

HOW TO PLAY CANDELA OBSCURA, IN ONE PAGE!

ROLLS:

When you narrate an action and the outcome is unclear, you roll to determine what happens.

Candela Obscura uses a d6 system, where you roll a pool of six-sided dice, and your highest outcome determines the result.

The amount of dice you roll is determined by the number of skills points you have in the relevant skill.

If you have zero skill points in a skill, roll 2d6 and take the lower result.

ROLL OUTCOMES

Here is a quick guide to determining the outcome of your roll:

- **Critical Success:** If you roll multiple 6s, you experience a critical success - you get better than what you asked for!
- **Full Success:** On a single 6, you experience a full success - you get what you wanted!
- **Mixed Success:** On a 4 or 5, you experience a mixed success - you get what you wanted, but at a cost.
- **Miss:** On a 1, 2, or 3, you miss, meaning that you don't get what you wanted, and often there is a consequence.

DRIVE

Before rolling your dice, you can add dice to your dice pool by spending any amount of drive. For each point of drive you spend, you can add one dice to your roll.

- **Nerve** drive can be spent to add dice to Move, Strike, and Control rolls.
- **Cunning** drive can be spent to add dice to Read, Sway, and Hide rolls.
- **Intuition** drive can be spent to add dice to Survey, Focus, and Sense rolls.

Similarly, you can assist other players in their actions by spending a single drive point to give them a single extra dice.

GILDED DICE

If your skill has a filled diamond next to it on your character sheet, you will replace one of your standard dice with a visually distinctive gilded die. *We recommend using your raddest or glitteriest dice set if golden dice are unavailable!*

Gilded dice represent a skill that your character particularly enjoys doing or is refreshed by doing. When you use a gilded dice and take the result, you recover 1 point of the drive associated with that skill.

GEAR

Gear is selected as needed, rather than in advance. Select up to 3 pieces of gear during the assignment. Options are listed on your character sheet or offered contextually.

RESISTANCE

After you roll, if you don't like the outcome, you can spend a resistance to reroll. You reroll the same number of dice as you have in the skill. You must accept the results of the new roll, unless you choose to spend resistance again.

So if you have 2 points in Hide, and you spend a drive to increase your dice pool to 3 dice, and you don't like the result, you can spend a resistance to reroll using 2 dice.

BUILDING YOUR CHARACTER

DIGITAL

By far the easiest way to build a character is to use the official Candela Obscura Nexus tool. The free version is robust, find it here:

<https://app.demiplane.com/nexus/candelaobscura/>

PRE-GENERATED

There are also pre-gen character sheets in the free Quick Start Guide.

To customize your pre-gen character, simply take the existing sheet that matches best with the type of character you want to play, and choose two abilities from the specialty list in the center column.

Find the QSG and the pre-gen character sheets here:

<https://shop.critrole.com/products/candela-obscura-quickstart-guide>

CUSTOM

To create a character from scratch, grab a copy of the full Core Rulebook linked below, and check out the character creation section!

<https://shop.critrole.com/collections/candela-obscura>

MARKS AND SCARS

Your character will develop by taking marks (temporary damage) and scars (permanent changes to the character).

DAMAGE TYPES

- **Body:** Harm from physical sources.
- **Brain:** Harm from mental strain.
- **Bleed:** Harm from magical sources.

When you take more than three marks in a single damage type, erase your marks and the fourth mark becomes a scar. Then, take a scar of the same type and add any leftover marks.

So, if you currently have 3 Body marks, and you take 2 Body marks (ouch!), you will then be left with 1 Body mark and 1 Body scar.

When you take a scar, move a point from one skill into another and narratively change your character related to the damage you took.

When you take your fourth scar, your story ends, often in a dramatic death.

SCAR IDEAS

Body	Brain	Bleed
Burn Marks	Nervous Tick	Gaseous Blood
Wicked Scarring	Fear of the Dark	Translucent Skin
Aching Wounds	Jumpiness	Cat-Like Eyes

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