

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 motives*



◇ Hide *sneak, distract, sleight of hand*



INTUITION

Drives
Max



◆ Survey *search, track, spot*



RESISTANCE

◇ Focus *inspect, analyze, remember*



◇ Sense *attune, channel, reveal*



Burn 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. The GM will tell you who they are, and explain why this NPC might have insight into the investigation.

◇ **Sweet Talk:** You know how to work the room. After you make small talk with someone, you may add +1d on any Read rolls you make in which they are the target. If your current Cunning resistance is 2 or higher, that die is gilded.

◇ **Cool Under Pressure:** On any high-stakes roll, you may always spend Cunning instead of the drive the action falls under.

SPECIALTY: Journalist

◇ **Insider Access:** Your line of work offers you special privileges. Once per assignment, automatically gain access to an important person or place by using the Press Credentials gear.

◇ **Open Book:** You can get people to open up to you very quickly. When you attempt to connect with others by sharing something deeply personal, add a number of dice equal to your current Cunning resistance to a Sway roll. On a success, they will reciprocate.

◇ **Lie Detector:** When you make a Read roll in an attempt to figure out whether a person is telling the truth, gild an additional die. The first Cunning you spend on the roll is worth +2d instead of +1d.

◇ **Press Conference:** You can spend 1 Cunning to gather a large group of people together to make announcements, ask questions, or stage a distraction. All Cunning rolls you make at this assembly take +1d.

◇ **In the Trenches:** You've done enough dangerous journalism work to know how to keep yourself safe. Once per assignment, you may burn 1 Cunning resistance to soak a Body mark.

◇ **Well-Researched:** You can spend 1 Intuition to ask the GM a specific question about a place, group, or concept that you may have researched before the assignment. They will tell you what you know from that preparation.

Illumination Keys

Gather Statements | Hunt Down a Lead | Speak Truth to Power

MARKS



BODY BRAIN BLEED

SCARS

If you should ever take a fourth scar, work with the GM to play out your final moments. This character is no longer playable.

- ◇ _____
- ◇ _____
- ◇ _____

RELATIONSHIPS

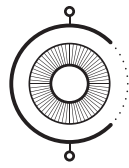
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GEAR

During each assignment, choose up to three.

- Bleed Detector
- Hand Weapon
- Bleed Containment Vial
- Press Credentials
- Camera
- Surveillance Equipment
- _____

NOTES



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Drives
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◇ Sway *convince, command, consort*



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◇ Survey *search, track, spot*



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◇ Focus *inspect, analyze, remember*



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ROLE: Face

◇ **I Know a Guy:** Once per assignment, ask the GM who you know nearby that could help you. The GM will tell you who they are, and explain why this NPC might have insight into the investigation.

◇ **Sweet Talk:** You know how to work the room. After you make small talk with someone, you may add +1d on any Read rolls you make in which they are the target. If your current Cunning resistance is 2 or higher, that die is gilded.

◇ **Cool Under Pressure:** On any high-stakes roll, you may always spend Cunning instead of the drive the action falls under.

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.

◇ **Escape Artist:** Spend 1 Nerve to automatically escape ropes, cuffs, manacles, or a creature that has grappled you.

◇ **Practiced Patter:** You've long rehearsed for a moment like this. When making a Sway or Hide roll, you may spend Intuition instead of Cunning.

◇ **Uncanny Eye:** You may spend 1 Intuition to ask the GM a question: *How can I leverage something here to my advantage? What here doesn't work the way it appears? What is out of place here?*

◇ **Flourish:** You know how to cover your mistakes with flair. On a roll where you could spend Cunning, if you fail or get a mixed success, you may spend 2 Cunning to push the result up one tier—from a miss to mixed success or mixed success to full success.

◇ **The Prestige:** Your magic is usually all smoke and mirrors, but you 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, or throw your voice.*

Illumination Keys

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

MARKS



BODY BRAIN BLEED

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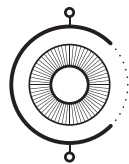
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GEAR

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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INTUITION

Drives
Max



◆ Survey *search, track, spot*



RESISTANCE

◆ Focus *inspect, analyze, remember*



◆ Sense *attune, channel, reveal*



Burn 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 scene who is about to take a mark from a phenomenon, then describe what you do that allows you to take the mark instead.

◆ **Adrenaline Rush:** For each mark you take, you may immediately refresh a drive point of your choice.

◆ **Endurance:** When you take enough marks to become incapacitated, instead, roll a number of d6 equal to your current Nerve resistance. On a 6, you aren't incapacitated and don't take a scar.

SPECIALTY: Explorer

◆ **Obscure Lexicon:** When you encounter an ancient or esoteric language, you can spend 1 Intuition to understand what it says.

◆ **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.

◆ **Mind Over Matter:** When you are told to use a specific action on a roll, you may take a Brain mark to utilize an alternative action instead. You may also spend the drive that corresponds with your chosen action. Describe how you adapt to your situation.

◆ **Tenacious:** When you have 1 or more Bleed marks, gild an additional die on Move, Strike, and Control rolls while in danger.

◆ **Narrow Escape:** You've been in numerous hairy situations during your fearless exploits. Add +1d to your Move roll when you attempt to escape a trap or ambush.

◆ **Not Again:** Once per assignment, you may take a scar to have an automatic full success on an action. If you do, it's as if you've had this scar all along—tell your circle how you got it, and why the lesson you learned is helping you succeed here. Don't adjust your action ratings when you take this scar.

Illumination Keys

Study an Artifact | Discuss History | Run into Danger

MARKS



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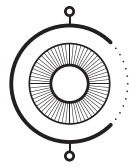
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GEAR

During each assignment, choose up to three.

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

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RESISTANCE

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INTUITION

Drives
Max



◇ Survey *search, track, spot*



RESISTANCE

◇ Focus *inspect, analyze, remember*



◇ Sense *attune, channel, reveal*



Burn 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 scene who is about to take a mark from a phenomenon, then describe what you do that allows you to take the mark instead.

◇ **Adrenaline Rush:** For each mark you take, you may immediately refresh a drive point of your choice.

◇ **Endurance:** When you take enough marks to become incapacitated, instead, roll a number of d6 equal to your current Nerve resistance. On a 6, you aren't incapacitated and don't take a scar.

SPECIALTY: Soldier

◇ **Basic Training:** You have tactical experience in high-pressure situations. When you make a Survey roll in a dangerous place, also add a number of dice equal to your current Nerve resistance.

◇ **Geared Up:** You and one ally in your circle may mark an additional gear slot during each assignment.

◇ **Sharpshooter:** When you want to make a ranged attack with a weapon, you may spend 1 Nerve to steady your aim before shooting, and add +2d to your next shot at this target.

◇ **Tactician:** When you are in a dangerous scenario, you may spend 1 Nerve to ask the GM a question: *How do I get to safety? What poses the largest immediate threat to my circle? Where is the target going to move next?*

◇ **Compartmentalization:** You have trained to detach yourself from the horrors of violence. Once per assignment, you may burn 1 Nerve resistance to soak a Brain mark.

◇ **Volunteer Duty:** Between assignments, instead of spending resources, you can offer a helping hand to your Lightkeeper. Describe how you aid the organization, and refill 1 point in any Candela Obscura resource on your circle sheet. You may not spend any resources during this downtime.

Illumination Keys

Use Violence of Action | Protect Someone | Act Tactically

MARKS



BODY BRAIN BLEED

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RELATIONSHIPS

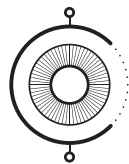
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GEAR

During each assignment, choose up to three.

- Bleed Detector
- Hand Weapon
- Bleed Containment Vial
- Heavy Weapon
- Explosives
- Body Armor (*Soak 1 Body*)
- _____

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◇ Move *run, dodge, navigate*



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Drives
Max



◇ Sway *convince, command, consort*



RESISTANCE

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



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INTUITION

Drives
Max



◇ Survey *search, track, spot*



RESISTANCE

◇ Focus *inspect, analyze, remember*



◇ Sense *attune, channel, reveal*



Burn 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 spend Intuition while making a roll, on a result of 3 or less, earn back any of the Intuition you spent.

◇ **Occult Researcher:** Take 1 Brain mark to ask the GM for an important occult detail that you would recognize from your studies, but has not yet been revealed in the scene. If there are none, clear the Brain mark.

◇ **Meticulous Notes:** If your current Cunning resistance is 2 or more, add +1d to all Focus rolls. After an assignment, increase your Illumination track 1 additional point because of the detailed notes your character returns with.

SPECIALTY: Doctor

◇ **Patch Up:** When you have a few moments of calm, you can make a Focus roll to heal 1 Body mark on an ally. On a 4-5, spend 2 Intuition to accomplish this. On a 6, spend 1 Intuition. On a 3 or less, you may take a Brain mark to take the 4-5 result instead.

◇ **Non-Combatant:** Your pain spurs others to action. If you haven't hurt anyone yet during this assignment, when you take a mark, each of your allies in the scene can recover 1 drive point of their choice.

◇ **Dissection:** When you make a Focus roll to dissect a piece of organic matter affected by bleed, gild an additional die. You cannot take Bleed marks from this inspection.

◇ **Resuscitation:** When a nearby ally takes a scar, you can make a Focus roll in an attempt to immediately revive them. On a 6, it works. Though they still receive the scar, they're back on their feet. On a 4-5, it will cost 3 drive points of your choosing. This cannot be used when a PC takes their fourth scar.

◇ **Lifesaver:** Between assignments, you can spend 1 Stitch to work on healing an ally's scar. When you do, make a Focus roll. On a critical success, fill three. On a 6, fill two. On a 4-5, fill one. When the track is full, the scar is healed and 1 action point may be shifted.



◇ **Anatomical Strike:** You know where the body is most vulnerable. When attacking an enemy, you may roll Focus instead of Strike.

Illumination Keys

Avoid a Fight | Aid an Ally | Comfort Someone

MARKS



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RELATIONSHIPS

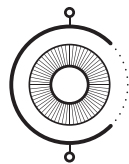
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GEAR

During each assignment, choose up to three.

- Bleed Detector
- Hand Weapon
- Bleed Containment Vial
- Medical Equipment
- Relevant Textbook
- Doctor's Credentials
- _____

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◇ Move *run, dodge, navigate*



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◇ Strike *punch, break, knock down*



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CUNNING

Drives
Max



◇ Sway *convince, command, consort*



RESISTANCE

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



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INTUITION

Drives
Max



◇ Survey *search, track, spot*



RESISTANCE

◆ Focus *inspect, analyze, remember*



◇ Sense *attune, channel, reveal*



Burn 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 spend Intuition while making a roll, on a result of 3 or less, earn back any of the Intuition you spent.

◇ **Occult Researcher:** Take 1 Brain mark to ask the GM for an important occult detail that you would recognize from your studies, but has not yet been revealed in the scene. If there are none, clear the Brain mark.

◇ **Meticulous Notes:** If your current Cunning resistance is 2 or more, add +1d to all Focus rolls. After an assignment, increase your Illumination track 1 additional point because of the detailed notes your character returns with.

SPECIALTY: Professor

◇ **Steel Mind:** Once per assignment, when you should take a Brain mark, you may instead burn 1 Intuition resistance to soak it.

◇ **University Resources:** Your university has alumni all over the world. Once per session, describe a person you know from your tenure as a professor, and ask the GM where they can be found locally.

◇ **Learn from My Mistakes:** Any time you get a result of 3 or less on a roll, describe what lesson you learned from your failure, and refresh 1 drive point of your choice.

◇ **Better Part of Valor:** When making a Control or Move roll to flee danger, gild a die. On this roll, the first Nerve you spend is worth +2d instead of +1d.

◇ **Verbose:** When you make a speech or hold a conversation to assist an ally, the die you give them is gilded.

◇ **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.*

Illumination Keys

Mentor an Ally | Reference Research | Make a Plan

MARKS



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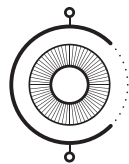
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GEAR

During each assignment, choose up to three.

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

NOTES



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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 motives*

○ ○ ○

◆ Hide *sneak, distract, sleight of hand*

○ ○ ○

INTUITION

Drives Max

◇ Survey *search, track, spot*

○ ○ ○

RESISTANCE

◇ Focus *inspect, analyze, remember*

○ ○ ○

◇ Sense *attune, channel, reveal*

○ ○ ○

Burn 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?*

◇ **Saw This Coming:** Three times per assignment, you may add +1d to a circle member's roll without spending drive by saying how you prepared for this kind of situation together.

◇ **Death Defy:** Once per assignment, when you should take 1 or more marks from an enemy, you instead escape unscathed. Describe how your quick thinking keeps you safe from harm.

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 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 a number of dice equal to your current Cunning resistance.

◇ **Hardened:** When you take a scar, you may choose not to shift any action points as a result.

◇ **Born in the Shadows:** When attempting to avoid security or detection, gild an additional Hide die.

◇ **Tricks of the Trade:** You've learned how to navigate tricky or dangerous situations to keep yourself out of harm's way. On any Hide or Sway roll you make, you may spend 1 Nerve to lower the stakes before rolling. If this is already a low-stakes roll, you may not use this ability.

◇ **Sticky Fingers:** After a successful melee attack, you can spend 1 Cunning to pilfer an item from your target undetected. *This could be their wallet, a weapon they're carrying, an important document, etc.*

Illumination Keys

Do Something Illegal | Make a Deal | Stand Up to Authority

MARKS

BODY BRAIN BLEED

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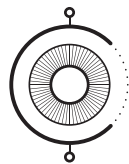
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GEAR

During each assignment, choose up to three.

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

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CUNNING

Drives
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◇ Sway *convince, command, consort*



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



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INTUITION

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◇ Survey *search, track, spot*



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◇ Focus *inspect, analyze, remember*



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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?*

◇ **Saw This Coming:** Three times per assignment, you may add +1d to a circle member's roll without spending drive by saying how you prepared for this kind of situation together.

◇ **Death Defy:** Once per assignment, when you should take 1 or more marks from an enemy, you instead escape unscathed. Describe how your quick thinking keeps you safe from harm.

SPECIALTY: Detective

◇ **Mind Palace:** When you want to figure out how two clues might relate or what path they should point you towards, burn 1 Intuition resistance. The GM will give you the information you've deduced.

◇ **Interrogation:** When you are questioning someone about information they are resistant to revealing, add a number of dice equal to your current Cunning resistance to your Read roll.

◇ **Back Against the Wall:** When you are making a high-stakes roll, you may take a Brain mark to make any Nerve you spend worth +2d instead of +1d.

◇ **Inspection:** You have experience examining crime scenes. When you make a Survey roll to gather evidence about what might have happened in this location, gild an additional die on the roll.

◇ **Stakeout:** You are good at collecting information while remaining undetected. When you are tailing a suspect or conducting surveillance, you may use Survey instead of Hide.

◇ **One Step Ahead:** Once per assignment, you can produce a useful mundane object you've had with you all along. When you do, fill in the empty gear slot and write the object in this space. This does not count toward your gear limit.

Illumination Keys

Probe a Witness | Track a Target | Reveal a Clue

MARKS



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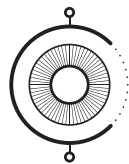
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GEAR

During each assignment, choose up to three.

- Bleed Detector
- Hand Weapon
- Bleed Containment Vial
- Camera
- Investigation Equipment
- Forged Documents
- _____

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CUNNING

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◇ Sway *convince, command, consort*



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



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INTUITION

Drives
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◇ Survey *search, track, spot*



RESISTANCE

◇ Focus *inspect, analyze, remember*



◆ Sense *attune, channel, reveal*



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

ROLE: Weird

◇ **Great Wards:** You can inscribe and maintain a warding symbol on one person at a time. Describe the material they must hold to bind it (salt, sand, etc.). They take +1d on Move rolls against phenomena.

◇ **Let Them In:** Whenever you take 1 or more Bleed marks, you also gain additional information about the phenomenon that harmed you. Ask the GM one question about the source of the bleed.

◇ **Ritual:** When you have a few minutes to prepare, you may take a Bleed mark to perform a ritual on yourself or an ally:
*Circle of Protection (soaks 1 Body mark for the person within),
Reinvigorate (refresh 1 resistance), or Remote Viewing (one moment).*

SPECIALTY: Medium

◇ **Miasma:** You can spend 1 Intuition to tell if and how a person or object has been affected by bleed.

◇ **Bending Spoons:** You can make a Sense roll to control an object in the room with your mind: *flip a switch, knock something over, move a small object, put out a light, etc.* On a mixed success, you may take a Bleed mark to make it a full success instead.

◇ **Cold Read:** On a successful Sense roll, you know what ailment, stress, or loss a person has in their life, even if they're hiding it.

◇ **Premonitions:** You have visions of the future. When an ally is about to take 1 or more marks, burn an Intuition resistance to warn them about the coming danger. Then, soak one of these marks.

◇ **Last Moments:** While touching a corpse, you can burn an Intuition resistance to hear, smell, and feel that creature's last few moments of life. By taking a Bleed mark, you can push yourself to see a still image of the last thing they saw before death.

◇ **Commune:** You can make a connection with a nearby sentient phenomenon in order to communicate with it. Take a Brain mark and make a Sense roll to open an empathetic or telepathic connection to ask a question. On a success, you get an answer. On a 4-5 result, the phenomenon will ask a question in return.

Illumination Keys

Connect with Someone | Sense Phenomena | Make a Scene

MARKS



BODY BRAIN BLEED

SCARS

If you should ever take a fourth scar, work with the GM to play out your final moments. This character is no longer playable.

- ◇ _____
- ◇ _____
- ◇ _____

RELATIONSHIPS

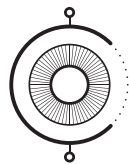
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GEAR

During each assignment, choose up to three.

- Bleed Detector
- Hand Weapon
- Bleed Containment Vial
- Strange Weapon
- Divination Tools
- Occult Text
- _____

NOTES



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 motives*



◇ Hide *sneak, distract, sleight of hand*



INTUITION

Drives
Max



◇ Survey *search, track, spot*



RESISTANCE

◆ Focus *inspect, analyze, remember*



◇ Sense *attune, channel, reveal*



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

ROLE: Weird

◇ **Great Wards:** You can inscribe and maintain a warding symbol on one person at a time. Describe the material they must hold to bind it (salt, sand, etc.). They take +1d on Move rolls against phenomena.

◇ **Let Them In:** Whenever you take 1 or more Bleed marks, you also gain additional information about the phenomenon that harmed you. Ask the GM one question about the source of the bleed.

◇ **Ritual:** When you have a few minutes to prepare, you may take a Bleed mark to perform a ritual on yourself or an ally:
*Circle of Protection (soaks 1 Body mark for the person within),
Reinvigorate (refresh 1 resistance), or Remote Viewing (one moment).*

SPECIALTY: Occultist

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

◇ **Blood of the Covenant:** The first time a dangerous phenomenon inflicts a mark on anyone in your circle, you refresh a number of points, in any drive, equal to your current Intuition resistance.

◇ **Speak Their Language:** You can speak the supernatural language of any phenomenon you encounter. Describe what strange or terrifying way you communicate with each other.

◇ **Play the Bait:** You know how to draw the attention of a phenomenon—you just have to play the bait. Make a Sense roll to bring a nearby phenomenon toward you.

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

◇ **Forbidden Ritual:** You know a highly complex and extremely dangerous ritual that will achieve a desired outcome. When you use this ritual, immediately take a Bleed scar. Determine what the ritual is and what its effects are: *change the environment, conjure a phenomenon, or save a dying person.*

Illumination Keys

Consult Arcane Texts | Collect Oddities | Act Bizarre

MARKS



BODY BRAIN BLEED

SCARS

If you should ever take a fourth scar, work with the GM to play out your final moments. This character is no longer playable.

- ◇ _____
- ◇ _____
- ◇ _____

RELATIONSHIPS

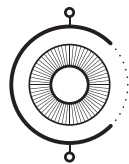
- _____
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GEAR

During each assignment, choose up to three.

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

NOTES



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 motives*



◇ Hide *sneak, distract, sleight of hand*



INTUITION

Drives
Max



◇ Survey *search, track, spot*



RESISTANCE

◇ Focus *inspect, analyze, remember*



◇ Sense *attune, channel, reveal*



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

ROLE:

◇ _____

◇ _____

◇ _____

SPECIALTY:

◇ _____

◇ _____

◇ _____

◇ _____

◇ _____

Illumination Keys

_____ | _____ | _____

MARKS



BODY BRAIN BLEED

SCARS

If you should ever take a fourth scar, work with the GM to play out your final moments. This character is no longer playable.

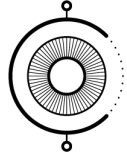
◇ _____
◇ _____
◇ _____

RELATIONSHIPS

GEAR

During each assignment, choose up to three.

NOTES



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?

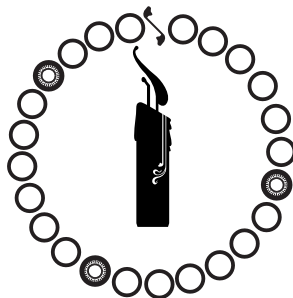
Earn 2 Illumination if some, but not all, players fulfilled an Illumination Key during the session. Earn 4 if every player fulfilled at least one Illumination Key during the session. If nobody in the circle fulfilled any of their Keys, take no additional Illumination.

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 each of 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

_____	_____
_____	_____
_____	_____