

CANDELA OBSCURA

FIELD GUIDE

DRIVES

Nerve, Cunning, & Intuition

Spend these to **add +1d to a roll** using an action under that drive.

For example, you could spend Cunning to add +1d to a Sway roll. You may spend as many as you'd like, to a maximum of six dice total on a roll.

CUNNING

Drives
Max



Available drive
Maximum drive

Fill in both sections (top and bottom) of all drives you have at character creation. When you use them, only erase the top section.

ACTIONS

Move, Strike, Control, Sway, Read, Hide, Survey, Focus, & Sense.

When you make a roll, the GM will determine which action to use. You'll **roll a number of dice equal to that action's rating**. Before rolling, you may also spend any applicable drive you have available to add additional dice.

◇ Sway *convince, command, consort*
● ○ ○

Gilded Actions: If the diamond to the left of an action is filled, it means that one of the dice on that roll is always **replaced with a gilded die** (a die of a different color). If you ever take the gilded die as your result, you **earn back 1 drive point** in the category of the action that was rolled.

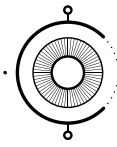
For example, if you take a gilded result on a Strike roll, you'll earn back 1 point in Nerve, up to your maximum.

RESISTANCES:

On a failed roll, you may always spend a resistance to **reroll a number of dice equal to your action rating**. If that action is gilded, you may choose one of the gilded dice to reroll.

CHARACTER CREATION BASICS

Available In The Full Game



CANDELA OBSCURA

FIELD GUIDE

DRIVES

Nerve, Cunning, & Intuition

Spend these to **add +1d to a roll** using an action under that drive.

For example, you could spend Cunning to add +1d to a Sway roll. You may spend as many as you'd like, to a maximum of six dice total on a roll.

CUNNING

Drives
Max



Available drive
Maximum drive

Fill in both sections (top and bottom) of all drives you have at character creation. When you use them, only erase the top section.

ACTIONS

Move, Strike, Control, Sway, Read, Hide, Survey, Focus, & Sense.

When you make a roll, the GM will determine which action to use. You'll **roll a number of dice equal to that action's rating**. Before rolling, you may also spend any applicable drive you have available to add additional dice.

◇ Sway *convince, command, consort*
● ○ ○

Gilded Actions: If the diamond to the left of an action is filled, it means that one of the dice on that roll is always **replaced with a gilded die** (a die of a different color). If you ever take the gilded die as your result, you **earn back 1 drive point** in the category of the action that was rolled.

For example, if you take a gilded result on a Strike roll, you'll earn back 1 point in Nerve, up to your maximum.

RESISTANCES:

On a failed roll, you may always spend a resistance to **reroll a number of dice equal to your action rating**. If that action is gilded, you may choose one of the gilded dice to reroll.

CHARACTER CREATION BASICS

Available In The Full Game