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 by a phenomena?
- Did you bring something of importance back for Candela Obscura to protect or study?

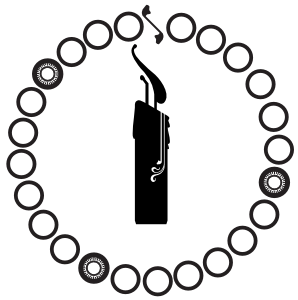
Earn 2 Illumination if some, but not all, players fulfilled an Illumination Key during the session. Earn 4 if every player fulfilled at least one Illumination Key during the session. If nobody in the circle fulfilled any of their Keys, take no additional Illumination.

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 anyone may add as +1d to any roll. Once a die has been rolled, it is expended.
- ◇ **Nobody Left Behind:** When a member of your circle drops incapacitated from taking too many marks, any roll a player makes in the scene to protect them, or get them out of danger, has +1d.
- ◇ **In This Together:** When you spend drive to help an ally on a roll, on a result of 3 or less, you both earn back 1 drive point of your choice.
- ◇ **Interdisciplinary:** When choosing a new ability during character advancement, once per campaign, each character 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 1 Stitch, Refresh, or Train resource.
- ◇ **One Last Run:** When you select this ability, the next assignment is your last. Everyone gets to take all four options during this character advancement instead of only two.

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 the resources below, fill in both sections (top and bottom) equal to one plus the number of circle members. 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

_____ _____

_____ _____

_____ _____