



# THE EXILE

*What is this place? Am I in hell? One moment, fighting the Devil's spawn sword to claw, the next I am surrounded by all this light and noise. Why are you pointing that at me? And what is it? What manner of clothes are those? Zounds! There's the creature! After it!*

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*A Monster of the Week hunter playbook.*

To make your Exile, follow the instructions below to decide your look, ratings, origin and name, moves, and gear. Finally, introduce yourself and pick history.

### LOOK, PICK ONE FROM EACH LIST:

- Man, woman, boy, girl.
- Warrior's body, wasted body, scarred body, lithe body, short, tall, tattooed body.
- Old-fashioned armour, old-fashioned clothing, hastily scavenged modern clothing.
- Silver necklace with holy symbol, gold and silver arm rings, mystical amulet, many rings, gem-inlaid armour, jeweled brooch, embroidered belt, beadwork shirt, many necklaces.

### RATINGS

Pick one line, then mark each rating on the right à

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

### ORIGIN

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

Your nemesis came to the modern world as well, and is aware you followed it. It will try and kill you if you don't kill it first. Decide what it is (with the Keeper's agreement): My nemesis is a \_\_\_\_\_ named \_\_\_\_\_.

How did you get transported to the modern day? Pick one:

- You were pursuing your nemesis
- Your nemesis had already travelled to the future, so you (or your comrades) cast a spell to send you after it.
- 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.
- \_\_\_\_\_

### MOVES

You get all the basic moves, plus pick two Exile moves:

- Adept Sorcerer:** You have a familiar spirit (usually in the guise of a pet) that counts as an Ally: Subordinate (motivation: to follow your exact instructions).
- 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). Dealing with a poison, infection, or disease might need you to track down some specific ingredients (e.g., 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.

<b>NAME:</b>	
<b>LOOK:</b>	
<b>RATINGS</b>	
<b>CHARM:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
	<i>Basic moves:</i> Manipulate Someone
<b>COOL:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
	<i>Basic moves:</i> Act Under Pressure, Help Out
<b>SHARP:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
	<i>Basic moves:</i> Investigate, Read a Bad Situation
<b>TOUGH:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
	<i>Basic moves:</i> Kick Some Ass, Protect Someone
<b>WEIRD:</b>	<input type="checkbox"/> -1 <input type="checkbox"/> 0 <input type="checkbox"/> +1 <input type="checkbox"/> +2 <input type="checkbox"/> +3
	<i>Basic moves:</i> Use Magic

- 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 don't choose a glitch. Instead you just take -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 (this counts as 0-armour or 1-armour).

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

You carried some ancient weapons with you. Pick three:

Sword (2-harm hand messy)

Axe (2-harm hand messy)

Big sword (3-harm hand messy heavy)

Big axe (3-harm hand messy heavy)

Shield (1-harm hand 1-armour) Note: may not be used at the same time as a "heavy" weapon.

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)

Spear (2-harm hand/close)

Big knife (1-harm hand)

Cudgel (1-harm hand)

Martial arts (your unarmed attacks do 1-harm)

## 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:

Hunter	History	Notes
	They are a distant descendant of your family line.	
	They belong 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.	
	They showed understanding when you were confused and overwhelmed.	
	When you met, you immediately liked and respected each other.	
	They possess a message or item left for you from your comrades in the past. Ask them to tell you what it is and how it came into their possession.	
	They had a vision, premonition, or prophecy that mentioned your exile. 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.	
	They were the first person 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).	

## LUCK

You can mark off a Luck box to either change a roll you just made to a 12, as if you had rolled that or change a wound you have just taken to count as just 0-harm. If your Luck boxes all get filled, you've run out of good luck.

Okay        Doomed

## HARM

When you suffer harm, mark off the number of boxes equal to harm suffered. More than four harm is especially dangerous.

Okay       Dying Unstable:  (Unstable injuries will worsen as time passes)

## LEVELING UP

Experience:

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

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 Charm, max +2
- Get +1 Cool, max +2
- Get +1 Sharp, max +2
- Take another Exile move
- Take another Exile move

- You find another one of your old comrades has come to join you in the modern day. They count as an ally, it's up to you what type.
- Find a cache of objects left for you by your comrades in the past. The Keeper will decide what's in it, but it will be things they expected you would need in the future.
- 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.
- Make up 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. Optionally, you may return home to the past.
- Erase one used luck mark from your playbook.
- When you **use magic**, you may choose “create a gateway between the modern world and my home” as an effect. You cannot control who uses the gateway or exactly where it opens at the other end.

## GAINING AN ALLY

If you gain an ally to help out on monster hunts, decide if you already know them, or if they are new to the game. Pick one of the following types for your ally (the “motivation” is the guideline for the Keeper about how they act):

- Ally: subordinate (motivation: to follow your exact instructions)
- Ally: lieutenant (motivation: to execute the spirit of your instructions)
- Ally: friend (motivation: to provide emotional support)
- Ally: bodyguard (motivation: to intercept danger)
- Ally: confidante (motivation: to give you advice and perspective)
- Ally: backup (motivation: to stand with you)

If your ally doesn't have a name yet, pick one now. Decide what their background is, how they look, and any special skills they have.

## NOTES (MOVES, HOLDS, ETC)