

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*



Spend 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 a number of dice equal to your current Cunning resistance.

◇ Available In The Full Game

◇ Available In The Full Game

◇ Available In The Full Game

◇ Available In The Full Game

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)
- _____

NOTES

NERVE

Drives

Max

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RESISTANCE

○

○

○

◇ Move

run, dodge, navigate

○

○

○

◇ Strike

punch, break, knock down

○

○

○

◆ Control

drive, shoot, finesse

○

○

○

CUNNING

Drives

Max

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RESISTANCE

○

○

○

◇ Sway

convince, command, consort

○

○

○

◇ Read

interpret body language, spot lies, gather motive

○

○

○

◇ Hide

sneak, distract, sleight of hand

○

○

○

INTUITION

Drives

Max

||||

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||||

RESISTANCE

○

○

○

◇ Survey

search, track, spot

○

○

○

◆ Focus

inspect, analyze, remember

○

○

○

◇ Sense

attune, channel, reveal

○

○

○

Spend 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**

◇ **Available In The Full Game**

◇ **Available In The Full Game**

Illumination Keys

Mentor An Ally | Reference Research | Make A Plan

MARKS

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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

NOTES



Style: _____
Catalyst: _____
Question: _____

Drives
Max

◆ Available In The Full Game

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

○ ○ ○

○ ○ ○

Drives
Max



Drives
Max

○ ○ ○



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

○ _____

○ _____

○ _____

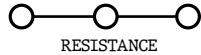
- ☐ Bleed Detector
- ☐ Hand Weapon
- ☐ Bleed Containment Vial
- ☐ Magic Show Gimmick
- ☐ Flash Powder & Smoke Bomb
- ☐ Hidden Weapon
- ☐

NOTES



Style: _____
Catalyst: _____
Question: _____

Drives
Max



○ ○ ○

Drives
Max



○ ○ ○



Drives
Max



○ ○ ○



Consult Arcane Texts | Collect Oddities | Act Bizarre

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- Bleed Detector

○ Hand Weapon

☐ Bleed Containment Vial

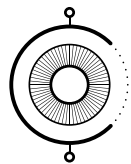
○ Arcane Text

○ Ward (Soak 1 Bleed)

O Occult Supplies

O _____

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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

◆ Available In The Full Game

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

◆ Available In The Full Game

◆ 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

_____	_____
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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
- _____

NOTES