

THE EXILE

What is this place? Am I in hell? One moment, fighting the Devil's spawn sword to claw, the next I am here in this light and noise. What manner of clothes are those? Zounds! There's the creature! After it!



CHARM

- Manipulate Someone



COOL

- Act Under Pressure
- Help Out



SHARP

- Investigate a Mystery
- Read a Bad Situation



TOUGH

- Kick Some Ass
- Protect Someone



WEIRD

- Use Magic

LUCK

Mark luck to change a roll to 12 or avoid all harm from an injury.

Okay ☐☐☐☐☐☐☐ Doomed

Exile special: Whenever you spend a Luck point, you'll soon find something from your original life. It might be something good, or it might be bad.

HARM

When you reach 4 or more, mark unstable.

Okay ☐☐☐☐☐☐ Dying

Unstable: ☐

EXPERIENCE

Experience: ☐☐☐☐☐

Whenever you roll and get a total of 6 or less, or when a move tells you to, mark an experience box.

MOVES

You get all the basic moves, plus two Exile moves. Pick two of these:

- ☐ **Adept sorcerer:** You have a familiar spirit (usually in the guise of a pet) that counts as an **Ally: Subordinate**.
- ☐ **Warrior:** If you are fighting with (and against) old-fashioned hand weapons and suffer harm, you suffer 1 less harm. Monster attacks almost always count as old-fashioned for this move.
- ☐ **Traditional remedies:** You can treat injuries without any need for modern medical supplies (although you might need someone to hold the patient down). This can stabilise a hunter or heal 1-harm. Dealing with a poison, infection, or disease might need you to track down some specific healing herbs.
- ☐ **Immortal name:** Your monster hunting exploits are legendary, so much that your name still scares monsters and minions. You may **manipulate** monsters with threats if they understand enough to have heard stories about you.
- ☐ **Hearty constitution:** You never suffer from normal illnesses, and get +1 ongoing against magical illnesses and poisons. You've been through worse.
- ☐ **Confused:** Mark experience whenever your bafflement with the modern world gets in the way of monster hunting.
- ☐ **Ancient magics:** You learned magic when less lore had been lost. When you **use magic**, on a 7-9 result you can opt not to choose a glitch, instead taking -1 forward.
- ☐ **Learned:** You researched all the legends and tales of monsters in your home time. When you **investigate a mystery**, you can ask the Keeper following questions as well as the ones on the usual list:
 - Did this creature (or type) exist in my home time?
 - What defenses are effective against this creature?
 - What do I know about this creature that has been forgotten?

GEAR

At your option, take ancient armour appropriate to your origin (0-armour or 1-armour).

You have whatever you were carrying when you were transported. Most likely, a monster hunting kit in an easy-to-carry bag appropriate to your origin.

You carried some ancient weapons with you. Pick up to three:

- ☐ Sword (2-harm hand messy)
- ☐ Axe (2-harm hand messy)
- ☐ Spear (2-harm hand/close balanced)
- ☐ Big sword (3-harm hand messy heavy)
- ☐ Poleaxe (3-harm hand messy heavy)
- ☐ Shield (1-harm hand 1-armour)
- ☐ Silver knife (1-harm hand silver)
- ☐ Bow (2-harm close/1-harm far)
- ☐ Crossbow (2-harm close slow)
- ☐ Handgonne (1-harm hand/close loud volatile smokey reload)
- ☐ Harquebus (2-harm close loud volatile smokey heavy reload)
- ☐ Big knife (1-harm hand)
- ☐ Cudgel (1-harm hand)
- ☐ Martial arts (your unarmed attacks do 1-harm)



GETTING STARTED

To make your Exile, first pick a name. Then follow the instructions in this playbook to decide your look, ratings, origin, moves, and gear. Finally, introduce yourself and pick history.

Pronouns: _____

LOOK, PICK ONE FROM EACH LIST:

- Warrior body, wasted body, scarred body, lithe body, short, tall, tattooed body, _____ body.
- Ancient armour, ancient clothing, hastily scavenged modern clothing, _____ clothing.
- Silver necklace with holy symbol, gold and silver arm rings, mystical amulet, many rings, jeweled brooch, embroidered belt, beadwork shirt, many necklaces, _____.

RATINGS, PICK ONE LINE:

- ☐ Charm -1, Cool +2, Sharp +1, Tough +2, Weird 0
- ☐ Charm -1, Cool +2, Sharp +2, Tough +1, Weird 0
- ☐ Charm +1, Cool 0, Sharp +1, Tough+3, Weird -1
- ☐ Charm -1, Cool +2, Sharp 0, Tough +1, Weird +2
- ☐ Charm +2, Cool -1, Sharp -1, Tough +1, Weird +2

ORIGIN

You were taken from your home in the past, and dropped into the modern world with only what you were carrying. You are from _____ in the year _____. Pick a name appropriate to your origin.

Your nemesis came to the modern world and is aware you followed it. It will kill you if you don't kill it first. Decide what it is with the Keeper. My nemesis is a _____ named _____.

How were you transported to the modern day? Pick one:

- ☐ You chased your nemesis through a portal.
- ☐ A spell sent you after your nemesis.
- ☐ Magical accident or side-effect.
- ☐ You angered a sorcerer.
- ☐ Divine intervention.
- ☐ One moment you were there, the next you were here.
- ☐ A strange place or artifact brought you.
- ☐ You were frozen, and recently unearthed and revived.
- ☐ _____

INTRODUCTIONS

When you get here, wait for everyone to catch up so you can do your introductions together.

Go around the group. On your turn, introduce your Exile by name and look, and tell the group what they know about you.

HISTORY

Go around the group again. When it's your turn, pick one for each of the other hunters:

- This hunter is a distant descendant in your family line.
- This hunter was the first to take you in, explain the modern world, and learn about your origins. Work out how you managed to communicate (perhaps you speak a common language, or ancient and modern versions of the same one).
- This hunter belongs to an organisation that existed in your home time. Decide between you what your relationship was with that group, and how you'll be remembered by them.
- This hunter showed understanding when you were confused and overwhelmed.
- When you met, you immediately liked and respected each other.
- This hunter possesses a message or item left for you by your comrades in the past. Tell them what it is and ask how it came into their possession.
- This hunter had a vision, premonition, or prophecy that mentioned you. Tell them what the vision showed them about you.
- You both became hunters because of the same sort of monster attacked you or your kin. Decide between you what it was.

LEVELING UP

When you have filled all five experience boxes, you level up. Erase the marks and pick an improvement from the list below.

IMPROVEMENTS

- ☐ Get +1 Weird, max +3
- ☐ Get +1 Tough, max +3
- ☐ Get +1 Cool, max +3
- ☐ Get +1 Sharp, max +3
- ☐ Take another Exile move
- ☐ Take another Exile move
- ☐ Gain an ally: another one of your old comrades has come to join you in the modern day
- ☐ Find a cache of objects left for you by your comrades in the past. The Keeper will decide what they expected you might need
- ☐ Take a move from another playbook
- ☐ Take a move from another playbook

After you have leveled up five times, you qualify for advanced improvements in addition to these, from the list below.

ADVANCED IMPROVEMENTS

- ☐ Get +1 to any rating, max +3
- ☐ Change this hunter to a new type
- ☐ Create a second hunter to play as well as this one
- ☐ Mark two of the basic moves as advanced
- ☐ Mark another two of the basic moves as advanced
- ☐ Retire this hunter to safety
- ☐ Get back one used Luck point
- ☐ When you **use magic**, you may choose "create a gateway between the modern world and my origin" as an effect