

Candlelight INQUISITION

Name: _____

Player: _____

Quickstart

Archetype

Signature Move: _____

Professions

_____	☐	☐	☐
_____	☐	☐	☐

Boon

Boon Move: _____

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

On an 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 stacked 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, in over your head: up to 1 advantage on success. 3-edge wound as consequence.

Notes

