Spark RPG – V2 Reference Document

Factions:
1. The players roll their Spark dice, rolling off on ties and ranking from highest to lowest.
2. In that order, each player picks to Block, Claim or Tie one faction agenda.
3. If a player blocks an Agenda, he describes how the faction fails to achieve their goal.
4. If a player claims an Agenda, he creates and explains the faction's next agenda.
5. If a player ties a faction, he creates/alters a tie one between two factions and narrates why.
6. The GM quickly narrates exactly how each of the unblocked agendas succeeds.

Framing:
1. Roll your Spark dice and compare what you rolled. Roll off on ties.
2. The highest roll gets to choose between the Platform, Tilt or Question. The second highest gets the next pick one of the two remaining options. The third highest gets the remaining option.

> **The Platform**: Define where the scene takes place and who is present.
> **The Tilt:** Define what event or action forces players to interact with the Scene.
> **The Question:** What is the essential question you are trying to answer with the scene?

3. The Person who is framing The Platform describes it to the group in 2-3 sentences
4. The person who is framing The Tilt describes it to the group in 2-3 sentences
5. The person who is framing The Question states it in one sentence.
6. Every player declares if they are in Storytelling or Roleplaying mode.

Collaboration:
- Make a series of Declarations until one is blocked.
- In Roleplaying mode, you can declare a PC Action, PC Dialogue or PC Realization
- In Storytelling mode, you can declare an NPC Action, NPC Dialogue or Event

Conflict:
1. Decide who will join the conflict (saying" Yay") and who will abstain (saying "Nay").
2. Determine your die and bonus.
3. Roll your dice, identifying any 1s
4. Determine scores (die + bonus) for everyone.
5. Compare the high scores on each side, earning resolutions based on the difference. Every 1 rolled gives the opposing side another resolution. If the winning side supported the original declaration, it occurs. Otherwise, that declaration is blocked.

0-3 =	Each side chooses 1.	4-5 =	Winning side chooses 1
6-7 =	Winning side chooses 2	8-9 =	Winning side chooses 3
10-11 =	Winning side chooses 4	12+=	Winning side chooses 4

6. Pick your resolutions in alternating order, starting with the winner. Name your resolution, and then narrate what happens. They can reject and take harm instead.
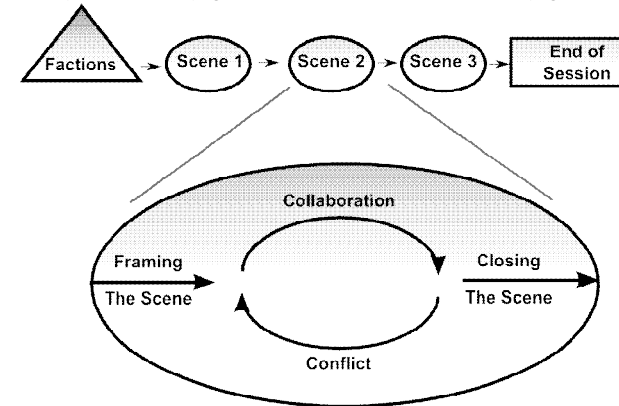
Resolutions
- *Query*: Force a participant to answer a question.
- *Compel*: Force a participant to make an action or specific declaration.
- *Bolster*: Add a Rise or remove a Fall from a character, costing 4 Fate.
- *Hinder*: Add a Fall or remove a Rise Condition from a character, paying them 4 Fate.

Closing the Scene:
Go through each of the Beliefs and check which ones have been challenged. If they have, give that person the Fate token off that entry. When anyone removes the last Fate token from the Belief sheet, everyone gets a Fate and you refill their section of the sheet.

End of Session
The person with the most Fate can spend 12 to Inspire another character, offering them a new Belief. If they accept they gain an Attribute level, else they gain a new Talent.

Key Phrases
- *We are in conflict.* (Move from the Collaboration phase to the Conflict phase)
- *And we move on.* (Move from the Collaboration phase to the Closing the Scene phase)
- *I would rather suffer harm.* (Reject a resolution, gain 1 harm instead)
- *I push for a _____ resolution.* (Gain 1 resolution as named in a Conflict)
- *Confirmation/Refutation of my Belief, _____* (Maximize your die)

> ## Gaining Fate:
> - When you challenge one of your three Beliefs in a scene, either directly supporting or refuting it, you gain 1 Fate during Closing the Scene.
> - When someone (Player or GM) challenges all three of their Beliefs over one or more scenes, everyone in the game receives 1 Fate.
> - One person at the table has the Initiative. This gives you two abilities. You get the option to make the first declaration of every Collaboration phase. Once per scene during collaboration or conflict, you can give the Initiative to someone else who takes risks or portrays their character convincingly. When you surrender the Initiative, you gain 1 Fate.
>
> ## Spending Fate
> - Spend 1 Fate to max the die you rolled in Conflict when you challenging your beliefs
> - Spend 1 Fate to gain a resolution in Conflict
> - Spend 1 Fate to gain an Influence die the same size as your Spark Attribute.
> - Spend 4 Fate in a Conflict to use a Bolster resolution, giving a Rise or removing a Fall.