Frequently Used Terms

In this guide are several terms unique to both TTRPGs and this game as a whole. This can be tied to mechanics that operate within the game or descriptions for status effects that are inflicted by Moves.

Here is a list of the terminology that will be used throughout Dread of Night from commonly referred to terms for Players, mechanics, or other systems that are frequently referred to throughout the guide:

ACTION: This refers to anything that is performed within Danger Time or within the game. Anything that requires rolls, any special moves, any Abilities, or use of an item is an Action. In Danger Time there are types of Actions including Main Actions, Quick Actions, and Reactions (see Seasons & Time for more). Almost everything that has a roll or an effect on the world is considered an Action.

DOT: This is short for Damage over Time, these effects will roll a Harm die on the target's turn. This Harm is unique in that it ignores Armor but not Harm Reduction.

FORWARD: This is a mild buff to Tasks and rolls. Getting +1 Forward means that on the very next roll the Hunter performs they will get +1 to it. Sometimes Forward can be conditional such as +1 Agility Forward, which means the next Agility Task they perform gets +1. Regardless, Forwards only applies to the next immediate roll.

GM: This is short for Game Master, this is the Player orchestrating the story, managing NPC's, and has the final say on rules and such. They operate everything within the world,. They describe the scenery and setting and play out enemies and allies in an encounter. They are the directors of the game the Hunters participate in.

HARM: This is a value that determines how much potential health will be lost from a Move or attack. In most cases, a die is associated with the Harm dealt. However, on occasion, a flat amount of Harm can be dealt based on a number of factors. For example, attacking with a dagger deals d6 Harm, which will reduce health by whatever amount the result is. If they have a flat number, add that to whatever is rolled. For instance, if you have a Dagger +1, then that number is added to all Harm done to health with that weapon. There are also different kinds of Harm, such as Piercing (ignores armor), Environmental (is reduced by Evasion), True (cannot be reduced), Magic (affects special creatures), etc.

HOLDS: This is used in certain Moves where performing a Task gives a certain amount of Holds to spend. For example, performing the Investigate Task can offer 1 or 3 Holds, which can be spent getting answers to a list of questions. Different Moves have different effects attached to them and offer a different amount of Holds based on the Success of a Task.

HUNT: This term is used when addressing a quest created for the Hunters to tackle or another term for a Player's session. Hunts consist of discovering a threat, investigating, and thwarting said threat.

HUNTER: This refers to the other Players in the game. They are the adventurers, the protagonists, and the actors of the game the GM creates. Although in some contexts a 'Hunter' might also refer to a character that possesses the powers of a Playbook. Some GMs will create other Hunters for the main Players to interact with.

MASTERY: This is a unique upgrade to specific Moves or items. When acquired, anything involving that Move or item now gets the related Attribute added to its Tasks, including Healing or Harm.

MOVE: This is a generic term for an Action or Ability. If you climb up the side of a cliff that is a Strength Move, if you attack with a bow that is an Agility Move, a Move can also refer to an ability that is tied to a class, which is split into Basic Moves and Advanced Moves. Ex. The Spectral Guardian has Spectral Blade, which is a Basic move in their playbook.

NPC: This is short for Non-Playable Character. This is all the characters and people in the GM's world that they control, specifically those that exist outside of combat, such as a shopkeeper, a bartender, a quest giver, or another non-Player Hunter.

ON A MISS: This is what is said when a Task fails, it is also a quick way to write about the consequences of failing a Task, this is sometimes referred to just as missing. On a miss ranges from 2 - 7.

ONGOING: This is a Forward that lasts several turns, has a condition, or applies to specific rolls for a set or unlimited amount of time. For example, a Hunter might gain +1 Ongoing to Wits Tasks for the duration of Danger Time. If Ongoing doesn't specify a Task or Attribute then it applies to all Tasks. Ongoing does not affect Harm or Healing.

PARTIAL SUCCESS: This is what is said when referring to when an ability or task is successful but has some kind of drawback or hindrance. The Partial Success range is 8 - 10.

PLAYBOOK: This is a term for a character sheet. Unlike other Tabletop RPG's, you aren't selecting purely a class and creating any backstory you want. Each Playbook comes with their own set of Moves, starting items, and a bit of background already, consider them more of an Archetype rather than a class in a typical RPG.

SAVING THROW: This is a Task forced on someone as an effect of a Move or ability. For example, if someone performs an illusion to hypnotize someone the GM will ask the target to perform an Influence Task. Any Task that must be performed to prevent something bad from happening is known as a Saving Throw.

SUCCESS: This refers to the several degrees of Success when it comes to performing Tasks, there is Partial Success, Success, and Superior Success. These are based on what you roll with on a Task, but without any modifiers, a Partial Success ranges from 8 - 10, Success 11 - 12, and Superior Success is 13+.

TAGS: This is an effect or add-on to a Weapon, Move, or ability that helps define additional aspects, such as defining its range, quickness, status inflicted, or anything unique about the item or Move you are using. This is primarily used for Weapons and Magical Casting.

TASK: This refers to an Action that requires a roll, prefaced by what Attribute or Move influences the roll before it, such as Strength Task or Wits Task. When it is prefaced by a Move, the Move will be listed such as a Traverse Task, Finesse Task, Navigate Task, etc. There are abilities and items that will give bonuses to Tasks if they specify a specific move it is only to that Move, where if they specify an Attribute it affects all Moves that use that Attribute.