

ROLLING DICE

Can I get a critical success if I roll with an action rating of zero?

No, not without using drive to increase your dice pool. If you have an action rating of zero, and you don't utilize any drive, you must roll two dice and take the lowest result. Even if you roll two 6s, because you're taking only the lowest result, it is not considered a critical success. When you spend 1 drive to help an action with a rating of zero, you only roll one die and therefore can't achieve multiple 6s.

You **can** roll a critical success with a zero action rating if you spend at least 2 drive (or receive drive through an ally's help) to bring your dice pool to 2 or more.

MARKS & SCARS

What happens when I should take a fourth mark?

Whenever you would take a fourth mark in a category, you erase all marks in the category you overfilled, drop incapacitated, and take a scar instead. That scar, and the action points you shift because of it, should reflect the narrative circumstances of the most recent damage that inflicted the scar. You can return to play when the danger has passed.

For example, if you take 2 Body marks from the bite of a creature, then 2 more Body from a bullet wound, you would clear your Body marks, choose a scar that reflects the damage from the gunshot, and shift a point from one action rating to another action rating.

What happens when I take damage that would take me to more than 4 marks?

Resolve the scar at the fourth mark, then take the overflow marks as normal.

For example, if you had 3 Bleed marks and then received damage that inflicts 2 additional Bleed, you would resolve the fourth mark (clearing current Bleed marks, choosing a scar, shifting an action point, and dropping incapacitated in the scene), and then carry over the extra mark to your newly cleared track, leaving you at 1 Bleed mark.

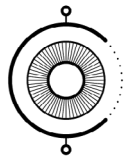
What happens when I should take a fourth scar?

When you should take your fourth scar, your character is no longer playable. This often means they're dead, but it can mean they're retired from Candela Obscura, are permanently incapacitated, or are now under the control of the GM, for better or worse. This is an opportunity for the player and the GM to work together to decide the final fate of this investigator. If your character is removed from the game in this way, you should join the circle again with a new character.

LIFE OR DEATH STAKES

When the stakes are highest, the GM may ask you to make a roll at life or death stakes. No matter your current marks or scars, on a failure, your character perishes. Life or death stakes should be announced at the table before the roll is made, and the GM should allow the PC to adjust their approach after receiving this information.





DRIVES

Nerve, Cunning, & Intuition

Spend drive to add +1d to a roll when using any action under that drive. You may not spend drive on a resistance roll.

CUNNING	Drives				Available drive
	Max				

Fill in both sections (top and bottom) of all drives you have at character creation. When you use them, erase only the top section. Your maximum drive is used to calculate your resistances.

HELPING AN ALLY

You may spend up to 1 of the corresponding drive to add +1d to a circle member's roll if the narrative allows.

ACTIONS

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

When you make an action roll, use a number of dice equal to that action's rating. If you have an action rating of zero, you must roll two dice and take the lowest result. Before rolling, you may choose to spend applicable drive to add additional dice.

◇ Sway *convince. command. consort*

● ● ●

GILDED ACTIONS

If the diamond to the left of an action is filled, it is considered a gilded action. Whenever you roll with a gilded action, replace one standard die with a gilded die (a die of a different color). If you choose to take the result on the gilded die, earn back 1 of the corresponding drive.

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

Any time you don't like the result of your roll, you may choose to burn 1 resistance point from the drive related to that action to reroll a number of dice equal to the rating of the action. If that action is gilded, include the gilded die in your reroll. You must take the new result of the resistance roll unless you choose to burn another resistance point to roll again.

Resistance is not impacted by spent drive—the points are determined by your maximum drive, burned during assignments, and restored in between assignments when you take the Refresh resource.

ROLL RESULTS

On a 1-3, the roll is a failure. Usually, you don't accomplish what you wanted, and there are consequences.

On a 4-5, the roll is a mixed success. You accomplish what you wanted, but it comes at a cost.

On a 6, the roll is a full success. You get what you wanted without complication.

On multiple 6s, the roll is a critical success. You get what you wanted, and something extra.

MARKS

BODY MARKS

Represent physical harm—lacerations from a jagged knife, bites from a creature, broken bones from a fall.

BRAIN MARKS

Represent mental strain—exhaustion from an intense conversation, anxiety from the fear of being caught, stress from an onslaught of terrifying beasts.

BLEED MARKS

Represent magical corruption—the chilling touch of a ghost, the venom of a monster, the harmful energy radiating from an artifact.

THE FOURTH MARK

When you should take your fourth mark in any category, you drop incapacitated and take a scar instead. You can return to play when the danger has passed.

SCARS

A scar represents a permanent change to your character, both mechanically and narratively. Erase all marks in the category you overfilled, then describe a scar that reflects the lasting effect of the damage and write it in an available scar slot. Lastly, shift a point from one action rating to another to reflect how the scar changes the way your character interacts with the world.

THE FOURTH SCAR

When you should take your fourth scar, work with the GM to decide how your character meets their final fate. This is usually death, but it could be retirement from Candela Obscura, the GM taking control of your character as an NPC, or something worse. This character is no longer playable.

EXAMPLE SCARS

Body: *permanent limp, blind in one eye, missing limb*

Brain: *fear of water, emotionally vacant, quick to anger*

Blood: *glowing eyes, inhumanly long arms, desire to consume blood*

DISTRICTS OF NEWFAIRE

Briar Green

The Eaves

Groundswell

Hallowharbor

Nine Irons

Red Lamp

The Shriveline

The Sidle

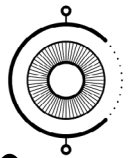
Silverslip

South Soffit

The Steam

The Steel

The Varnish



CORE MECHANICS

ACTIONS

Move: *run, dodge, navigate*

Strike: *punch, break, knock down*

Control: *drive, shoot, finesse*

Sway: *convince, command, consort*

Read: *interpret body language, spot lies, gather motives*

Hide: *sneak, distract, sleight of hand*

Survey: *search, track, spot*

Focus: *inspect, analyze, remember*

Sense: *attune, channel, reveal*

Each action can have a rating between 0–3, denoting the number of dice a player rolls when performing that action. If they have a rating of zero in an action and no drive they want to spend (or receive from another player) they must roll two dice and take the lower result.

DRIVE

Nerve: *Move, Strike, Control*

Cunning: *Sway, Read, Hide*

Intuition: *Survey, Focus, Sense*

Players can spend a drive point to add +1d when rolling with an action within that drive. They may spend as many points per roll as they have available up to a dice pool of six.

Help an ally: Players can spend one point from their corresponding drive to add +1d to an ally's roll, describing how they aid in the action.

Make a group roll: Multiple players may contribute drive to a single group roll, though the dice pool can never exceed six.

RESISTANCES

If a player doesn't like the result of their roll, they can choose to burn a resistance from the pertaining drive (Nerve, Cunning, or Intuition) to reroll a number of dice equal to the previous roll's action rating. They do not reroll any spent drive or dice they received from assistance. Players can still choose the gilded result if applicable. They must take the new result of the rerolled dice unless they choose to burn another resistance point to roll again. Because resistance is based on their maximum drive, spending drive does not reduce their resistance.

GILDED ACTIONS

If an action is gilded (represented by a filled diamond to the left of an action), a player will always replace a standard die with a gilded die when rolling. After rolling, if they choose the result on that die, they recover 1 point of the drive associated with the action they rolled.

STAKES & EXPECTATIONS

When a roll could have limited consequences, it is **low stakes**.

When a roll could have consequences, it is **standard stakes**.

When a roll could have major consequences, it is **high stakes**.

When a roll's failure means the PC will perish, it is **life or death stakes**.

When necessary, set expectations before a roll so the player can spend drive or burn resistance as needed.

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BRAIN MARKS

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BLEED MARKS

Represent magickal corruption—the chilling touch of a ghost, the venom of a monster, the harmful energy radiating from an artifact. the lower result.

THE FOURTH MARK

When a player should take their fourth mark in any category, they drop incapacitated and take the fourth mark as a scar instead. They can return to play when the danger has passed.

SCARS

A scar represents a permanent change to a character, both mechanically and narratively. The player should erase all marks in the category they overfilled, then describe a scar that represents the lasting effect of the damage and write it in an available scar slot. Lastly, they shift a point from one action rating to another to reflect how the scar changes the way their character interacts with the world.

THE FOURTH SCAR

When a player should take their fourth scar, work with them to decide how their character meets their final fate. This is usually death, but it may also be retirement from Candela Obscura, you taking over the character as an NPC, or any consequence that aligns with the narrative. No matter the choice, their character is no longer playable.

PLAY REFERENCE

ROLL RESULTS

On a 1-3, the roll is a failure. Usually, players don't accomplish what they wanted, and there are consequences.

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EXAMPLE GM MOVES

Indicate What's Coming

Ask Them to Choose

Show Them the Danger

Limit the Scope or Effect

Introduce Consequences

Give Them What Was Promised

Think Off-Screen

EXAMPLE NAMES

Alejandro Castillo

Andrei Popescu

Duncan Walters

Enzo Tarris

Farrah Morales

Gideon Cohen

Hugo Garcia

Jade Jimenez

Zira Kebrowska

Mika Kangas

Nadia Bakri

Natalie Blanc

Quanita Daniels

Kwon Seung-hoon

Soren Jensen

Tala Abu-Bakr

Theo Martinez

Bello Zainuba

EXAMPLE LOCATIONS

Anchorfall Shops

Ashbury Diner

Bradford Library

Brambleton Teahouse

Crownwick Emporium

Fiddler's Theatre

Glass Veil Cafe

Highstone Institute

Ivy Bridge

The Macinaeum

Mistfield Park

Palace Theater

Rook Station

Silvergate Cemetery

Stonecross Restaurant

Thistle Farm

Wesley Hospital

Whitestair Chapel