

CANDELA OBSCURA

Name: _____
Pronouns: _____
Circle: _____

Style: _____
Catalyst: _____
Question: _____

NERVE

Drives Max

◇ Move *run, dodge, navigate*

RESISTANCE

◇ Strike *punch, break, knock down*

◇ Control *drive, shoot, finesse*

CUNNING

Drives Max

◇ Sway *convince, command, consort*

RESISTANCE

◇ Read *interpret body language, spot lies, gather motive*

◆ Hide *sneak, distract, sleight of hand*

INTUITION

Drives Max

◆ Survey *search, track, spot*

RESISTANCE

◇ Focus *inspect, analyze, remember*

◇ Sense *attune, channel, reveal*

Spending a resistance to reroll a number of dice equal to your action rating.

ROLE: Slink

◆ **Scout:** If you have time to observe a location, you can spend 1 Intuition to ask a question: *What do I notice here that others do not see? What in this place might be of use to us? What path should we follow?*

◇ Available In The Full Game

◇ Available In The Full Game

SPECIALTY: Criminal

◆ **Street Smarts:** You know how to keep an eye on your surroundings. Whenever you make a Survey roll, you may spend any drive instead of only using Intuition.

◆ **Leverage:** On a successful Read roll, you may ask the GM what your target truly wants. On any Sway rolls you make using this information, also add your current Cunning resistance.

◇ Available In The Full Game

◇ Available In The Full Game

◇ Available In The Full Game

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Illumination Keys

Do Something Illegal | Make A Deal | Stand Up To Authority

MARKS

BODY BRAIN BLEED

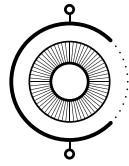
SCARS

RELATIONSHIPS

GEAR *During each assignment, choose up to three.*

- Bleed Detector
- Hand Weapon
- Bleed Containment Vial
- Forged Documents
- Burglary Equipment
- Body Armor (Soak 1 Body)
- _____

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RESISTANCE

◆ Focus *inspect, analyze, remember*



◇ Sense *attune, channel, reveal*



Spending a resistance to reroll a number of dice equal to your action rating.

ROLE: Scholar

◆ **Well-Read:** You're highly educated and retain knowledge better than most. When you use Intuition while making a roll, if you fail the roll, earn back any Intuition you used.

◇ Available In The Full Game

◇ Available In The Full Game

SPECIALTY: Professor

◆ **Steel Mind:** Once per assignment, when you should take a Brain mark, you may instead spend 2 Intuition to negate it.

◆ **Chemical Concoction:** You know how to mix chemicals together to achieve particular effects. When you take Laboratory Equipment as gear, you may spend a few minutes concocting a mixture that is: *acidic, explosive, flammable, loud, sleep-inducing, sticky, or toxic.*

◇ Available In The Full Game

◇ Available In The Full Game

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◇ Available In The Full Game

Illumination Keys

Mentor An Ally | Reference Research | Make A Plan

MARKS



BODY BRAIN BLEED

SCARS

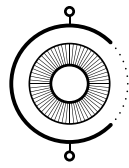
○ _____
○ _____
○ _____

RELATIONSHIPS

GEAR *During each assignment, choose up to three.*

- Bleed Detector
- Hand Weapon
- Bleed Containment Vial
- Research Materials
- Laboratory Equipment
- Small Mundane Invention
- _____

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INTUITION

Drives
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◇ Survey *search, track, spot*



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◇ Sense *attune, channel, reveal*



Spending a resistance to reroll a number of dice equal to your action rating.

ROLE: Face

◇ **I Know A Guy:** Once per assignment, ask the GM who you know nearby that could help you. They will give you a temporary contact, and explain why they might have insight into the investigation.

◇ Available In The Full Game

◇ Available In The Full Game

SPECIALTY: Magician

◇ **Misdirection:** When you use your words or actions to distract a target from what is actually happening, make a Hide roll. The first Cunning you or an ally spends on this roll is worth +2d instead of +1d.

◇ **The Prestige:** Your magic is usually all smoke and mirrors, but you do have one trick you've learned that's real. Roll Sense when you perform it, and on a success, take a Bleed mark. Circle one option when you take this ability: *change appearance, levitate, summon mundane object, teleport a short distance, throw your voice.*

◇ Available In The Full Game

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Illumination Keys

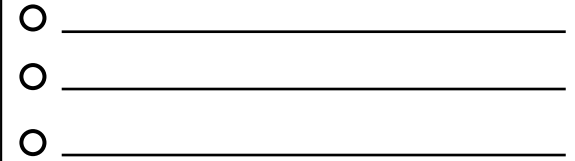
Perform A Trick | Spot A Ruse | Seek Out Real Magick

MARKS

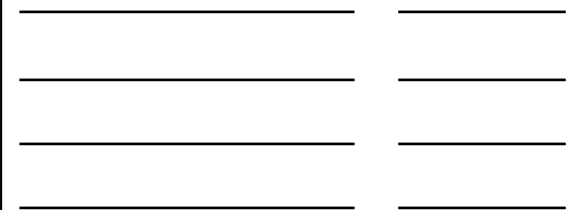


BODY BRAIN BLEED

SCARS



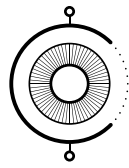
RELATIONSHIPS



GEAR *During each assignment, choose up to three.*

- Bleed Detector
- Hand Weapon
- Bleed Containment Vial
- Magic Show Gimmick
- Flash Powder & Smoke Bomb
- Hidden Weapon
- _____

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◆ Sense *attune, channel, reveal*



Spend a resistance to reroll a number of dice equal to your action rating.

ROLE: Weird

◆ **Let Them In:** Whenever you take one or more Bleed marks, you also gain additional information about the phenomenon that harmed you. Ask the GM a question about the source of the bleed.

◇ Available In The Full Game

◇ Available In The Full Game

SPECIALTY: Occultist

◆ **Ghostblade:** You can attune a ritual knife to yourself. If you coat it in your blood (take a Body mark), it can wound magickal beings and strike invisible or ethereal enemies.

◆ **Extend Your Senses:** When you roll with Sense to understand more about a phenomenon you've encountered, also add a number of dice equal to your current Intuition resistance to the roll.

◇ Available In The Full Game

◇ Available In The Full Game

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Illumination Keys

Consult Arcane Texts | Collect Oddities | Act Bizarre

MARKS



BODY BRAIN BLEED

SCARS

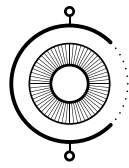
○ _____
○ _____
○ _____

RELATIONSHIPS

GEAR *During each assignment, choose up to three.*

- Bleed Detector
- Hand Weapon
- Bleed Containment Vial
- Arcane Text
- Ward (Soak 1 Bleed)
- Occult Supplies
- _____

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◆ Survey *search, track, spot*



RESISTANCE

◆ Focus *inspect, analyze, remember*



◆ Sense *attune, channel, reveal*



◆ Spend a resistance to reroll a number of dice equal to your action rating.

ROLE: Muscle

◆ **Behind Me:** Spend 1 Nerve to choose an ally in the same area as you who is about to take a mark from a phenomenon. Describe what you do that allows you to take the mark instead.

◆ Available In The Full Game

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SPECIALTY: Explorer

◆ **Tenacious:** When you have one or more Bleed marks, gild an additional die on Move, Strike, or Control rolls while in danger.

◆ **Field Experience:** You've traveled the world and been in many dangerous positions before. Once per assignment, describe to the group how a previous adventure is similar to your current situation and refresh 1 Nerve for everyone in your circle.

◆ Available In The Full Game

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◆ Available In The Full Game

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Illumination Keys

Study An Artifact | Discuss History | Run Into Danger

MARKS



BODY BRAIN BLEED

SCARS

○ _____
○ _____
○ _____

RELATIONSHIPS

GEAR *During each assignment, choose up to three.*

○ Bleed Detector
○ Hand Weapon
○ Bleed Containment Vial
○ Excavation Tools
○ Survival Gear
○ Research Materials
○ _____

NOTES