

Flowing Tactics

Flowing Tactics introduce defensive options for players, creating unique situations where attacking your foe may not be the most prudent.

Dodge: Players can choose to Dodge instead of using their armour. If a player dodges, they roll all damage, otherwise they take full damage.

Parry: Spend your turn preparing to parry a foe. If they attack you, roll a d6, on a 4 or higher you Parry their attack, taking no damage and instead dealing your weapons dmg to them.

Roll: Spend your turn defensively rolling away. Move Far and take no damage from your Engaged Foe.

Stone Tactics

Stone Tactics are favoured by the bold, brave, and foolish. They come from the heart and introduce more aggressive or stubborn tactics.

Reckless Assault (weapon only): Attack with no care for yourself, rolling your damage die twice and guaranteeing a hit. However, the next attack against you deals twice the damage.

Protector: Stand between a foe and an ally, taking any damage that ally would receive instead of them. The foe's attack instantly succeeds, but so does your Defense roll.

Stalwart: Dig in defensively, adding your damage die to your armour roll for your next turn.

Occult Tactics

For those attuned to magic, Occult Tactics draw on the strength and ideals of ones soul. They are for the spellslingers and arcane masters of a group.

Overcharge: Reach deep within yourself to empower your next spell beyond your limits. Your next spell automatically succeeds, damage rolled is doubled, but you are unable to act for two turns afterwards.

Focus: Take your turn to attune yourself to your goals, your ideals, or whatever fills your soul. Roll a d6, on a 4 or higher regain one Spell Use.

Manifest: Take d4 of damage, but your next spell instantly succeeds (EXCEPT healing spells).

For the KEEPER

All the previous Tactics can be utilized at your discretion by Foes and Pretender Gods. A raging God Kin might use more Reckless Assault than, say, a once noble soldier, who may favour more tactically sound choices.

You might also introduce rules about Distance in combat, marking Near vs. Far as important. Moving from Near to Far and vice versa could take a turn or be more abstract than that.

Engagement could also be applied. Trying to leave Near range with a Foe or Pretender God only succeeds on a 4 or higher, with failure meaning that enemy makes an attack. Same applies for Foes fleeing Crownless.

Integrating Tactics into your Game

Tattered Tactics is intended to add a more layered experience to THE CROWNLESS. In it you'll find new tactics that can be used by Crownless and Foe/Pretender God alike, introducing some varied play and choices into combat.

Gauge your tables experience with tactical combat in TTRPGs before using this booklet. Each player should choose **one** **Tactic** to start with, but may add more at the Keeper's discretion/choosing.

Turns and Actions: Using Tactics

Every turn, a Crownless or Foe can do **Two Actions**. These are **Attack, Move, Cast a Spell, Drink Godtear Flask** or use a **Tactic**.

Welcome STUDENT, pupil

"You call *that* a strike?" You can hear your old masters voice, clear as day still. The sting of her stick on your bare arm. "Quicker. Curse my bruises all you want, they will save you scars later. Now, again."

You know she is likely dead. Long gone, with her stern, but caring, voice lost in the wars between the Pretender Gods. You could do nothing to help her.

But, as your blade sings true, fast and strong, you smile to yourself. That smile taste bitter sweet, inspecting the lines of scars you carry. She'd likely chastise you more for them, if she were here. But she isn't. Yet you are. You will keep her memory alive through the curses of your felled foes.

THE CROWNLESS

Tattered Tactics

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It is my ordeal, you could say

To test myself, to better myself

To fell ever greater foes

Iron Fist Alexander

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