

CANDELA OBSCURA

Member Names:

Campaign Tone & Feel:

The Circle of:

Chapter House Location:

ILLUMINATION QUESTIONS & KEYS

Ask these at the end of every assignment. For every "yes," fill in a point on the Illumination track.

- Did you contain or destroy a source of bleed?
- Did you provide comfort or support for those affected?
- Did you bring something of importance back for Candela Obscura to study?

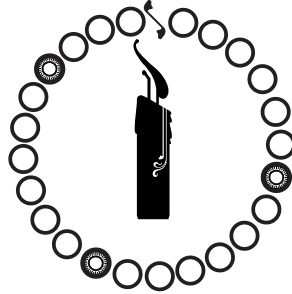
Earn 2 Illumination if some, but not all, players fulfilled an Illumination Key during the session. Earn 4 if every player fulfilled at least one Illumination Key during the session. If nobody in the circle fulfilled any of their Keys, take no additional Illumination.

CIRCLE ABILITIES

Choose one at character creation and one each time your circle advances.

- ◆ **Stamina Training:** Your circle has three gilded dice at the beginning of every assignment that you may add to any roll. Once a die has been rolled, it is expended.
- ◆ **Nobody Left Behind:** When a member of your circle takes a scar and drops incapacitated, any rolls a player makes in the scene to protect them or get them out of danger have +1d.
- ◆ **Forged in Fire:** When you help an ally on a roll, if they don't succeed, you both earn back 1 drive point of your choice.
- ◆ **Interdisciplinary:** When choosing a new ability during character advancement, once per campaign, each player may choose an ability from a character role or specialty outside their own.
- ◆ **Resource Management:** When your circle hits a milestone on the Illumination track, earn back one Stitch, Refresh, or Train resource.
- ◆ **One Last Run:** When you select this ability, the next time you fill your Illumination track, your circle will retire from service. Everyone takes all four options during this character advancement.

ILLUMINATION



CIRCLE ADVANCEMENT

When the Illumination track is full, clear the track. Any leftover Illumination counts toward your next advancement cycle. Then choose a new circle ability, and all players can choose their character advancement options.

The bolded circles represent milestones, which may have mechanical benefits depending on what abilities your circle chooses.

CHARACTER ADVANCEMENT

At character advancement, each player can choose two different options:

- Add 1 action point.
- Add 2 drive points.
- Take a new ability.
- Gild an additional action

CANDELA OBSCURA RESOURCES

In each of the following resources, fill in both sections (top and bottom) equal to the number of your circle members plus one. Between assignments, each player may spend up to two resources of their choosing. When resources are used, only erase the top section.

STITCH		Available Max
REFRESH		Available Max
TRAIN		Available Max

CIRCLE GEAR

_____	_____
_____	_____
_____	_____