

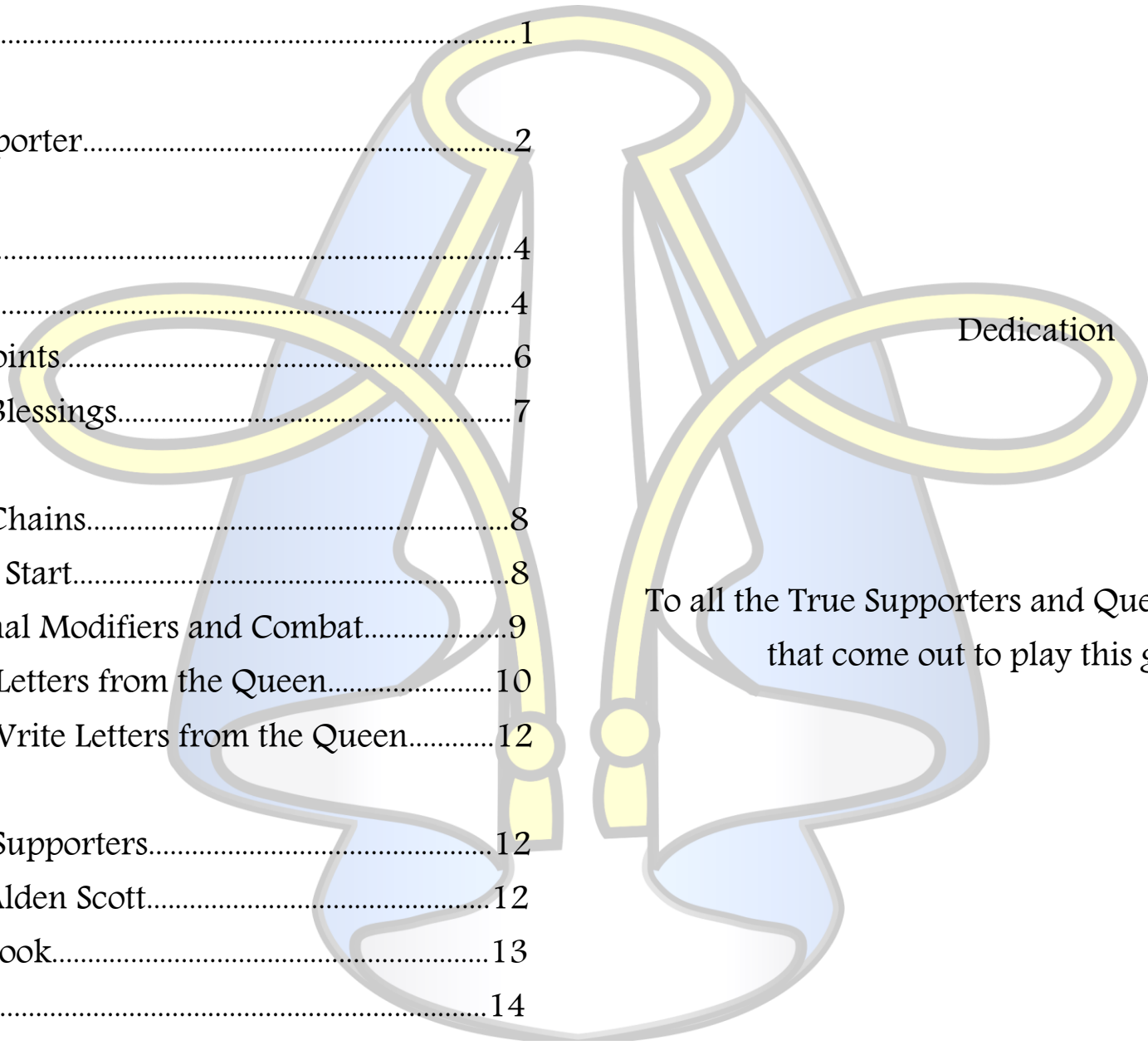


In Exile

By Jacob Bouvier

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Dedication

To all the True Supporters and Queens in Chains
that come out to play this game.

Introduction

Welcome to In Exile, a game about a deposed monarch and her dedicated subjects. You'll need a few friends in order to play. One person will play the Queen in Chains, a role similar to the GM from other role playing games, while the rest will play True Supporters, or heroes trying to return the Queen to her rightful throne.

The job of the True Supporters is to release the Queen from the dungeon, overthrow the false government that is in place, and otherwise return their Queen to Her throne. This is a medieval fantasy setting where what people think of you is sometimes more important than what you actually do. Your reputation is everything.

The system uses dice pools, different categories of results that you must split your dice between. There are also several resources that will allow a player to take direct narrative control and decide what happens next. This game was designed to be played over longer campaigns, so there is plenty of room for the True Supporters to do many things before they reach their final goal of freeing The Queen in Chains.

Your True Supporter

Start by thinking about who your True Supporter might have been when the Queen was in power. What changed in their life when the Queen was deposed and imprisoned? Why are they fighting to save the Queen, and why did She trust them as someone who could and would help her?

The next step is to choose your three Reputations. Reputations are your main source of getting things done in the world, and they should be broad enough to work both for and against you.

Some example Reputations are: "Captain of the Queen's Guard," "Shadier than a tree on a sunny day," and "Champion of the Poor," all of which can work against you if, for example, you are dealing with someone who is not a loyalist, or someone who values honor and trustworthiness, or a landed noble who would rather keep his money to himself.

You assign a value between 1 and 3 to each Reputation, representing how widespread the reputation is. On a value of 3, most people in the land probably know you by sight.

After that, you should pick Facts. Facts are essentially true parts of your character that you can use reliably, but for a cost. Each rank you have in a Fact (up to 3) reduces the cost of using that fact. A True Supporter has 5 ranks that he may put towards any number of facts.

Examples of facts include: “I have a charming personality,” “I’m one strong dude,” “I dance like the wind,” or “I’ve got a head for numbers” There you go, you’ve got your True Supporter created, and they’re ready to go restore the rightful Queen. Right?

Not quite yet.

The Queen once ruled over a vast and mighty empire, and now she has fallen. She is imprisoned in her own dungeons and people have begun referring to her as the Queen in Chains. Fortunately for her, being deposed in such a manner is a common enough occurrence that she thought ahead. The Queen planned for this and left instructions with couriers that she knew would remain loyal, so off they sped to deliver a Letter from the Queen to you, with instructions on how to begin restoring the rightful throne. Through playing and accomplishing your goals, you will receive more Letters from the Queen which will give you more goals to work towards, and are sealed with the Queen’s Blessing as she smuggles them out from the dungeon she is held in.

Number of Pips	Result
1	Failure
2-3	Mitigated Failure
4-5	Mitigated Success
6	Success

Mechanics:

The Roll

Whenever a True Supporter tries to accomplish something that could have significant plot consequences, you will need to roll your dice pool and assign a die to the 3 categories of results. Each True Supporter chooses a goal at the beginning of such a scene, and after everyone is done taking their first rolls, if the scene is not resolved, a new round begins and new goals may be chosen. This is the default resolution mechanic as long as no Facts or Queen’s Blessings come into play.

Everyone has a basic dice pool of 3d6, which may be modified by using the True Supporter’s relevant Reputations. Each rank of a Reputation adds or subtracts one die from the pool, depending on how positively or negatively the people you are interacting with take that Reputation. There may also be environmental factors or other miscellaneous factors that will increase or decrease your dice pool, the Queen in Chains will tell you if anything of that sort is relevant. Whoever does the narration should be sure to include narrative points for everything that modified the dice pool.

When the dice are rolled, each die can either be a Success, a Mitigated Success, a Failure, or a Mitigated Failure.

The player must choose up to three of the dice and assign them to one of the three categories, being Narration, Progress, and Unintended Consequences. No matter how many dice are rolled, only one can be placed within each category. Placing a die within a category of results has certain effects based on the result of the die and the category in which it is placed.

Narration	
Result	Effect
Failure	The Queen in Chains narrates the scene.
Mitigated Failure	The Queen in Chains narrates the scene, but the True Supporter may add details.
Mitigated Success	The True Supporter narrates the scene, but the Queen in Chains may add details.
Success	The True Supporter narrates the scene.

Progress	
Result	Effect
Failure	The True Supporter loses rapid ground on his objective.
Mitigated Failure	The True Supporter loses some ground, but a new path to the objective opens up.
Mitigated Success	The True Supporter makes significant progress, but does not reach the objective.
Success	The True Supporter accomplishes his goal.

Unintended Consequences	
Result	Effect
Failure	Extreme collateral damage and/or a major problem arises for the True Supporters
Mitigated Failure	There are some negative consequences that don't directly affect the True Supporters. Hopefully the means justify the ends.
Mitigated Success	The consequence isn't directly useful to the True Supporters, but it does seem like it is overall for the better.
Success	Completely by accident, the True Supporters have made things directly better for themselves.

It should be noted that reputations are rarely relevant in combat, and therefore direct combat is almost always a crapshoot. Direct combative conflict is therefore discouraged, but True Supporters are welcome and encouraged to use their Reputations in order to rouse an army of peasants to storm a castle with them rather than trying to invade it themselves.

Loyalty Points

Loyalty points are used to make use of your True Supporter's Facts. Any time you want to do something that directly relates to one of your facts, you may declare that you are doing it and pay the appropriate number of loyalty points. Each True Supporter starts out with 10 Loyalty Points, which can be regained in full or in part during the course of their adventures.

Rank of Fact	Loyalty Point Cost
1	3
2	2
3	1

For example, "Because I am so strong, I put my shoulder into the locked door and barge into the house," if your True Supporter has a fact that says he is strong. This will cost between one and three Loyalty Points, depending on how high your rank in that Fact is.

Regaining Loyalty Points

Loyalty points are regained in full whenever your party of True Supporters receives a Letter from the Queen. They can also be regained in part when your Reputation is working against you, one Loyalty Point for each scene where this is the case. You can never have more than ten Loyalty Points at any one time.

Queen's Blessings

Queen's Blessings are a special resource that is shared between the True Supporters. They represent the faith that the Queen in Chains has for her True Supporters, and the ability to call upon resources that would serve the Queen. As was mentioned before, your Queen has planned ahead for a situation like the one she finds herself in now. Queen's Blessings can be spent by the True Supporters to declare a royal resource in the area that they can take advantage of. Some examples might include a group of former Queen's Guard now living in the town the True Supporters are passing through, or a cache of weapons stored just over the nearest hill. If the True Supporters can't come up with a useful royal resource on their own, they can still spend the Queen's Blessing to have the Queen in Chains decide what helpful resource is nearby.

Letters from the Queen

The Queen in Chains sends frequent communications to her True Supporters, providing guidance and wisdom. Any time the True Supporters receive a Letter from the Queen, they are granted one Queen's Blessing. The Queen in Chains will also put forth goals for the True Supporters within these letters. Any time the True Supporters complete one of these goals, they receive another Queen's Blessing.

The Queen in Chains

If you're just going to be playing as True Supporters, you can stop reading here. If you're the lucky one who's playing as the Queen in Chains, this is just the guide you're looking for.

The Queen in Chains has a lot to think about and a good bit of planning to do while her True Supporters are just getting warmed up. Your job as the Queen in Chains is to portray the hostile world that the True Supporters face, the challenges that will be in their path, and the entire cast of the rest of the world. Your other job is to help them restore the rightful throne. You are the Queen in Chains who started them on this journey, and it would be wrong to abandon them, especially when they need your help. Keep sending your Letters and Blessings to them so that they can free you and topple the false government.

Where to Start

The first thing that the True Supporters receive is a Letter from the Queen. You can either use the one from the sample adventure, or write your own if you feel like personalizing it for your game and your True Supporters. A helpful guide to writing Letters from the Queen is later in the chapter. It's up to you to decide why you were deposed, who locked you in the dungeon, and what the ruling government is up to now. You don't have to decide everything about the history between you and the rebels, but these are some good starting points.

After the True Supporters have received their first Letter, let them choose which goals to start with, and how they will go about accomplishing them. Some goals can be so broad as to turn into whole side quests by themselves, and in that case you might want to provide encouraging Letters along the

way. Remember, the Queen in Chains is helping the True Supporters help Her, and they should appreciate that help.

Conditional Modifiers and Combat

Combat, at least in the direct hack'n'slash sense of the term, is discouraged in the game. Sometimes the True Supporters will feel like they have to resort to violence, and so it will happen, but try to make sure that they have options for non-combative measures, or for leading flash-mobs or trained soldiers and guards to do their fighting for them. The True Supporters are not superhuman--they'll need help overthrowing the current regime, and their reputations provide ample opportunities for them to do just that.

Speaking of reputations, remember that sometimes you'll need to add conditional modifiers to the True Supporters' dice pools. Some examples of conditions and appropriate dice pool modifications follow.

Condition	Modifier
The Reputation doesn't matter much to the target	+/- Reputation Modifier
Chasing someone down a slippery street	-1
Recent rainfall leads to better tracks	+1
Voice is hoarse, hard to rally men with a speech	-2

Conditions should rarely ever modify dice pools more than 2 dice in either direction.

Example Letters from the Queen

If you want to get things started quick and easy, you can use these sample Letters from the Queen and launching points and plot hooks. From there, it's up to your True Supporters to decide what to do. If this is your players' first time playing In Exile, or their first time in a system of this kind, there are pre-made characters included that work well with the sample adventure.

My Loyal Subjects,

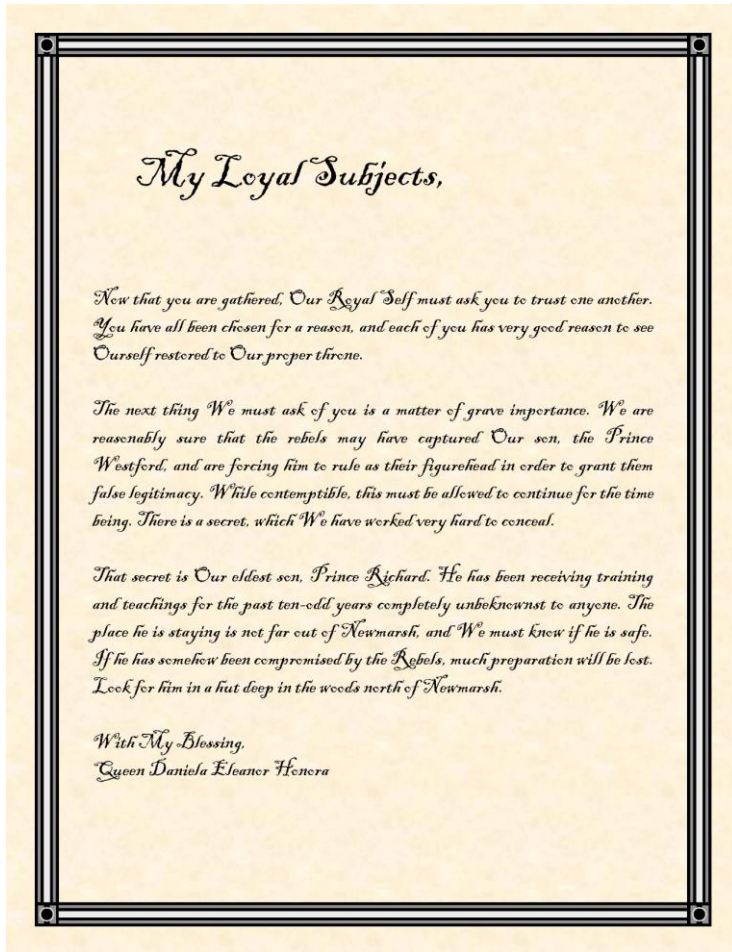
As it probably has become clear by the time this messenger has reached you, We have been deposed. It is therefore Our solemn duty to announce the formation of Our government-in-exile, which will work tirelessly to bring down the current tyranny and restore the rightful monarch to the throne.

We are glad to say that this possibility was planned for, and that is why you are receiving this letter. You, my loyal subject, are to be one of the few We have chosen to be Our eyes and ears, Our sword and Our shield in the outside world.

You will meet up with the others whom We have chosen for this task at the town of Newmarsh, one week from the day this letter reaches you. You will receive my second letter when you arrive. Wear a red cap so that the others may recognize you, and please be careful.

*With My Blessing,
Queen Daniela Eleanor Honora*

This is the start of the adventure, which leads all of the True Supporters to the town of Newmarsh, a bustling community nestled between a thick forest and an impassible marsh, on the only trade route between them.



Where you go from here is up to you, the players will probably begin looking in the forest for the hidden Prince. Is he there? Is he out when they arrive? Has he been exposed, captured, killed or otherwise compromised? Maybe he's even the leader behind the revolution, his resentment for his younger brother's easy life driving him to action.

How to Write Letters from the Queen

Things to include in your Letters from the Queen:

- An update on the current situation
- Goals for your True Supporters (sometimes known as plot hooks)
- Praise for previous goals accomplished and word of how those goals affect the overall goal of restoring the monarchy.

These letters can be written flowery or plain, jovial or depressed; it depends on just who your Queen in Chains is. She's a character just as much as the True Supporters are, so don't sell her short.

Example True Supporters

Captain Alden Scott:

Motivation: As the Queen's Personal Bodyguard, Alden Scott grew quite infatuated with the Queen. She convinced him to turn that love into dedication, and he will stop at nothing to make sure no harm comes to her.

Who He Was: The Captain of what used to be the Queen's Guard, before they were disbanded and exiled during the upheaval.

Reputations

- Captain of the Queen's Guard – 3
- Leads from the Front – 2
- Penny-Pinching Miser – 2

Facts

- Good with a Sword – 2
- Iron Stomach – 2
- An Eye for Craftsmanship – 1

Katrina Cook

Motivation. After the deposal of the Queen, all the top-level positions were given to new people; for fear that they might remain loyal to the Queen. Katrina just wants her job back.

Who She Was. Before she became a Librarian, Katrina traveled and collected stories. When the new regime put her out of a job, she decided to take up that lifestyle again, grumbling the entire way.

Reputations

- Head of the Kingdom Library - 1
- Collector of Stories - 2
- A Real Looker - 1

Facts

- Fluent in Many Languages - 2
- Remembers Everything She Reads - 3

Jeromy

Motivation. The new leadership has little to no respect for the vast network of eyes and ears that was in place before they came to power. Jeromy would love to see that bite them in the ass. He also feels slightly responsible for this happening in the first place, if he had done a better job, the Queen might have seen it coming.

Who He Was. As a young street urchin, Jeromy was saved from the stones of townspeople one day by a friendly man. In exchange, he asked Jeromy to keep a friendly ear out for plots against the Queen, and soon Jeromy was managing a small network of his own.

Reputations

- Unsavory Friends - 2
- Secret Keeper - 2
- Quick Tongue - 1

Facts

- Sneaky - 3
- Ferret out Information - 2

Father Gustavo Carter

Motivation. A man of the cloth who cannot stand to see his church shunned like it is under the new leadership, he believes that Divine Right kept the Queen on the Throne, and that it is his Duty to see her back on it.

Who He Was. A mostly unassuming monk who wrote several treatises on Divine Right Monarchy from the point of his church.

Reputations

- A Holy Man – 2
- Vow of Poverty – 2
- Pacifist – 2

Facts

- Withstand Physical Pain – 2
- Divine Luck – 1
- Basic Medicine – 2

