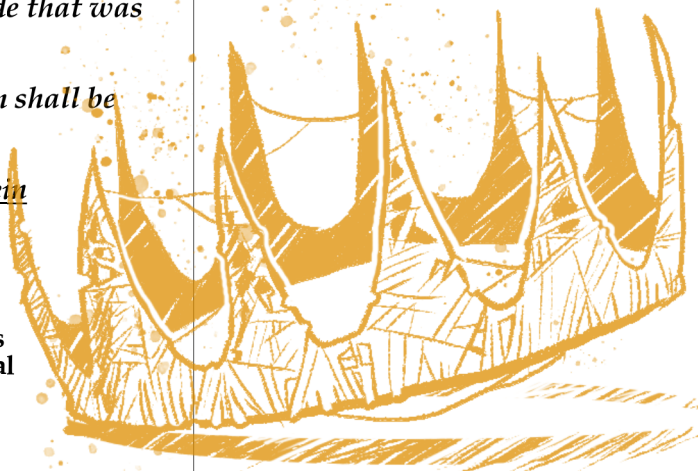


*From the ashes a fire shall be woken,
A light from the shadows shall spring;
Renewed shall be blade that was broken,
The crownless again shall be king.*

J. R. R. Tolkien

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THE CROWNLESS

PLAYER'S MANUAL

By: **Marren J. T. MacAdam**

Combat Results Table

Attack / Defense

1 Miss / Fumble (FAILURE)
2-4 Hit / Block (SUCCESS)
5 Hit with Advantage / Block with advantage
6 Crit (full damage) / Ltrime (no damage)

Advantage: Roll the corresponding die twice, take the higher result.

Godtear Flasks

Players may also **Drink a Godtear Flask** instead of attacking to heal 1d4+2. You have 3 charges of Godtear Flask per Bonfire Rest.

Combat

When combat begins, one player and the KEEPER roll a d6. The higher acts first. Combat begins.

Combat Order

1. Attacker rolls a d6 and checks Results Table.
2. If Attacker hits, Defender rolls a d6 and checks Results table.
3. Roll Damage and Armour.

When you hit, roll your damage die for your weapon. If you are hit and roll a success for defense, roll your armour (1d4) and subtract that from the damage dealt.

In the case where both the Attack and Defense roll a 6, Defender wins (no damage is done).

Welcome CROWNLESS, hunter

Rise, you **Crownless**, banished ages past for attempting to overthrow decadent tyrants and petty gods. Your rebellion failed, with visions of your home moldering away accompanying you into your exile.

Your visions were correct. You return now, summoned by the WYRD, to broken lands, shattered cultures, and splintered people.

You shall reforge your broken blade, stoke your flames, *and become a Crownless King to set the world ablaze.*

Starting your Quest

To begin, gather a d4, d6, d8, a character sheet and something to take notes with.

Your Metal Soul

Choose BURNISHED or DULLED. This describes the state of your Metallic Soul and how your character acts. BURNISHED are those with Hope, Ideals, and Kindness. DULLED are Pragmatic, Survivalists, and Cunning.

At any time during your adventures, your KEEPER can ask you to roll a Metal Check, determining if your Soul has shifted over the adventure. You can accept it or roll against it: each roll a d6, higher wins. Roleplay this change.

Metal Soul: If your are Burnished, once per Bonfire Rest you can allow a FRIEND to reroll their dice. If your are DULLED you may force a FOE to reroll their dice once per Bonfire Rest.

Choosing your Crownless Legacy

Choose a Legacy and roll for your Legacy Weapon. For HP roll 2d4+10.

Rose Paladin/Cloistered Mystic

1-2: Straight Sword / Club 1d4
3-5: Mace / Hallowed Hammer 1d6
6: Consecrated Greatsword / Censer Flail 1d8

Cabal Knight/Lunar Channeler

1-2: Crystal Dagger / Quartz Shard 1d4
3-5: Conduit Sword / Star Spear 1d6
6: Moonlight Blade / Silver Estoc 1d8

Wandering Blade/Storm Warrior

1-2: Dagger / Short Sword 1d4
3-5: Twin Scimitars / Warhammer 1d6
6: Curved Greatsword / Stormhawk Axe 1d8

Vandal Brigand/Marked for Sin

1-2: Hatchet / Sickle 1d4
3-5: Halberd / Scythe 1d6
6: Singing Twinblades / Sanguine Katana 1d8

Come up with three distinct features, a memory of your home, a memory that pushes you forward, and a memory that haunts you.

When you hit, roll your damage die for your weapon. If you are hit and roll a success for defense, roll your armour (1d4) and subtract that from the damage dealt.

In the case where both the Attack and Defense roll a 6, Defender wins (no damage is done).