROVEMENTS

This section is where you will list the 10 Basic Improvements your class may pick from along their journey. Every class has a minimum of:

- -2 "Allocate +2 in Attribute Points (Max 3)"
- -2 "+1 Move from your Playbook"
- -1 or 2 "+1 Move from another Playbook"
- -1 or 2 "+2 Masteries in Innate Tasks"

This leaves you with 2 to 4 Basic improvement slots left open that you can create specifically for your hunter. For examples of unique Basic Improvements see "Basic and Class Specific Improvements" on page (x)

### ADVANCED IMPROVEMENTS

This section is where you will list the 9 Advanced Improvements your class may pick from along their journey. Every class has a minimum of:

- -1 "Allocate +2 in Attribute Points (Max 4)"
- -1 "+1 Advanced Move from your Playbook"
- -1 "+1 Advanced Move from another Playbook"
- -1 - 3 Improvements that Retire the Hunter, make them an NPC, or make them a future Threat.

This leaves you with 2 to 4 Basic improvement slots left open that you can create specifically for your hunter. For examples of unique Basic Improvements see "Basic and Class Specific Improvements" on page (x)

## INVENTORY

### BACKPACK

Write down any items you are carrying on your person.

### STORAGE

Write down any items that are stored in a safe location (house, ship, guild, etc.)

## NOTES

## HUNTER RELATIONS

This is a list of ways you might know other Hunters (Players) before your adventures. As a group choose 1 Hunter to start, and give everyone a turn to discuss with that Hunter how they know each other. Here is a list of Suggestions:

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## EQUIPMENT

### WEAPONS

- [ ] \_\_\_\_\_  
[ ] \_\_\_\_\_  
[ ] \_\_\_\_\_

This is where you will list the Starting Weapon choices they can pick up on character creation and decide how many they can start with. Here's how it should look:

### STARTING WEAPON (CHOOSE 1):

*Dagger - d6, discreet, hand, fast, tool*

*Baton - d6, discreet, hand*

*Hand Axe - d6, hand, close, tool*

*Hand Saw - d6, hand, tool, serrated*

### ARMOR & TOOLS

- [ ] \_\_\_\_\_  
[ ] \_\_\_\_\_  
[ ] \_\_\_\_\_

This is where you will list the Starting Armor and Tool choices they can pick up on character creation and decide how many they can start with. Here's how it should look:

### STARTING ARMOR (CHOOSE 1):

*Plague Uniform (1 Armor)*

### STARTING TOOLS (CHOOSE 2):

*Lantern - discreet, fire*

*Bell - discreet, loud*

*Medical kit - d4, Finesse Task, on a miss deal Harm, on 13+ increase heal by 2.*