Setting:

GM:

Major NPC

Major NPC

Major NPC

Major NPC

Minor NPCs

Spark Attribute and Proxies

	+6 *Epic*	1 per Fate, equal to 2D12
	+5 *Excellent*	2 per Fate. Equal to 2D10
	+4 *Great*	4 per Fate, equal to 2D8
	+3 *Good*	8 per Fate, equal to 2D6
	+2 *Poor*	16 per Fate, equal to 2D4
	+1 *Terrible*	32 per Fate, minimum.

Setting

Beliefs