

Candlelight INQUISITION

Quickstart

Name: _____

Player: _____

Archetype

Signature Move:

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Boon

Boon Move:

.....

Professions

Search for clues, read people, and interrogate effectively.

Cleric-Magistrate

Recall academic learning, and apply religious & imperial doctrines.

Ideals

Flaws

Wounds

Search Questions

What will happen next?

What is really going on?

What here is dangerous to me?

Rules Reference

Take a Risk

When you do something that could go wrong, make an *action roll*.

Search

When you search for answers, ask two search questions and make an *action roll*. One question must come from your character sheet. Answer both questions on a success, one on a bad outcome.

Action Roll

First, the GM determines the **Position**. Next, you and any other player may invoke **Edge** on the roll. Roll two dice, sum the result, and add the number of edge invoked (to a maximum of +3). You can reroll once by **Testing Will**.

On a 11 or higher, achieve a perfect success. *Keep willpower if you tested will.*

On a 8 to 10, achieve success with consequence. *Lose willpower if you tested will.*

On a 7 or less, your action results in a bad outcome. *Lose willpower if you tested will.*

Position

Position describes the risk and reward of actions. It is determined by narrative context.

Dominant, odds stack in your favor: up to 3 advantage on success. Few consequences.

Delicate, standard position: up to 2 advantage on success. 1 to 2-edge wound as consequence.

Daring, high risk gamble: up to 3 advantage on success. 3-edge wound as consequence.

Desperate, over your head: up to 1 advantage on success. 3-edge wound as consequence.

Notes

You are a prodigy detective from the Cathedral in line for promotion. This assignment is a chance to prove your worth.

Notable Gear: Revolver, bluethead-armor vest, manacles, inquisitor's badge, book of doctrine.