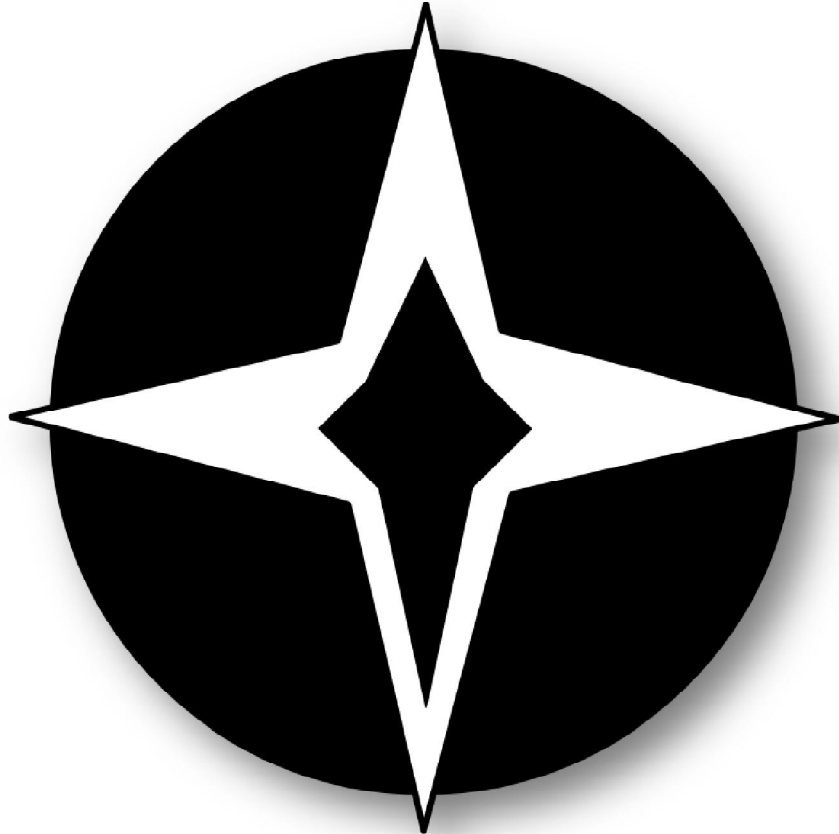


1 *Spark RPG Open Beta*

2

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4



5

6

7 Written by Jason Pitre for Genesis of Legend Publishing

8 Please send all comments, actual play reports, recordings, or other feedback to  
9 [genesisoflegend@gmail.com](mailto:genesisoflegend@gmail.com) . Please include "beta" in the subject line.

10

# 11 Table of Contents

12 Here is a breakdown of each of the chapters including what you need to play a  
13 game.

14 Chapter 1 - Introduction. What is Spark? What are the roles and what do you need  
15 to play?

16 Chapter 2 - Setting: In the first session, you need to create a new setting or  
17 customize one of the published ones. This chapter will guide you through that process.

18 Chapter 3 – Characters: This explains how the players create their characters, step  
19 by step. This is also used in the first session of the game.

20 Chapter 4 – Gameplay: This is where you can find all of the rules and procedures of  
21 play. If you are looking for a rule during play, it's probably in here.

22 Chapter 5 – Guidance: This chapter is full of tools, advice and guidance for telling  
23 stories with Spark. If you want the game to shine, be sure to read this.

24 Chapter 6 - Examples: This chapters has multiple, detailed running examples of  
25 gameplay. If you are confused about a rule, feel free to look at the examples in here.  
26 (SIMPLIFIED IN BETA)

27 Chapter 7 – NeoNippon: This is the first published setting in the book. NeoNippon is a  
28 science-fiction setting inspired by the works of Kurosawa.

29 Chapter 8 - Old, Cold, City: This is the second of three settings in the book. Old, Cold,  
30 City is a modern police procedural setting in an old city with even older secrets. (NOT IN  
31 BETA)

32 Chapter 9- The Republic of the Elements: This is third setting in the book. Stoicheion is  
33 a fantasy republic under siege by elemental passions and monsters. (NOT IN BETA)

34

35

36 The end of the book has a series of appendixes including various templates, sheets,  
37 a glossary of terms and an index. There is also a full credits sheet for those fine  
38 contributors to the play testing and the Kickstarter Campaign.

39

40

41 *Chapter 1 - Introduction*

42

43 *What is Spark?*

44 Spark is a roleplaying, storytelling game. You play important characters in a fictional  
45 world. You cooperate to tell a story about heroic deeds and personal struggles. Explore  
46 the ideas that matter to you.

- 47
- Create fictional characters and portray them as they explore a rich setting.
  - Collaborate with your friends to tell a dynamic story.
  - Through fiction, explore the themes and issues that move you.
- 48
- 49

50

51 *Challenge your Beliefs.*

52 Shakespeare's *Romeo and Juliette* is a tale of two youths torn between family  
53 loyalty and romantic love. *Moby Dick*, by *Herman Melville*, focuses on the cost of  
54 vengeance. The Spark RPG is designed to help you tell those kinds of stories. It's about  
55 examining your character's motivations, convictions, and perspectives.

56 You tell a story about a group of individuals with their own firmly held convictions.  
57 These characters struggle with each other and with the world to uphold their Beliefs.

58 The more you challenge your Beliefs, the more Fate supports your characters during  
59 play. By changing yourself, you can change the world.

60 It is a game about self-reflection and personal growth. A game that helps you  
61 explore real life issues and learn a little bit more about yourself.

62

63

64 *Choosing Roles*

65 *The Game Moderator*

66 One member of your group needs to take the job of Game Moderator (GM) who  
67 will lead the game and control the Setting. The Game Moderator has several different  
68 duties.

- 69 • The GM portrays most of the minor, Non-Protagonist characters (NPC's) that fill  
70 the world.
- 71 • She creates the agendas of the major Factions.
- 72 • She expresses the character of society, based on the setting Beliefs.
- 73 • She describes how the setting changes during play, controlling the natural  
74 environment.
- 75 • She interprets the rules of the game and makes judgements when appropriate.
- 76 • She organizes where and when your group will meet up to play the game.

77 The GM guides the players into telling dynamic, character-focussed stories. Think of  
78 a game of Spark as a blockbuster movie; the GM is the director, producer, and most of  
79 the extras. Don't worry; it's easier than it sounds! The text will always refer to the GM with  
80 the feminine pronouns (she/her) to make the examples more clear, but a GM may be  
81 of any gender.

82

83 The Game Moderator needs to follow four principles during the game:

- 84 1. Keep the story moving.
- 85 2. Say yes or roll the dice.
- 86 3. Ask them questions.
- 87 4. Challenge their Beliefs.

88 The advice chapter is full of techniques and advice to help her follow these  
89 principles.

90

91

92

93

94 *The Players*

95 Everyone else in the game plays a Protagonist Character (PC). Each player will  
96 create their character with their own Beliefs, histories, personalities and capabilities.  
97 They use the character to interact with the other characters and their setting. Each  
98 player has a number of different duties.

- 99 • He creates a character and their three Beliefs that drive the game.
- 100 • He has nearly total creative control over their characters history.
- 101 • He portrays his character, deciding what they say and how they behave.
- 102 • In certain circumstances, he may portray minor Non-Protagonist Characters.
- 103 • He collaborates to build scenes and affect the world.
- 104 • He enters into conflicts to challenge Beliefs.

105 The players are the backbone of the game, keeping the game moving forward and  
106 bringing the drama to the table. If Spark as a blockbuster, each player is actor and  
107 screenwriter. The text will always refer to the player with the masculine pronouns (he/his)  
108 to make the examples more clear, but players may be of any gender.

109

110 Each of the players need to follow four principles during the game:

- 111 1. Share your energy and creativity
- 112 2. Take risks and escalate conflicts
- 113 3. Take a principled position
- 114 4. Challenge their Beliefs

115 The Advice Chapter is full of techniques and advice to help them follow those  
116 principles.

117

118

## 119 *System Overview*

### 120 *On Time*

121 In the game, you get to play through a series of *Scenes*. Each scene takes place in  
122 a set place and time called the *Platform*. Each scene deals with some kind of event or  
123 situation called the *Tilt*. Lastly, each scene focuses on answering a *Question*. You can  
124 find more information about scenes in the framing section of Chapter 4.

125 Every time your group gets together to play the game is called as *Session*. Each  
126 session will typically take 2-5 hours to play, consisting of a series of scenes. Think of a  
127 session as one episode of a television series.

128 A story refers to one or more sessions that focus on a major plot element or narrative  
129 arc. It's like a season of a television series and will usually take 2-5 sessions to complete.

130 A campaign refers to the total collection of stories that you wish to tell together.  
131 Usually a campaign will focus on the same characters and the same setting, although  
132 both of those are prone to change over the long period.

### 133 *Scenes and Conflicts*

134 The players and the GM roll dice to frame the scene, creating a *Platform*, *Tilt* and  
135 *Question*. Everyone in the scene cooperates to tell the story, making bold declarations  
136 of what happens next. If someone disagrees with a declaration, they can challenge it  
137 and pull out the dice for a conflict.

138 In a conflict, you look at the *Attributes*, *Conditions*, and *Traits* written on your  
139 character sheet. People in the conflict get to pick sides, either to support the  
140 declaration or interfere with it. Everyone in the conflict rolls their dice, adds their bonus  
141 and compares the totals. The person with the highest number wins the conflict and can  
142 pick resolutions.

143 When everyone is satisfied that you have answered the scene's *Question*, you can  
144 end the scene and start framing the next one. The group continues to tell scene after  
145 scene, collaborating and entering into conflicts. Chapter 4 explains the entire process  
146 in detail.

147

148 *Dice*

149       There are six different kinds of dice used in Spark. When people enter into conflicts,  
150 each will roll a single die. If a PC is directly involved in a conflict, they will roll a die  
151 based on their Body, Heart or Mind Attributes. Otherwise, they will roll a proxy die based  
152 on their Spark Attribute.

153 D20: A twenty-sided die is Epic, representing superhuman capabilities or obstacles.

154 D12: A twelve-sided die is Excellent, representing maximum human capabilities or  
155 obstacles.

156 D10: An eight-sided die is Great, well above average capabilities or obstacles.

157 D8: An eight-sided die is Good, slightly above average capabilities or obstacles.

158 D6: A six-sided die is Poor, slightly below average capabilities or obstacles.

159 D4: A four-sided die is Terrible, representing minimal capabilities or obstacles.

160 *A Safe Play Environment*

161 Spark can deal with some very sensitive subjects. Uncomfortable topics or triggering  
162 content can really cause pain and make the game less fun for everyone. Make sure  
163 you are aware of everyone's boundaries and respect them.

164 If something is not identified as a Line, Veil, or Threshold, then you can likely assume  
165 that the group is comfortable dealing with it during play. Write these down on the GM  
166 Sheet so she can keep track of them.

167

168 *Lines*

169 Lines are subjects that are absolutely off limits. When someone declares something is  
170 a Line, it's absolutely off limits. Don't deal with it directly or indirectly during play. Broken  
171 lines tend to lead to broken friendships.

172

173 *Veils*

174 Veils are subjects that are discouraged. When someone declares a Veil, it can't be  
175 directly addressed in play. Feel free to imply that the sensitive subject occurred, but  
176 don't show it during any scene. The most common way of dealing with veils is by "fading  
177 to black", implying something happened without focussing attention on it.

178

179 *Thresholds*

180 Thresholds are topics that are sensitive, but could be addressed during play. When  
181 someone declares something is Threshold, they are asking you to handle it with care.

182

183 *Common Boundaries*

184 Here are some of the most common and severe boundaries that I have run into  
185 during my experiences. Your group should check which of these are Lines, Veils, or  
186 Thresholds.

- Consensual Sex
- Graphic Violence
- Torture
- Slavery
- Sexual Assault (Rape)
- Child Abuse
- Ethnic Cleansing
- Forced Religious Conversion

187



## 188 *Starting a Game*

### 189 *People*

190 You need between three and six people interested in the game. One person fills the  
191 role of the Game Moderator, while the others will be Players.

### 192 *Time*

193 You need to schedule some time when your group would be available. Discuss  
194 what day of the week you will be playing on and how frequently you plan on meeting.  
195 Try to determine when you plan on starting and finishing each session as well; I prefer 3-  
196 4 hour long sessions.

197 Every group has its own expectations on attendance at games. Some people can  
198 reliably block off game night, while others may have personal responsibilities or erratic  
199 work schedules. The system can accommodate players who only participate  
200 infrequently but it's up to you to figure out what's comfortable for your group.

### 201 *Play Space*

202 You need fixed and dependable space to play the game. It could be the home of  
203 one of the players, the GM's apartment, a gaming club, or even an online environment.  
204 Discuss what the best play space might be for the group. If you are playing in someone  
205 else's space, be polite and help clean up after the game.  
206

### 207 *Physical Components*

208 You need a few things in order to play the Spark RPG. You can find sheets on our  
209 website ([www.genesisoflegend.com](http://www.genesisoflegend.com)) or you can photocopy the ones found in the  
210 back of the book.

- 211 • The GM will need a GM Sheet, a Faction Sheet, a Belief Sheet and a Setting Worksheet.
- 212 • All of the players will need their own Character Sheets.
- 213 • A pack of index cards, a few pieces of paper, a pen and a few pencils with erasers.
- 214 • Tokens such as poker chips, glass beads or coins. Aim to have at least 50 of them.
- 215 • Everyone in the game should have a set of polyhedral dice. You can usually find these at  
216 local hobby stores or comic book shops.  
217

### 218 *Food and Drink*

219 I find it helpful to talk about food and drink before I start playing a game. Try to  
220 discuss any meal arrangements, snack foods, allergies, or beverage preferences.  
221 Games are much more enjoyable on a full stomach!

## 222 *Chapter 2 - Setting*

### 223 *The Role of Setting*

224 The Game Moderator uses the Setting to challenge the PC's Beliefs. She needs to  
 225 guide the major factions that influence society. She needs to describe the history of the  
 226 world and portray whole nations of living, breathing people. She portrays dozens of  
 227 minor characters (NPCs) who interact with the characters. Her efforts help the players  
 228 immerse themselves in the fictional world.

229

### 230 *Sources*

231 If the group wants to create their own setting from scratch, this chapter will show  
 232 you the way. Building a setting is an easy, collaborative, and creative process. It usually  
 233 takes a bit over an hour of the first session.

234 This chapter also explains a quick process to start playing with one of the existing,  
 235 published settings. You can find three settings near the end of the book; the science-  
 236 fiction "NeoNippon", the modern procedural "Old, Cold City" or the ancient fantasy  
 237 "Republic of the Elements". You can also find a variety of other published settings on  
 238 our website ([www.genesisoflegend.com](http://www.genesisoflegend.com)).

239

### 240 *Components of a Setting*

241 Every setting requires three Beliefs that define the world. Whenever the GM confirms  
 242 or refutes one of these setting Beliefs during a conflict, she is rewarded with Fate. She  
 243 records the Setting Beliefs on the GM Sheet and the Belief Sheet.

244 Factions represent the major organizations and groups that influence the setting.  
 245 Each Faction was founded to uphold a particular mandate, based from the setting's  
 246 Beliefs. At the beginning of each session, Factions have a chance to accomplish  
 247 certain short-term agendas. During play, new ties will be established or changed  
 248 between Factions. The GM has a separate sheet for the Factions.

249 Many settings will also have lists of suggested Talents and Conditions that can be  
 250 useful when creating player characters. You can find any discussion of supernatural  
 251 powers, such as magic or psionics, in this section.

252 Published settings might also have additional content to inspire play. They might  
 253 include short written histories, maps, illustrations, lists of potential threats, lists of names or  
 254 other story hooks.

255 *Creating Custom Settings*256 *Step 1: Gather Inspirations*

257 Go around the table, and ask each person to name one of their favourite pieces of  
 258 media. This could be a book, a movie, video game, comic, poem, or a song. Write  
 259 these down on the Setting worksheet or on a blank piece of paper under the heading  
 260 of “Media”.

261 Go around the table again, giving everyone a chance to explain what they like the  
 262 most about their choice. Write these down in a numbered list on the Setting worksheet  
 263 under the heading of “Inspirations.” Each person can add more inspirations to the list if  
 264 they want.

265

266 Examples267 *Media*268 *Bleach (Manga)*269 *Deep Space Nine (TV Show)*270 *Star Wars (Movie)*271 *Every Day Is Exactly the Same (by Nine Inch Nails)*

272

273 *Inspirations*274 *[1] Profoundly clear character distinctions*275 *[2] Moral ambiguity*276 *[3] Mystic orders*277 *[4] “I can feel the eyes are watching, in case I lose myself again.”*278 *[5] Dream-like Symbolism*279 *[6] Drugs*

280

281

282 *Step 2: Make Associations*

283 At this step, the game group should work together to find the strongest associations  
284 between the different inspirations. Anyone can suggest connecting inspirations by  
285 explaining why they are related. Once you have at least one association between  
286 each of the inspirations, some common themes should emerge. Write these down on  
287 the setting worksheet under the heading of “Associations.”

288

289 Examples

290 *Inspirations*

291 [1] *Profoundly clear character distinctions*

292 [2] *Moral ambiguity*

293 [3] *Mystic orders*

294 [4] *“I can feel the eyes are watching in case I lose myself again.”*

295 [5] *Dream-like Symbolism*

296 [6] *Drugs*

297

298 *Associations*

299 [1-3] *While all of the Oracles wear the same garb, each of them carry different*  
300 *divine blessings.*

301 [2-4] *The common people are constantly watched for heresy against the gods.*

302 [3-5] *The Prophecy of the Iron Eagle brings portents of doom.*

303 [3-6] *The drugs of communion are forbidden to all but the Oracles.*

304 [4-6] *The Maenads roam the eastern hills with the raving ecstasy of the Dionysus*

305 [5-6] *The Lotus grows frequently at the site of atrocities, soothing the suffering.*

306

307

308

309 *Step 3: Title and Tag-line*

310 Look at your associations and try to discover the common thread between all of  
311 them. Suggest 1-3 word titles for the game and select the best of those. If you can, try  
312 to produce a follow up tag line that elaborate on the motifs and the mood of the  
313 setting.

314

315 Examples

316 *Proposed Titles:*

317 *Watchers of Apollo*

318 *Visions of Darkness*

319 *Eyes of the Mountain*

320 *Oracles of Olympus*

321 *The Call*

322

323 *Potential Taglines:*

324 *A world of Shadows*

325 *The Price of Prophecy*

326 *The Eagle Rises*

327 *Eyes of the Gods*

328

329 *Chosen:*

330 *Oracles of Olympus: The Price of Prophecy*

331

332

333 *Step 4: Create Setting Beliefs*

334 Games can help us explore and understand ideas in meaningful ways. Beliefs  
 335 announce which concepts, opinions, and dramatic themes we want to explore during  
 336 play. Setting Beliefs need to follow the following principles:

- 337 1. It should be a simple declarative statement.
- 338 2. It should be subjective and preferably philosophical. Avoid creating Beliefs that  
 339 are obviously and objectively true or false.
- 340 3. It should be controversial to a significant number of people.

341 Go around the table twice, proposing Beliefs based on the setting title, tag line and  
 342 associations. As Beliefs are proposed, the other participants ensure that they follow all  
 343 the principles and don't cross any Lines or Veils. Write these candidate Beliefs on the  
 344 setting worksheet.

345 The GM picks her three preferred Beliefs, writing them on the GM Sheet and the  
 346 Belief Sheet. Any Player can use leftover Beliefs during Character Creation if any of  
 347 them are suitable.

348

349 Examples350 *Proposed Beliefs**The drugs impart divinity.**Reason is greater than Passion**The Assembly is always right.**The Iron Eagle Rises.**The barbarians will destroy civilization.**The lotus must be shared to soothe our suffering.**Privacy is blasphemy.*

351

352 *Chosen Beliefs*353 *The Assembly is always right.*354 *Reason is greater than Passion*355 *The Iron Eagle Rises.*

356

357

358 *Step 5: Create Factions*

359 This step is where you collaboratively create one Faction for each participant in the  
 360 game. Do this by going around the table twice. Each person gets to create either a  
 361 name or a mandate for one of the Factions. Write these down on the Faction Sheet.

362 The Faction Name will inspire the rest of the faction and will become an integral  
 363 portion of the experience. Consider the setting associations and any motif that you  
 364 want to reinforce. Make the name as evocative and flavourful as you can. Try to use  
 365 names like “The Black Hand, The League of Nations, or Freemasons Incorporated”.

366 Every Faction has a mandate that describes their common purpose; why they exist  
 367 and what they hope to achieve. Mandates are written as broad mission statements  
 368 which confirm or refute part of a setting Belief.

369 For instance, if the setting's Belief was "The aliens seek to destroy our society", some  
 370 good mandates might be "To capture and study the aliens" or "To assimilate the aliens  
 371 into our society".

372

373 Examples:374 *Setting Beliefs (Belief Sheet)*375 *The Assembly is always right.*376 *Reason is greater than Passion*377 *The Iron Eagle Rises.*

378

379 *Factions (Faction Sheet)*380 *The Great Assembly - To control the great seas.*381 *The Stoic Philosophers - To quench the passions of the people.*382 *The Lotus Eaters - To spread the drugs of divine passion.*383 *Outer Colonies - To stop the invading barbarians.*

384

385 *Step 6: Create Ties*

386       Factions interact with each other as they pursue their agendas. Ties represent the  
 387 relationship between any two Factions. history between Factions are tracked on the  
 388 Faction Sheet. Ties may be reciprocal (Close allies, bitter enemies) or skewed  
 389 (Client/Patron, Supporter/Usurper). These ties affect the choice of agendas and the  
 390 perspectives of the faction’s Faces. Each faction pair may only have a single tie linking  
 391 them.

392       At this point, each player creates one relationship between two different factions.  
 393 There’s no set list of ties, so try to make up something specific and appropriate for the  
 394 situation.

395

396       Example397       *Factions (Faction Sheet)*398       *The Great Assembly - To control the great seas.*399       *The Stoic Philosophers - To quench the passions of the people.*400       *The Lotus Eaters - To spread the drugs of divine passion.*401       *Outer Colonies - To stop the invading barbarians.*

402

403       *Ties (Faction Sheet)*404       *The Great Assembly are Dismissive of the Desperate Outer Colonies*405       *The Stoic Philosophers are Bitter Enemies with The Lotus Eaters*406       *The Lotus Eaters are Unreliable Allies of the Outer Colonies*

407

408

409

410

411



412

413 *Step 7: Create Agendas*

414 Now that you know the long-term goals of the Factions and their ties, it's time to  
415 come up with their agendas. Agendas are one-sentence statements of intent,  
416 describing a major but short-term goal they hope to achieve. They must be based the  
417 Faction's mandate and their ties. No two agendas can be mutually exclusive. Write  
418 these down on the Faction Sheet in pencil, since you will rewrite agendas each session.

419 Once this is complete, move on to Character Creation in the next chapter. At the  
420 beginning of each session, the group will have a chance to decide which Agendas are  
421 accomplished and which ones fail.

422

423 Example:424 *The Great Assembly - To control the great seas.*425 *Agenda: Explore the Far West with trading vessels*

426

427 *The Stoic Philosophers - To quench the passions of the people.*428 *Agenda: Make the Assembly proclaim that possession of Lotus is a crime.*

429

430 *The Lotus Eaters - To spread the drugs of divine passion.*431 *Agenda: Supply the Outer Colonies with Dionysian drugs.*

432

433 *Outer Colonies - To stop the invading barbarians.*434 *Agenda: Infiltrate the barbarian cities with clever diplomats.*

435

436

437

438

439 *Completed Sample Setting Worksheet*

440 Media

441 Bleach (Manga)

442 Deep Space Nine (TV Show)

443 Star Wars (Movie)

444 Every Day Is Exactly the Same (by Nine Inch Nails)

445

446 Inspirations

447 [1] Profoundly clear character distinctions

448 [2] Moral ambiguity

449 [3] Mystic orders

450 [4] "I can feel the eyes are watching, in case I lose myself again."

451 [5] Dream-like Symbolism

452 [6] Drugs

453

454 Associations

455 [1-3] While all of the Oracles wear the same garb, each of them carry different  
456 divine blessings.

457 [2-4] The common people are constantly watched for heresy against the gods.

458 [3-5] The Prophecy of the Iron Eagle brings portents of doom.

459 [3-6] The drugs of communion are forbidden to all but the Oracles.

460 [4-6] The Maenads roam the eastern hills with the raving ecstasy of the Dionysus

461 [5-6] The Lotus grows frequently at the site of atrocities, soothing the suffering.

462

463 *Completed Sample GM Sheet, Belief Sheet*

464 Setting Beliefs

465 The Assembly is always right.

466 Reason is greater than Passion

467 The Iron Eagle Rises.

468

469 *Completed Sample Faction Sheet*

470

471 The Great Assembly - To control the great seas.

472 Agenda: Explore the Far West with trading vessels

473

474 The Stoic Philosophers - To quench the passions of the people

475 Agenda: Make the Assembly proclaim that possession of Lotus is a crime.

476

477 The Lotus Eaters - To spread the drugs of divine passion.

478 Agenda: Supply the Outer Colonies with Dionysian drugs.

479

480 Outer Colonies - To stop the invading barbarians.

481 Agenda: Infiltrate the barbarian cities with clever diplomats.

482

483 Ties (Faction Sheet)

484 The Great Assembly are Dismissive of the Desperate Outer Colonies

485 The Stoic Philosophers are Bitter Enemies with The Lotus Eaters

486 The Lotus Eaters are Unreliable Allies of Outer Colonies

487 *Using Published Settings*488 *Step 1: Describe the Initial Setting*

489 Each published setting will have a short description of the setting’s history and  
 490 current events. Ensure that everyone is aware of this information, either by reading it  
 491 aloud or by sharing the text ahead of time. This small amount of text provides context to  
 492 help guide players while making their characters.

493

494 *Step 2: Select the Setting Variant*

495 Each of the published Settings has four potential Beliefs. You will need to pick any  
 496 three of them for your particular game, so that you can focus gameplay on what you  
 497 find most interesting. They are organized as “Variants” in the text, so that you can easily  
 498 pick between the different interpretations of the Setting. Copy these Beliefs down on  
 499 the GM sheet and the Belief sheet.

500

501 Example:502 *The Republic of Elements Beliefs*503 *The Elements will corrupt humanity*504 *The Elements will steal our land*505 *The Elements will sow chaos and destruction*506 *The Elements will infiltrate society*

507

508 *Chosen Variant #2: Invasion of the Republic*509 *The Elements will steal our land*510 *The Elements will sow chaos and destruction*511 *The Elements will infiltrate society*

512

513 *Step 3: Select your Factions*

514 The Setting will have a dozen different Factions, each of which is associated with a  
 515 particular Belief. You will need to select one Faction for every person in the game. Note  
 516 that you can only select from the nine Factions that are associated with the Beliefs you  
 517 chose.

518 Example:

519 *Beliefs*

520 *The Elements will steal our land*

521 *The Elements will sow chaos and destruction*

522 *The Elements will infiltrate society*

523

524 *Factions Associated with the Beliefs*

*The Resilient Order*

*The Charred Ones*

*The Mountain-herders*

*The Refugees*

*The Provinces*

*The Whispering Order*

*The Imperial Court*

*The Tempting Winds*

*The Radiant Order*

*The Assembly of Citizens*

525

526 *Chosen Factions*

527 *The Resilient Order*

528 *The Mountain-herders*

529 *The Provinces*

530 *The Refugees*

531

532 *Step 4: Create Ties*

533       Factions interact with each other as they pursue their agendas. Formal diplomatic  
 534 ties and informal history between Factions are tracked on the Faction Sheet. Ties may  
 535 be reciprocal (Close allies, bitter enemies) or skewed (Client/Patron,  
 536 Supporter/Usurper). These ties affect the choice of agendas and the perspectives of  
 537 the faction's Faces. Each faction pair may only have a single tie linking them.

538       At this point, each player creates one relationship between two different factions.  
 539 There's no set list of ties, so try to make up something specific and appropriate for the  
 540 situation.

541

542       Example543       *Factions (Faction Sheet)*544       *The Resilient Order*545       *The Mountain-herders*546       *The Provinces*547       *The Refugees*

548

549       *Relationships (Faction Sheet)*550       *The Resilient Order is at War with the Mountain Herders*551       *The Resilient Order is Recruiting the Refugees*552       *The Provinces Reject the Refugees*553       *The Provinces are Patrons of the Resilient Order*

554

555 *Step 5: Create Initial Agendas*

556 Now that you know the long-term goals of the Factions and their ties, it's time to  
557 come up with their agendas. Agendas are one-sentence statements of intent,  
558 describing a major but short-term goal they could reasonably hope to achieve. They  
559 must be based the Faction's mandate and their ties. No two agendas can be mutually  
560 exclusive. Write these down on the Faction Sheet in pencil, since you will rewrite  
561 agendas each session.

562 Choose between one of the three sample Agendas for each of the Factions and  
563 write these down on the Faction Sheet in pencil. Move on to Character Creation in the  
564 next chapter. At the beginning of each session, the group will a chance to decide  
565 which agendas are accomplished and which ones fail.

566

567 Example:

568 *The Resilient Order - Delve into the mountains and stop their spread.*

569 *Agenda: Draft a cohort of refugees for military service.*

570

571 *The Mountain-herders - Expand the mountain range and absorb human lands.*

572 *Agenda: Raise the next mountain in the range, Aegis Paetras*

573

574 *The Provinces - Protect the outer reaches from inhuman threats.*

575 *Agenda: Convince the Resilient Order to reinforce the Ashen Wall.*

576

577 *The Refugees - Unite families and build new homes for them.*

578 *Agenda: Establish a shanty village outside the walls of Aescopolis*

579

580 *Extra Content in Published Settings*

581 Published settings may also have additional material that can be helpful.

582 Sample Talents and Conditions; Settings will often have lists of genre-appropriate  
583 Talents and Conditions. These may describe at how races, cultures, professions, or  
584 supernatural abilities act in the setting.

585 Faces: Each Faction will have at least one premade NPC's who could represent  
586 them. These include names, descriptions and an indication of their capabilities in  
587 conflicts.

588 Threats: The setting may describe certain threats that may affect the society on a  
589 whole and bring chaos into the world.

590 Illustrations: The setting may have illustrations or art about the world and those  
591 beings within it, so you can get a better sense of what the setting looks like.

592 Maps: They often provide a geographic map, showing the locations of significant  
593 settlements and major landmarks.

594 Fiction: Some settings may also have poems or short fiction.

595

596 *The Finishing Touches*

597 The GM sheet will have a few more things on it, beyond the Setting details. As the  
598 players create their PC's in the next chapter, record all of their character Beliefs on the  
599 GM sheet.

600 She starts with one Fate for every player in the game.

601 The GM starts with a Spark Attribute at D20. This means that the GM has the ability to  
602 roll her Spark while framing scenes; she can create proxies and can decline resolutions  
603 by taking damage. More on this in Chapter 4.



## 604 *Chapter 3 - Characters*

### 605 *The Basics of Character Creation*

606       Once you have a setting, each player needs to create a Protagonist Character  
607 (PC). As a player, you speak for your PC and describe their actions. They will be  
608 motivated to challenge their Beliefs during play. When pursuing their goals, the PC's  
609 might enter into a conflict with other PC's or with the GM. You resolve those conflicts by  
610 rolling dice based on their Attributes, considering their respective Conditions and  
611 adding in a bonus based on their Talents.

612       Grab a Character Sheet to keep track of your PC's Beliefs, Attributes, Conditions,  
613 and Talents. You can find a copy of the character sheet at the end of the book or on  
614 the website. In this chapter, we explain what each of the different traits represent and  
615 help you create your characters.

616

### 617 *Initial Concepts*

#### 618 *Focus on our common Agenda*

619       All of you should look at the faction map and figure out which Faction's agenda  
620 you find most interesting. Circle that agenda and Faction on the map. When you pick  
621 character concepts, make sure that all of your PC's have some reason to interact with  
622 either that agenda or Faction.

623       Maybe they want to stop the agenda, or interfere with the Faction's efforts. Maybe  
624 they are working for the Faction and want to support the agenda. The only thing that  
625 matters is that the characters care about it. This helps bind the characters together and  
626 works as a kind of group template.

627

628

### 629 *Character Concepts*

630       Every character starts with a concept, a quick sentence that describes them. It  
631 might help to consider some of these questions.

- 632       • Is your character defined by their profession?
- 633       • Is your character defined by their relationships?
- 634       • Is your character defined by a particular personality trait?
- 635       • Is your character defined by challenging a particular setting Belief?

636 If you are having a tough time, consider adapting a character from another piece  
637 of media. Modern fiction, ancient epics, television shows, movies, video games, and  
638 even music can offer interesting characters. Imagine what one of the existing  
639 characters would be like if they grew up in your setting.

640 Once you have a concept, tell it to the group. Write it down on the top of the  
641 character sheet before you move onto to the next step.

642

## 643 *Beliefs*

### 644 *What are Beliefs?*

645 Games can help us explore issues that matter to us. Beliefs announce which  
646 perspectives, opinions, and dramatic themes we want to examine during play. This is  
647 the core of the Spark RPG, to “Challenge your Beliefs”.

648 Every PC needs three Beliefs. Each Belief is a statement that the character agrees  
649 with, and that the player wants to explore.

650 When you enter into Conflicts that directly confirm or refute a Belief, you might gain  
651 Fate. You will be able to spend this to succeed in other conflicts or to exert more  
652 influence over the story. During the course of the plat, these beliefs will evolve and  
653 change.

654

### 655 *Creating Good Beliefs*

656 When you are creating character Beliefs, follow these three principles:

- 657 1. It should be a simple declarative statement.
- 658 2. It should be subjective and preferably philosophical. Avoid creating Beliefs that  
659 are obviously and objectively true or false.
- 660 3. It should be controversial to a significant number of people.

661 Go around the table twice, proposing Beliefs based on the setting title, tag line and  
662 associations. As Beliefs are proposed, the other participants ensure that they follow all  
663 the principles and don't cross any Lines or Veils. Write these candidate Beliefs on the  
664 setting worksheet.

665 Remember that your Beliefs should be the three most important ideas, questions, or  
666 themes that motivate your characters. By creating a Belief, you are telling the GM that  
667 you would like to see it challenged during play.

### 668 *Beliefs at Character Creation*

669 You need to work together to create your Beliefs. A player states the Belief aloud, so  
670 other people at the table can give feedback. Work together to ensure that the  
671 principles are being followed and that the Belief does not cross any Lines or Veils. Try to  
672 keep the Beliefs strong and snappy!

673 Sometimes it's better to ask someone else to examine a subject on your behalf. The  
674 other players around the table are usually happy to courteously explore a given idea,  
675 subject or theme with their Beliefs.

676 When you are happy with the Belief you chose, write it down on your Character  
677 Sheet and on the Belief sheet. The GM also writes this down on her own sheet at the  
678 same time, so she can keep track of all of the different Beliefs. Go around the table  
679 clockwise three times, repeating the process. When everyone has three Beliefs chosen,  
680 the Belief sheet will be complete.

681

682

### 683 *Attributes*

#### 684 *What are Attributes?*

685 Attributes represent character's natural capabilities. Each of the four types of  
686 Attributes (Body, Heart, Mind, and Spark) applies in different situations. Characters with  
687 higher attributes are more likely to succeed and can withstand more harm.

688 Each Attribute is ranked at a certain level and associated with a size of die. Every  
689 Attribute starts at level 1 and can be raised up to a maximum of level 5.

690 D20: A twenty-sided die is Epic, representing superhuman capabilities.  
691 D12: A twelve-sided die is Excellent, representing maximum human capability.  
692 D10: An eight-sided die is Great, well above average capability.  
693 D8: An eight-sided die is Good, slightly above average capability.  
694 D6: A six-sided die is Poor, slightly below average capability.  
695 D4: A four-sided die is Terrible, representing minimal capability.

696 A level 6 (D20) Attribute is epic, superhuman in scale. PC's can't buy any Attributes  
697 at level 6, though Conditions can allow you to roll them. The GM will have a Spark  
698 Attribute at this level.

699

700 *What does the Body do?*

701 The Body represents you in all physical conflicts. Any acts of strength,  
 702 dexterity, or constitution will normally use the Body Attribute. Harm to the  
 703 Body attribute is usually in the form of physical injuries or wounds. If a PC's  
 704 Body attribute suffers enough harm to be reduced to zero, they will die  
 705 and be retired from play.  
 706

707 *What does the Heart do?*

708 The Heart represents you in all social and emotional conflicts. Any acts of  
 709 presence, manipulation, or composure will use the Heart Attribute. When  
 710 a character suffers emotional abuse or commits social blunders, they  
 711 mark harm on their Heart Attribute. If a character's Heart suffers enough  
 712 damage to be reduced to zero, they will go insane and be retired from  
 713 play.  
 714

715 *What does the Mind do?*

716 The Mind represents you in all mental and perceptual conflicts. Any acts  
 717 of intelligence, wit, or perception will use the Mind Attribute. When the  
 718 character suffers confusion or mental strain, they usually mark harm to  
 719 their Minds. Sufficient harm to the Mind will drive the character comatose  
 720 and retire them from play.  
 721

722 *What does the Spark do?*

723 The Spark attribute represents you in dramatic conflicts. It represents  
 724 the indescribable powers of luck, destiny, and greatness of vision. It's not  
 725 used directly in Conflicts, but it has a host of other effects.



726 It is a measure of the character's importance to the story, allowing the  
 727 player to influence the types of scenes that occur.

728 The Spark Attribute is used to represent proxies; NPC's that a player  
 729 can use in conflict. The greater the Spark, the more potent those proxies will be during  
 730 game.

731 During conflicts, you can choose to suffer harm to your Spark instead of one of your  
 732 other attributes. Be careful of using this option though, since losing your last die of Spark  
 733 will make your character lose their agency and retire.

734

735 *Harming Attributes*

736 When you suffer harm to an attribute, locate the largest die of that attribute without  
 737 a damage mark. Place a harm mark within that circle, indicating that die is  
 738 unavailable. If the D4 level in an attribute is marked in this way, the character will retire  
 739 from play.

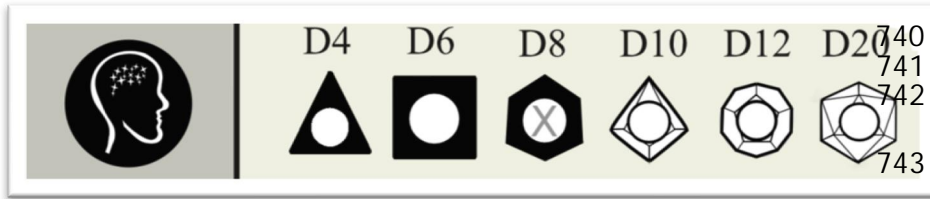


Figure 1: Example of one harm to a D8 Mind Attribute

744

745 *Choosing your Attributes well*

746 When you are choosing your Attributes, I recommend that your first consideration be  
 747 how much you care about narrative control. If you adore the idea of shaping how  
 748 scenes develop and taking control over your character's fortune, allocate several  
 749 points to the character's Spark. High Spark means that your proxy characters will be  
 750 more effective.

751 If you want a simpler and more traditional play experience, limit yourself to a Spark  
 752 of D4 or D6. Lower Spark means you get to spend those other points on other attributes.  
 753 Athletic characters should have high Body Attributes, Social characters should have  
 754 high Heart, and scholars should have high Mind Attributes.

755

756 *Attributes at Character Creation.*

757 Every Attribute begins at a D4, which is why the Die outline is filled in on the  
 758 character sheet. You get seven points to improve your attributes. When you do so, fill in  
 759 the outline of the next larger die in that track. Leave the circle in the middle blank, since  
 760 that is reserved for marking harm. For example, if you spend your first point on improving  
 761 your character's Body, fill in the outline of the D6 with pen.

762 No Attribute can be larger than a D12 and you can't save any Attribute levels for  
 763 later.

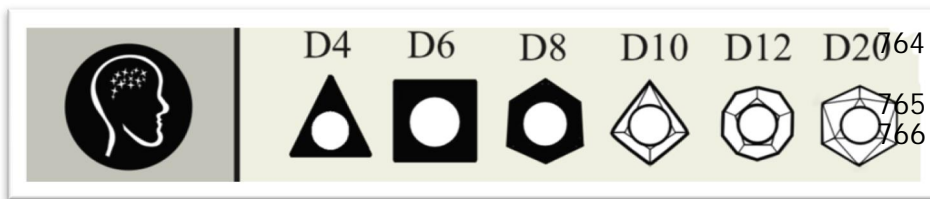


Figure 2: An example of a D8 Mind Attribute

767

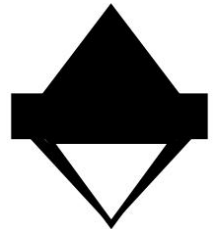
768 *Conditions*769 *What are Conditions?*

770 Conditions represent external factors that help or hinder a character. They can  
 771 represent items (*My Father's Sword*), places (*The Vanjar Hills*), events (*Jarna Rebellion*),  
 772 or people (*My Wife, Marja*). These conditions change the size of the dice you will roll  
 773 during conflicts. Conditions are prone to changing during play; An item can be lost, a  
 774 person angered, a place made distant, or an event forgotten.

775

776 *What does a Rise Condition do?*

777 Rise Conditions are situations that are favourable toward your character.  
 778 Rises are represented on the character sheet by an upward pointing  
 779 triangle. When a Rise applies to a PC's actions during a conflict, increase the  
 780 size of Attribute die being rolled by one step. If multiple Rises apply, you can  
 781 increase the size of die multiple times.

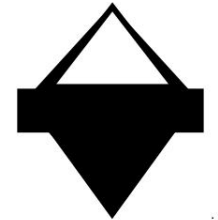


782 Note that a Rise increases the size of a D12 to a D20, the largest possible die.

783

784 *What do Fall Conditions do?*

785 Fall Conditions are situations that are unfavourable for your character.  
 786 Falls are represented on the character sheet by a downward pointing  
 787 triangle. When a Fall applies to a PC's actions during a conflict, decrease the  
 788 size of attribute die being rolled by one step. If multiple Falls apply, you can  
 789 decrease the size of die multiple times.



790 Note that a Fall can decrease the size of a D6 to a D4, the smallest possible die.

791

792

793

794

795

796

797 *Creating good Conditions*

798 The best Conditions are proper nouns, such as the capitalized name of a person,  
799 geographic feature, or historical event. The Varnja Wastes or my wife Mila are examples  
800 of proper nouns as conditions.

801 The other way to make a good Condition is to describe a class of person, place, or  
802 thing with an adjective. “My father's sword” or “Drunken samurai” are also quite  
803 acceptable.

804 Avoid any duplicate Conditions by making them as distinct as possible. Consider  
805 adding an extra adjective, allowing things like “My loyal husband Milo” or “My mother’s  
806 oaken crossbow”

807

808 *Conditions at Character Creation*

809 At character creation, each PC begins with two Rises and one Fall on their  
810 character sheet. Characters can have a maximum of six different Conditions at any  
811 time, divided between Rises and Falls.

812

813

814 *Talents*

815 *What are Talents?*

816 Talents represent skills and abilities that a character has gained during their life.  
817 These can include specific fields of knowledge or particular types of tasks. Talents are  
818 internal to the character and permanent.

819

820 *What do Talents do?*

821 Talents add a bonus to a character's die during a conflict:

- 822 • If a Broad Talent (T1) applies to the conflict, add 1 to the result of your roll.
- 823 • If a Common Talent (T2) applies to the conflict, add 2 to the result of your roll.
- 824 • If a Deep Talent (T3) applies to the conflict, add 3 to the result of the roll.

825 This means that the bonus from talents will vary from +0 (if no Talents apply) to +6 (if  
826 one Broad Talent, one Common Talent and one Deep Talent apply).

827 *Broad Talents (T1)*

828 Broad Talents represent general understanding of a wide-ranging topic.  
829 Someone might acquire these talents through book learning or general life  
830 experience.

831 *Examples of Broad Talents: \*English, Science, Politics, Law, Engineering,*  
832 *Melee, Thaumaturgy\**

833

834 *Common Talents (T2)*

835 Common Talents represent a focus on a particular subject matter. A  
836 common Talent is usually enough to make a living in that field. Acquiring  
837 this normally requires either formal training or years of practical  
838 experience.

839 *Examples of Common Talents: \*Literature, Biology, Elections, Civil Law, Infrastructures,*  
840 *Swords, Conjuraton\**

841

842 *Deep Talents (T3)*

843 Deep Talents represent a specialization on a particular sub-discipline or  
844 application of skill. Usually unique and limited in scope, they provide  
845 significant advantages. They require a high level of formal training or  
846 specialized experience.

847 *Examples of Common Talents: \*Golden Age Science Fiction, Genetic*  
848 *Analysis, Voter Suppression, Small Claims Court, Bridge Repair, Scimitars,*  
849 *Drakkar Imps\**

850

851

852

853

854

855

856





857 *Creating Good Talents*

858 There is no set list of Talents, though some published settings will provide  
859 recommendations. Players propose Talents that fit their characters and the GM will  
860 judge if they are broad, common or deep in scope.

861 Here is a quick way to picking Talents:

- 862 • What specific action is your character best at? Choose one broad talent, one  
863 common talent and one deep talent that would help you.
- 864 • What is your character's fallback option? Choose one common talent and one  
865 deep talent that would help you.
- 866 • What is the character's hobby or personal interest? Choose one broad talent  
867 and one common talent to help you.

868 This will lead to characters having 2 broad, 3 common and 2 deep talents.

869

870 *Talents at Character Creation*

871 At character creation, each PC begins with any 7 talents. The first time playing, try to  
872 pick 2 broad, 3 common and 2 deep talents.

873

874

875

876 *Finishing Touches*

877 *Naming*

878 Create an evocative name for your character. Consider what culture your  
879 character comes from. Try to use a name that reflects your character concept. Some  
880 published settings will have lists of names in them for your use. Have fun with it!

881 *Fate*

882 Each player will start the game with one Fate per personal history question they  
883 answer, to a maximum of 5 Fate.

884

885

886 *Personal History*

887 Your character has ties to the other characters and factions that make up the  
888 setting. Answer at least one question from each of the two lists and tell the group:

## 889 PC History

- 890 • How did a PC hurt you?
- 891 • Why do you trust a PC with your life?
- 892 • Why do you hate another PC?
- 893 • Why are you afraid of another PC?
- 894 • Why do you disagree with another PC's Belief?
- 895 • How did a specific PC inspire you to take up one of your Beliefs?
- 896 • What favour did another PC do for you?

897

## 898 Faction History

- 899 • Why do you hate a Faction?
- 900 • Why do you trust a Faction with your life?
- 901 • Why do you unflinchingly obey a Faction?
- 902 • Why have you vowed to destroy a Faction?
- 903 • Why are you afraid of a Faction?
- 904 • Why are you passionate about a Faction's mandate?
- 905 • How did a Faction inspire you to take up one of your Beliefs?

906

907

908 *Prologue*

909 The last step in character creation is the prologue. Each player narrates a short  
910 scene for their PC's. The GM will provide the group with a single catalyst; a particular  
911 person, place, event or object that will be the focus of the action. During the prologue,  
912 each player creates a reason why the character would try to interact with the catalyst.

913 Each player gets to use this time to show off their character's expertise without dice  
914 getting involved. The GM may portray NPC's, but the player has full narrative control.  
915 Try to make brief action sequences, quickly expressing the character's capabilities and  
916 personality.

917 After you finish all of these scenes, the GM recaps everything that was established  
918 during the prologues. If you have time left in the session, you can move directly into  
919 framing your first scene.

920

921 *Chapter 4 – Gameplay*

922 *The Structure of the Game*

923

924 Start each game session with the Factions. They will have their own agendas and  
 925 goals that they're trying to accomplish. Each player influences which agendas are  
 926 fulfilled, before the first scene. This step helps drive play, since the PC's need to react to  
 927 these major events. You should skip this step in a one-shot or in the first game session.

928

929 From then on, you will collectively play through a series of scenes. The group  
 930 continues to tell scene after scene, collaborating and entering into conflicts.

931

932 The first step in a scene is Framing, determining how the scene starts and what it will  
 933 be about. Next is Collaboration, where everyone cooperates to tell the story by  
 934 making bold declarations of what happens next. In some scenes, a participant may  
 935 disagree with declarations. If that happens, they pull out the dice to resolve their  
 936 conflict. Conflict is where you have to pull out your character sheets. Participants pick  
 937 sides, rolls their dice, add bonuses, and compare results to determine the outcome.

938

939 When the question of the scene has been answered, you Close the Scene. During  
 940 this phase, characters can heal, retire, or be rewarded with Fate for addressing their  
 941 beliefs. Once the scene is closed, either frame another scene or move to  
 942 Advancement.

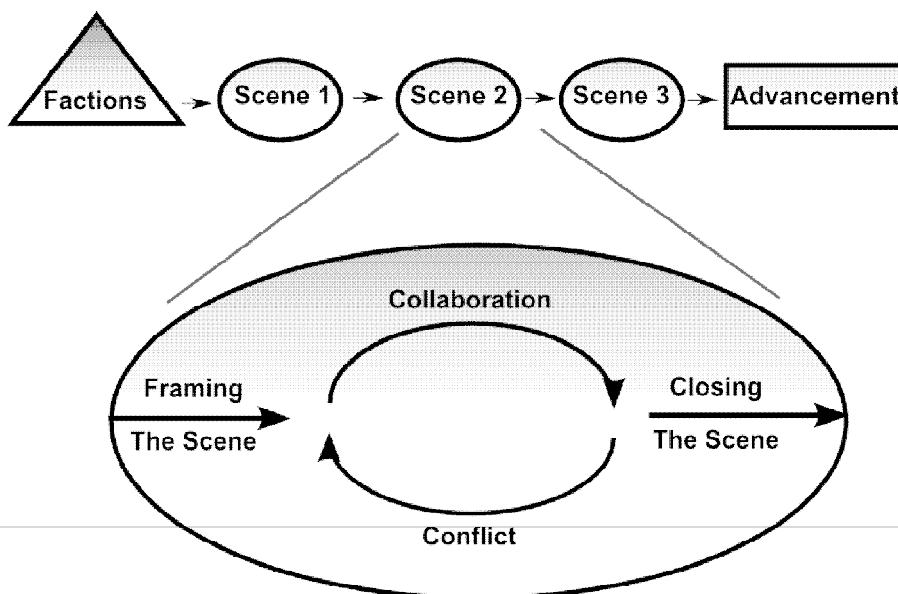
943

944 When you finish your last scene, you move to Advancement. This is when players can  
 945 change a Belief, purchase an Attribute level, buy a new Talent or alter a condition by  
 946 spending Fate.

947

948

949



950 *The Factions Phase*

951  
 952 The Faction map describes the most significant major organizations in the Setting. Each  
 953 Faction has an evocative name and exists to fulfill their mandate. Factions can also  
 954 have diplomatic or historical ties with each other. Each session, Factions will attempt to  
 955 achieve short-term goals known as agendas.

956  
 957 At the start of the session, all of the participants look at the Faction Map. Go around  
 958 the table clockwise, with each player choosing one of these three options:

- 959     • Block: Prevent a Faction from fulfilling their agenda. You get to describe how the  
 960 attempt fails.
- 961     • Claim: Claim the right to choose a Faction's next agenda between sessions.
- 962     • Tie: Create a new tie between two Factions, or alter an existing one.

963 Every agenda that isn't blocked is accomplished. The GM quickly narrates how  
 964 each of those Factions succeeds. When a player blocks an Agenda, they get the  
 965 opportunity to describe how that effort fails. Write down all of the successful agendas  
 966 on the back of the Faction Map; it will work like a historical record of the major events in  
 967 your game.

968 The GM will normally create all of the agendas for the factions between sessions. If a  
 969 player claims one of the factions, they get to create the agenda instead. Agendas are  
 970 one-sentence statements of intent, describing what major but realistic goal they wish to  
 971 achieve over the near term. Any new agendas must respect the Faction's mandate  
 972 and ties. Ensure that no two agendas are mutually exclusive.

973

974

975

976

977 *Framing Phase*

978

979 The first step of any Scene is to create the initial situation. The group will start by  
 980 generating a Platform, describing where, and when the scene is taking place. Next up,  
 981 the Tilt will define some event or action that will force the characters into action. Third,  
 982 determine what Question you wish to answer with the scene.

983

984 This is the process:

985

986 1. Roll your Spark dice and compare, rolling off if necessary.

987 2. The highest roll gets to choose between the Platform, Tilt, or Question. The second  
 988 highest gets the next pick one of the two remaining options. The third highest roll  
 989 gets the option the left over option.

990 3. Someone may state, “*I would seize the Platform/Tilt/Question*”. Give one Fate to the  
 991 person who held it, and frame that instead. Once someone has seized a right, it  
 992 cannot be seized again this scene.

993 4. The Person framing *The Platform* describes where and when a scene takes place in  
 994 2-3 sentences.

995 5. The person framing *The Tilt* uses 2-3 sentences to describe what event or action  
 996 forces PC’s to interact with the scene. The Tilt needs to be logical and consistent  
 997 with the Platform.

998 6. The third person states a one-sentence *Question* that you are trying to answer with  
 999 the scene. This scene is important to the story because you answered this specific  
 1000 question. The best Questions are ones that challenge many different Beliefs. The  
 1001 question must be related to the Tilt.

1002 7. Every player declares if his or her PC is present or absent from the scene. Even if your  
 1003 PC is absent, you can still make declarations, elaborate declarations, and enter into  
 1004 conflicts using proxies.

1005 8. Move to Collaboration.

1006

1007 *Collaboration Phase*

1008

1009 Most of gameplay consists of collaboration, where the group works together to  
1010 narrate what happens in the story. This is where freeform role-playing occurs, speaking in  
1011 character and declaring actions.

1012

1013 People can declare what their character (PC or NPC) tries to accomplish in the  
1014 scene. You can establish new facts or details about the setting, the environment, or  
1015 past events as part of these declarations. If no one opposes what you announce, it  
1016 occurs.

1017 If you want to add extra details about someone else’s declaration, say, “Yes, and...”  
1018 then elaborate. This counts as a separate declaration, for the purposes of conflicts.

1019 If you want to prevent someone else’s declaration, say, “*We are in conflict.*” and  
1020 move to the Conflict Phase.

1021 If the Question of the scene has been answered, you may say, “*And we move on.*”  
1022 to move to the Closing Phase.

1023

1024

1025

1026 *Conflict Phase*

1027 When someone in the game wishes to block someone else's declaration, they enter  
 1028 into the Conflict phase. You start by gathering the dice, then you analyze who won the  
 1029 conflict and end by choosing resolutions.

1030

1031

1032 *Gather*

1033 1. Everyone picks sides in the conflict.

1034 • Everyone who supports the declaration says "yay". Say if your PC or a proxy is  
 1035 involved.

1036 • Everyone who wants to block the declaration says "nay" Say if your PC or a  
 1037 proxy is involved.

1038 • Everyone else just watch from the sidelines.

1039 2. If you are using a PC, select the Attribute die and modify it based on any  
 1040 Conditions that would apply.

1041 3. Determine the Bonus added to the roll, either based on which Talents are used (for  
 1042 PC's)

1043 4. You can create a proxy, an NPC representing your interests in a conflict, by  
 1044 spending one Fate. Each proxy is associated to a size of die and has a set die  
 1045 bonus. An excellent proxy would use a D12 and gain a +5 bonus, while a poor proxy  
 1046 would only use a D6+2. You can create a proxy equal to your Spark Attribute by  
 1047 spending one Fate. Any proxy dice can be split into two more proxy dice that are a  
 1048 step smaller. Likewise, any two equal proxy dice can be merged into a single, larger  
 1049 proxy.

1050 5. If you are using a proxy, spend one of your proxy dice and use it up in the conflict.

1051 6. Roll the dice!

1052

1053 *Analyze*

- 1054 7. Look at the dice, identifying any 1's.
- 1055 8. You may say, "This confirms/Refutes of my Belief \_\_\_\_\_." If everyone agrees  
 1056 your PC is involved and challenging their Belief, spend one Fate to set the die you  
 1057 already rolled to its maximum possible result.
- 1058 9. Each person adds their bonus to the number on their die to get their score.
- 1059 10. The person on each side with the highest score leads that side. The leader with the  
 1060 highest score wins the conflict for their side. If the winning side supported the  
 1061 original declaration, it occurs. Otherwise, that declaration is blocked.
- 1062 11. The Leaders earn a number of game effects, known as resolutions, based on the  
 1063 differences between their two scores.
- 1064 Difference of 0-1: Each of the leaders choose 1 resolution  
 1065 Difference of 2-3: The winning leader chooses 1 resolution  
 1066 Difference of 4-5: The winning leader chooses 2 resolutions  
 1067 Difference of 6-7: The winning leader chooses 3 resolutions  
 1068 Difference of 8-9: The winning leader chooses 4 resolutions  
 1069 Difference of 10-11: The winning leader chooses 5 resolutions  
 1070 Difference of 12+: The winning leader chooses 6 resolutions  
 1071  
 1072 Every die that shows a value of 1 gives the opposing side's leader another resolution.  
 1073  
 1074

1075 *Choose Resolutions*

- 1076
- 1077 12. Beginning with the leader of the winning side, the leaders choose resolutions in  
 1078 alternating order.
- 1079 13. Anyone with a PC in a conflict may say, "I push for a \_\_\_\_\_ resolution." Spend  
 1080 one Fate to choose a resolution to apply in this conflict. You can do this while the  
 1081 leaders are choosing their resolutions, or after the fact.
- 1082 14. When choosing a resolution, state the name of the resolution then narrate what  
 1083 happens. The target chooses if they will accept the resolution or not. Each  
 1084 resolution describes what happens when you accept or reject it.
- 1085 15. Discard any proxy dice you used for the conflict and move back over to the  
 1086 Collaboration Phase.



1087 *Resolutions*

1088 Harm: Add a harm marker to a relevant Attribute. You can normally assume that  
 1089 harm goes to the Attribute the victor was using in the conflict.

1090 If you do not want your PC or Proxy to suffer harm to their Body, Heart or Mind, you  
 1091 can always allocate harm to your Spark attribute instead. Any harm to an NPC or  
 1092 proxy will destroy them, so sometimes the GM will harm her own Spark to  
 1093 preserve an important NPC.

1094

1095 Query: Force a participant to answer a question. Note that a “Query” affects the  
 1096 participant, not the characters. Be sure to answer it honestly and in good faith.  
 1097 The character might answer directly (with dialogue) or indirectly (with action).

1098 If you reject this Resolution, say the ritual phrase, “*I would rather suffer harm,*” and  
 1099 add a harm to your relevant Attribute instead.

1100

1101 Compel: Force a participant to perform an action. You can also use a “Compel” on  
 1102 the GM to make a particular fact true in the setting.

1103 If you reject this Resolution, say the ritual phrase, “*I would rather suffer harm,*” and  
 1104 add a harm to your relevant Attribute instead.

1105

1106 Bolster: Add a Rise Condition or remove a Fall Condition from a character, costing 4  
 1107 Fate. Anyone in the conflict on that side can contribute Fate.

1108 If you reject this Resolution, say the ritual phrase, “*I would rather not,*” and they will  
 1109 query you instead.

1110

1111 Hinder: Add a Fall Condition or remove a Rise Condition from a character for no  
 1112 cost.

1113 If you reject this Resolution, say the ritual phrase, “*I would rather suffer harm,*” and  
 1114 add a harm to your relevant attribute instead.

1115

1116 Inspire: Propose a new Belief to replace one of the target’s existing ones. When you  
 1117 do this, offer them an amount of Fate equal to the number of sides on their Spark  
 1118 Die. If they have a Spark of D8, you need to give them exactly 8 Fate if they  
 1119 accept your proposed Belief. Anyone in the conflict on that side can contribute  
 1120 Fate.

1121 If you reject this Resolution, say the ritual phrase, “*I would rather not,*” and they will  
 1122 query you instead.

1123

## 1124 *Closing Phase*

1125

1126 When someone says “*And we move on*” during collaboration, you stop making  
1127 declarations.

1128

1129 Examine each of the Beliefs of the people who were in the conflict. Go through  
1130 each of the Setting Beliefs on the Belief Sheet and ask if the GM has directly challenged  
1131 them during the scene. If everyone is confident, that is the case, give the GM the Fate  
1132 off that entry on the sheet. Repeat the process for each of the players and their  
1133 character Beliefs.

1134 You will usually challenge your Beliefs by entering into conflicts that support or refute  
1135 them. That said, sometimes they will be examined during collaboration and this can  
1136 count, if the group agrees.

1137 Whenever a participant takes the last Fate from their section of the Belief sheet,  
1138 everyone in the conflict takes one additional Fate from the supply. At that point, refill  
1139 their portion of the Belief Sheet with Fate.

1140

1141 When PC’s suffer harm, they temporarily reduce their attributes. When the D4 level  
1142 of any Attribute is filled with harm, they will be retired at the end of the scene. If your  
1143 character is faced with retirement, you get to narrate exactly how they leave play  
1144 during the closing say. Here are some general guidelines on how characters retire.

1145

1146 • Losing your Body Attribute means your character dies or irreparably crippled.

1147 • Losing your Heart Attribute means your character has gone mad or into

1148 permanent exile.

1149 • Losing your Mind Attribute means your character is comatose or brain-dead.

1150 • Losing your Spark Attribute means your character has surrendered their destiny

1151 and have given up their agency. They gave up being a hero.

1152 Every character who does not retire removes one level of harm from an Attributes.  
1153 The GM also removes a level of harm from her Spark Attribute if she has any. This is the  
1154 only way to remove harm from a PC.

1155

1156

1157 *Advancement Phase*

1158 When you finish your last scene of the session, move to the Advancement Phase.

1159 Each player has a chance to do one of the following things during their Advancement  
1160 Phase.

1161

1162 A. You can spend 4 Fate to remove a Fall Condition from your character.

1163 B. You can spend 4 Fate to add new a Rise Condition to your character.

1164 C. You can spend 8 Fate to add a new Talent to your character.

1165 D. You can spend 20 Fate to gain another level in an Attribute.

1166 E. You can choose to change one of your own Beliefs at no cost. You will be able

1167 to see it take action in the next session!

1168

1169 *Key Phrases*

1170

1171 Framing Phase

1172 You may say, “I would seize the Platform/Tilt/Question.” Give someone one Fate and  
1173 take the right to create the Platform, Tilt or Question from them.

1174

1175 Collaboration Phase

1176 You may say, “Yes, and \_\_\_\_\_.” You elaborate on someone else's declaration  
1177 with one of your own.

1178 You may say, “We are in conflict.” Attempt to block someone else’s declaration by  
1179 moving into the Conflict phase.

1180 You may say, “And we move on.” If you think the Question of the scene has been  
1181 answered, move to the *Closing phase*.

1182

1183 Conflict Phase

1184 You may say, “I would rather suffer harm.” Change a query, compel, or hinder  
1185 resolution into a harm resolution.

1186 You may say, “*I would rather not.*” Change a Bolster or Inspire resolution into a query  
1187 resolution.

1188 Once per conflict, you may say “I push for a \_\_\_\_\_ resolution.” Spend one Fate to  
1189 choose a resolution to apply in this conflict. When you narrate, try to describe a  
1190 dramatic action, training montage, or a flashback.

1191 You may say, “This confirms/refutes of my Belief \_\_\_\_\_.” If everyone agrees your  
1192 PC is involved and challenging their Belief, spend one Fate to set the die you already  
1193 rolled to its maximum possible result.

1194 *Chapter 5 – Advice*

1195

1196 *Why Guidance Matters*

1197

1198 Roleplaying games are complicated. Chapter 4 was written as a step-by-step  
1199 process for playing the game. This chapter gives you the tools, techniques, and advice  
1200 you need to make the game really shine. This isn't just for the GM either; there's plenty  
1201 of advice for players as well.  
1202

1203 *The Four Laws*

1204 These are the four fundamental rules that govern playing Spark. If this is the only  
1205 guidance you follow, it will serve you well.  
1206

1207 Tiebreaker: When you are stuck and need to resolve something quickly, roll off with  
1208 your Spark Attributes and the highest number wins.  
1209

1210 Consensus: If everyone in the group agrees that something happens, it does. The  
1211 rules are a framework for a good story and if the best story would involve breaking the  
1212 framework, please do so!  
1213

1214 Bound by the Dice: All of the dice are rolled in public and you are bound by the  
1215 result. If you get too many Resolutions, spend them on Compels and Queries. You never  
1216 need to alter a die roll, because you can always choose how to interpret or change it.  
1217

1218 Communicate: The game depends on communicating your expectations. Ensure  
1219 everyone has the same understanding of the game setting and the rules system. Keep  
1220 everyone advised on the genre conventions, mood, and themes. Negotiate and agree  
1221 to which types of behaviours and characters are appropriate to your game. When in  
1222 doubt, talk it out.  
1223

1224

1225

1226 *Player Advice and Guidance*

1227

1228 Be Decisive: It doesn't matter if it's good or bad, just make a decision. The worst-  
1229 case scenario is that you challenge your Beliefs and get Fate out of it.

1230

1231 Be Vulnerable: Try to let your guard down and push your boundaries. The story will  
1232 be more personally meaningful that way and it can help you grow as a person.

1233

1234 Be Bold: Play chicken with the other participants and dare them to accept your  
1235 declarations. Play your Beliefs to the hilt.

1236

1237 Be Persuasive: Find the two other Beliefs around the table that your character would  
1238 despise. Confront them and try to change them.

1239

1240 Be Open: Share your plots and keep open secrets. The reason why secrets are so  
1241 interesting is that they are discovered during play. Help the other players reveal their  
1242 secrets and trigger their plots.

1243

1244 Be Defining: If you find an unnamed NPC that you like, give them a name! This is a  
1245 cue to the GM that the NPC is interesting and you would like to see more of them.

1246

1247 Be Indirect: Out of all of the resolutions, Harm is the least effective one. If a target  
1248 rejects a Compel, Query, or Hinder, they will take Harm anyway. It's even better is to  
1249 use a Bolster to encourage a target to act in your favour. Don't forget how useful the  
1250 Inspire Resolution is!

1251

1252 Be Inspiring: Share your ideas. They are not a limited commodity and the more you  
1253 share, the more you will come up with. Trust me.

1254

1255 Be Attentive: It's very easy to get distracted by electronics, books, or side-  
1256 conversations. Avoid this temptation and stay engaged for the sake of your fellow  
1257 players. If your PC isn't available, try to portray an unnamed background NPC to stay  
1258 engaged.

1259

1260

1261 *Improvisation and Creativity*

1262

1263

Don't Plan: No plan survives contact with the players, so avoid creating complex plans, or premade solutions to problems. Be ready for stuff to happen that you weren't prepared for and try to roll with it as much as you can.

1265

1266

You could prepare a handful of pre-determined events between NPC's, without accounting for actions PC actions. "Joe and Bob are fighting. What do you do?"

1267

1268

1269

1270

Leave Gaps: By leaving a few questions unresolved and hinting at nebulous threats, you give yourself more ingredients for your improvisation. Try to set up potential Platforms, Tilts and Questions for future scenes.

1271

1272

1273

1274

1275

Say yes, or roll the dice: The default assumption is that players can do what they would like during play. Only pull out a conflict if you believe the confrontation would help further the story or develop the characters. Likewise, try to use your proxy dice wisely. You only have a limited supply of the things, so try using smaller proxy dice in conflicts.

1276

1277

1278

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1282

Ask Them Why: Players will often act in ways that seem to be illogical or inconsistent with their Beliefs. Whenever a player acts in a way that you don't expect or understand, ask them why they are doing so. Don't block them, but feel free to enquire on their intent, reasoning, and motivations. You might want to ask a question in this format: "Why are you doing X, given that Y?"

1283

1284

1285

1286

1287

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1289

Ask Them Leading Questions: Consider asking PC's questions that imply facts about their characters. Asking them "Why did you abandon the church?" might give them the room to interpret their past history.

1290

1291

1292

1293

1294

Detail. Focus on explaining small details realistically and people will assume that broad massive things are equally detailed. Tell them the origin of the silk cloth and how much a desert trader would charge for it. It's a small detail, but it implies a large interconnected world, full of rich detail.

1295

1296

1297

1298

1299

1300

Reincorporate: Actively consider what other facts or details have been previously introduced and see if you can bring anything back.

1301

1302

1303

1304

1305 Yes, And: The rule on Elaboration is especially appropriate for the GM's  
1306 declarations. When you react, build on their ideas by saying, "Yes, and..."  
1307  
1308

1309 Yes, for a Price: Consider offering them what they want for some cost. Keep the  
1310 price high enough that it's a real choice to accept or reject the offer.  
1311  
1312

1313 Show, don't tell. Context is critical. Elaborate how the environment reaches each of  
1314 their senses. Describe exactly how the characters are expressing their emotions with  
1315 body language. Show, don't tell.  
1316  
1317

1318 Think Offstage: Think about what is happening in the background and the  
1319 consequences of the Player's actions. That mugger they killed last session probably has  
1320 a family looking for justice.  
1321  
1322

## 1323 *Focus and Pacing*

1324  
1325 The Love letter: Look at the Beliefs of each of the player Characters to learn what  
1326 kinds of conflicts they are interested in. Look at their Conditions to see what situations  
1327 would benefit or hinder them. Look at their Talents to see what kinds of tasks they are  
1328 capable of performing.  
1329  
1330

1331 Framing Focus: By influencing the scene framing, you can guide the scene  
1332 effectively.

- 1333 • Platform: Control the pace of play, allowing for changes in space of time. Define  
1334 Where.
- 1335 • Tilt: Control the types of actions. Define How.
- 1336 • Question: Control the motivations of the players. Define Why.  
1337  
1338

1339 Guest Star: If players aren't doing anything for more than five minutes, draw them in  
1340 again by offering them minor NPC's to play. Just because their character isn't there,  
1341 doesn't mean the player should be bored!  
1342  
1343

1344 In late, out early: When framing, cut right into the action and try to end scenes as  
1345 quickly as possible. This keeps the scenes short and snappy by cutting out the boring  
1346 bits.  
1347



1348 Listen: Follow the player's leads, as much as you can. You can listen to the player's  
1349 theories and explanations and pick your favourite one which matches the evidence.  
1350

1351  
1352 Stock Questions: As a GM, you can always fall back on certain standard questions:

- 1353 • So what do you do?
- 1354 • So how does that make you feel?
- 1355 • What do you think about that?

1356  
1357  
1358 Spotlight: Try to give each of the players about the same amount of attention. Be  
1359 aware of the amount of time each person is influencing the story. In the same way, try  
1360 to give players some time to relax and recover after particularly intense scenes or  
1361 conflicts so they can recover.  
1362

1363  
1364 Focused Gaze: Try to focus the attention at the table by looking visibly at particular  
1365 people. Humans are social animals and will subconsciously follow your gaze. Use this  
1366 especially on the quiet players who might normally be overlooked.  
1367

1368  
1369 Then Ninjas Attack!: When things slow down too much for your liking, blow things up.  
1370 It doesn't have to be physical; an emotional outburst, men with machine guns or  
1371 impossible evidence can get people moving. Sometimes you do need the pace to  
1372 slow. For everything else, there's ninjas!

1373  
1374  
1375

## 1376 *Beliefs and Proxies*

1377  
1378 A good Belief should be a simple, declarative statement. Assume that the Belief is  
1379 the kind of thing that someone could blurt out in a heated argument.  
1380

1381 A good Belief should be subjective, philosophical, and/or non-falsifiable. The basic  
1382 assumption of the game is that overwhelming evidence is enough to convince  
1383 someone to change their Beliefs. Things that are obviously true or false don't make for  
1384 good Beliefs.  
1385

1386 A good Belief should have meaning and be controversial to a significant number of  
1387 people. Players should be able to influence society on a whole, and Beliefs that others  
1388 care about helps.  
1389

1390

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1433

Bad examples of Beliefs in Spark might be:

- *My faith is ironclad; I will overthrow the king and seize his throne for my own purposes.*

(Not a simple, declarative and subjective statement; goals are not Beliefs)

- *Puppies are cute.*

(While it's a simple subjective statement, it's not meaningful or controversial)

- *The world is flat.*

(While a declarative and potentially controversial at times, this is objectively incorrect.)

Good examples of Beliefs in Spark might be:

- *God is Dead*
- *The Ends justify the Means*
- *You can only depend on yourself*

Picking of Beliefs at Character Creation:

Here is a good way to pick Character Beliefs in the first session. If you are stuck, consider following this list:

1. Pick one character belief that will challenge a setting Belief.
2. Pick one character belief that will challenge another character's Belief.
3. Pick one character belief that will challenge one of your other character Beliefs.

Proxies:

During conflicts, anyone can trade one Fate for a proxy die equal to their Fate dice. As a GM, you can normally throw D20+6 conflicts at the players simply by spending one Fate. Since not all challenges are that difficult, you can always exchange dice for two others, one-step smaller. Each D20+6 proxy die is equal to two D12+5, four D10+4, eight D8+3, sixteen D6+2, or thirty-two D4+1 proxy dice. You can store up your proxy dice and dole them out as appropriate to the situation.

Challenge their Beliefs: The best way to spend your Proxies in a game is when it supports or refutes a player's Beliefs. Not only does this make the conflict more meaningful for the player, but it also can lead to a reward in Fate. If a conflict doesn't challenge anyone's Beliefs, you can only spend a D6+2 or D4+1 Proxy.

## 1434 *Non-Protagonist Characters*

1435 The Hierarchy of NPCs: Non-Protagonist characters come in three levels of  
1436 importance; Blanks, Names and Faces. None of these distinctions has mechanical  
1437 weight, but it's a handy way to organize NPCs.

1438  
1439 Most new NPCs, when first encountered, are referred to as Blanks. Blanks don't get  
1440 names, only unique descriptions. Consider the wiry and jittery cop versus the proper  
1441 police officer with fine muttonchops.

1442  
1443 Players can name Blanks, turning them into Names, significant and reoccurring  
1444 NPCs. Write down the basic information about the Names, such as a description, hook  
1445 and common abilities on the GM Sheet.

1446  
1447 The third type of NPC are Faces who represent a given Faction. The GM usually  
1448 creates the NPC or chooses them during setting creation, though it's possible that the  
1449 story will lead you to promote a Name into a Face. Each of the published factions has  
1450 premade Faces to represent them. If you are making a personal setting, you might  
1451 want to create a name, description and the sample actions on your own.

1452  
1453 **Facial Profiling:**  
1454 Faces are Non-Protagonist characters who belong to a Faction and represent their  
1455 Faction. They are the people you can interact with during play. Here is how I write up  
1456 Faces on my setting sheet.

1457  
1458 Example:  
1459 *Larry Berlin: A tall, wiry man with a missing ear.*  
1460 *Representing the Silver Council of Magi*  
1461 *Excellent at lightning evocations (D12+5) | Poor at traditional etiquette (D6+2)*

1462  
1463  
1464 The Law of Conservation of NPC's: Before you invent a new NPC, ask yourself if there  
1465 is an existing character that could fulfil that role. Minimize the number of characters that  
1466 you use, so that you can establish stronger connections with a smaller number.

1467  
1468 NPC's in the Middle: If you need to create a character on the fly, try to imagine an  
1469 NPC who would be defined by the clash of two different character beliefs.

1470  
1471 **Body Language:** Try to sit back straight for important or arrogant characters. You  
1472 can lower your shoulders and avoid eye contact for shy or submissive ones. It's  
1473 surprisingly effective.

1474  
1475 **Relationship Map:** Consider creating a relationship map for all of your NPC's so you  
1476 can keep track of their opinions of the other characters. You don't need to bring it to  
1477 the table, but it can help you establish their motivations and perspectives.

1478 *Chapter 6 - Example (Simplified for Beta)*

1479 *The Cast*

1480 Angela is the Game Moderator, portraying the setting of NeoNippon. She chose  
1481 variant 1: The War of Writhing Blossoms.

1482 *Setting Belief 1: We nothing without our traditions.*

1483 *Setting Belief 2: The greatest honour is to be of service to your clan.*

1484 *Setting Belief 3: The secrets of this world will destroy us.*

1485

1486 She has three players, so there are four factions in total. She selected the following:

- 1487 • *The Village of Kanata*
- 1488 • *The Henomin Merchantile Guild*
- 1489 • *Shiraine Colony*
- 1490 • *The Hostile Natives*

1491

1492 Brian is the first player, portraying Shimura; The Ronin Cursed with Love.

1493 *Belief 1: We are nothing without our honour.*

1494 *Belief 2: Emotion is a sign of weakness.*

1495 *Belief 3: Suki, my love, is worth any sacrifice.*

1496

1497 *Attributes: Body D10, Heart D6, Mind D6, Spark D8.*

1498 *Conditions: My Father's Daisho (Rise), Helpless Peasants (Rise), Clan Sesei Traitor (Fall)*

1499 *Talents (Broad): Military, Literature*

1500 *Talents (Common): Swords, Reconnaissance, Environmental Suits*

1501 *Talents (Deep): Daisho (Katana & Wakizashi), Haiku*

1502

- 1503 Chris is the second player, portraying Gisaku; The Henomin Village Headsman.
- 1504 *Belief 1: My people deserve respect.*
- 1505 *Belief 2: Men will never hurt my little sister Suki again.*
- 1506 *Belief 3: Danger always strikes when everything seems fine.*
- 1507
- 1508 Attributes: Body D6, Heart D10, Mind D10, Spark D4.
- 1509 Conditions: Acid-tolerant skin (Rise), The villagers of Kanata (Rise), Clan Embei Nobles  
1510 (Fall)
- 1511 Talents (Broad): Trade, Villages
- 1512 Talents (Common): Storms, Leadership, Improvised Weapons.
- 1513 Talents (Deep): Wilderness-Exploration, Confidence-building.
- 1514
- 1515 Dave is the third player, portraying Ando; The Shinto Android.
- 1516 *Belief 1: Emotions are more important than facts.*
- 1517 *Belief 2: The Kami must be honoured.*
- 1518 *Belief 3: Respect must be earned.*
- 1519
- 1520 Attributes: Body D8, Heart D6, Mind D6, Spark 10.
- 1521 Conditions: Evasion Algorithms (Rise), The Shinto Trail (Rise), The Three Laws (Fall)
- 1522 Talents (Broad): Observation, Athletics
- 1523 Talents (Common): Emotions, Running, Aikido
- 1524 Talents (Deep): People-watching, Shinto Shrines

1525      *Factions and Agendas*

1526      Angela the GM pulls the Faction Map, including the four new agendas, presenting  
1527 them to the group.

1528

1529      *The Factions*

1530      The Village of Kanata

1531      Mandate: To survive at any cost.

1532      Agenda: Repel Saika bandit attacks.

1533

1534      The Hostile Natives

1535      Mandate: Destroy the Invading Two-legs.

1536      Agenda: A unit of Clan Sesei troops is found dead, missing the tops of their skulls.

1537

1538      The Henomin Mercantile Guild

1539      Mandate: Ensure the henōmin are granted equal rights to true human.

1540      Agenda: Create an impartial trade tribunal for guild-colony negotiations.

1541

1542      Shiraine Colony

1543      Mandate: To maintain a peaceful state of human civilization.

1544      Agenda: The Planetary Board of Directors passes a motion declaring the Saika  
1545 mercenaries to be enemy combatants in the eyes of the law.

1546

1547

1548 *Decisions*

- 1549 • Brian chooses to block the Henomin Mercantile Guild’s agenda. He would rather  
1550 not deal with trade tribunals at this point.
- 1551 • Chris looks at the options and decides to claim The Hostile Native’s next agenda.
- 1552 • Dave decides that he would like to create a tie between the Henomin Merchant  
1553 Guild and the Village of Kanata. The Merchantile Guild becomes be patrons of  
1554 their client state of Kanata.

1555 *Narration*

1556 Angela describes that the village of Kanata sends out a few peasants to Matsue  
1557 Colony, begging for aid. A young samurai, Shimura, and his companion, Ando, agree  
1558 to travel with the peasant and they fend off the Saika bandit attack.

1559 Angela tells the group that a group of Sesei troops stopped reporting after a  
1560 particularly nasty acid storm struck their encampment. When a recovery team was  
1561 dispatched, they found the troops brutally murdered with their skulls partially removed.

1562 Brian takes the change to explain why the Mercantile Guild agenda fails. He  
1563 decides that the Planetary Board of Directors is too busy dealing with the slaughter of  
1564 Sesei troops do deal with lowlands affairs.

1565 Lastly, Angela describes the Planetary Board of Directors blaming the murders on  
1566 the Saika. On the urging of Sesei, the mercenaries are declared enemy combatants in  
1567 the eyes of the law. Sesei quickly declares a bounty of 200 credits per Saika returned  
1568 alive to their custody.

1569

1570 *History Log*

1571 Angela writes down the following on the History log on the back of the faction sheet.

- 1572 • Kanata manages to repel a series of Saika bandit attacks with the aid of a Ronin  
1573 and an Android.
- 1574 • A unit of Clan Sesei troops is found dead, missing the tops of their skulls.
- 1575 • The Planetary Board of Directors passes a motion declaring the Saika  
1576 mercenaries to be enemy combatants in the eyes of the law, blaming them for  
1577 the murders of the Sesei troops.
- 1578

1579 *Framing the First Scene*

1580 Now the group is ready to start their first Scene. Everyone rolls their Spark Attributes,  
1581 and they have the following results.

- 1582 • Angela rolls her D20 and gets a value of 14.
- 1583 • Brian rolls his D8 and gets a 6
- 1584 • Chris rolls his D4 and gets a 2
- 1585 • Dave rolls his D10 and gets a 9

1586

1587 Angela has the highest number, so she gets the first choice between Platform, Tilt, and  
1588 Question. She claims the Platform.

1589 Dave has the second highest number, so he chooses between the Tilt and the  
1590 Question. He doesn't have a good idea yet, so he decides to claim the Question.

1591 Brian has the third highest score, so he gets the Tilt.

1592 Chris has a great idea, so he gives Brian a single Fate while saying, "I would seize the  
1593 Tilt".

1594 Angela says, "The scene is set in the rubble of Koru Village, at dusk. Its three days after  
1595 you repelled the Saika attack."

1596 Chris smiles. "And in the distance, you see a corrosive storm that threatens to destroy  
1597 the village and any clues in the rubble."

1598 Dave says, "The Question; Who is responsible for the destruction of Koru Village?".

1599 Brian, Chris, and Dave each declare that their PC's are present in the scene. They move  
1600 onto collaboration.

1601



1602 *Collaboration*

1603 Angela: Looking at Chris; “Gisaku, you are the first to notice the threat, thanks to your  
1604 genetic adaptations and your Common Talent with the storms, you are the first  
1605 to notice. You smell the acid on the wind, see the darkening mountains to the  
1606 east, and feel the change in the winds.”

1607 Chris: “Ando, could you please search the rubble as fast as you can, looking for  
1608 tracks?”

1609 Dave: “Certainly, Headsman.”

1610 Chris: “Lord Shimura-san, could I beg your favour and ask for your tactical expertise to  
1611 try to figure what caused this destruction? Your noble weapons are beyond my  
1612 humble knowledge.”

1613 Brian: In an out-of-character voice, “Chris, are you planning on telling our characters  
1614 about the storm? Not all of us are acid proof!”

1615 Chris: Also, out-of-character. “Nope, don’t want to worry you yet.”

1616 Brian: In the voice of Shimura. “Why should we waste the time Gisaku? We know it’s the  
1617 Saika that did this foul deed. I will help find the tracks with the android, so we  
1618 can track down and end those dishonourable dogs.”

1619 Angela: “Does Gisaku want to allow Shimura to do this? “

1620 Chris: “No he doesn’t. I don’t want to assume that these are mere bandits. We are in  
1621 Conflict.”  
1622

1623 *Basic conflict*

1624 Declare Sides

1625 Shimura (the PC) is defending his original declaration by saying “yay”. Gisaku (The  
1626 PC) is trying to block the declaration, so he says “Nay”. Ando and the GM are  
1627 observing from the sidelines.

1628

1629 Determine Attributes

1630 Shimura uses his Heart Attribute of D6 to maneuver socially. This increases to a D8 as  
1631 he uses the intimidating Rise Condition of *My Father’s Daisho*.

1632 Gisaku is also using his Heart Attribute, though his is D10. He doesn’t have any  
1633 relevant Conditions.

1634

1635 Determine Talent Bonus

1636 Shimura uses his *Military Broad Talent* (+1) and his *Reconnaissance Common Talent*  
1637 (+2) on the roll, for a total of +3.

1638 Gisaku uses his *Villages Broad Talent* (+1), *Leadership Common Talent* (+2) and his  
1639 *Confidence-Building Deep Talent* (+3) for a total of +6.

1640

1641 Roll the Dice

1642 Shimura rolls his D8 and gets a 4 and adds his bonus for a total score of 7.

1643 Gisaku rolls his D10 and gets a 7, adding in his bonus for a total score of 13.

1644

1645 Compare Scores

1646 Gisaku’s score of 13 beats Shimura’s score by a margin of 6 points. Gisaku wins the  
1647 conflict on behalf of his side and gets to choose three Resolutions.

1648

1649 Choose Resolutions

1650 Chris: “Question. Shimura, why don’t you want to investigate more closely into the  
1651 villager’s destruction?”

1652 Brian: “Shimura looks down the Sesei insignia on his environmental suit, with an  
1653 expression of guilt.”

1654 Chris: Spending 4 Fate. “Bolster. I am offering a new Rise of *Destroyed Villages*.”

1655 Brian: Nods and writes in the new Rise Condition on his Character Sheet.

1656 Chris: “Compel. Shimura, I know you have the skills necessary to find the truth. I am  
1657 certain that there is more behind this than mere bandit attacks. I am confident you will  
1658 do the right thing.”

1659 Brian: Spending 1 Fate. “I push for a Compel resolution. You make good points, but  
1660 your disrespect for me and for my station is unbecoming. I await your sincere and  
1661 abject apology for your impertinence.”

1662 Chris: “I would rather suffer harm.” Marks down an X in the circle on the D10 die on  
1663 his Heart Attribute. He will use a D8 for future Heart tests.

1664 End the Conflict, back to Collaboration.

1665 *Chapter 7 – NeoNippon (Sample Setting 1)*

1666  
1667



1668

1669  
1670  
1671  
1672  
1673  
1674  
1675  
1676  
1677  
1678  
1679  
1680  
1681  
1682

1683 **Overview**

1684 The Japanese colonization ship landed on the extra-solar planet of Shi Tateyama in  
 1685 2236. The planet seemed a paradise from the remote surveys. It had abundant water,  
 1686 signs of native life, and a temperature in the habitable range. Once the colonists  
 1687 awoke from their cryo-freeze, they found it was far less pleasant than expected. It was  
 1688 a planet of extreme mountains, nearly boiling sea-level temperatures and harsh  
 1689 corrosive tempests. The rain corroded most metal and unusual electromagnetic  
 1690 characteristics at sea-level fried most electronics. The Colonial Board of Directors made  
 1691 the decision to settle on the cooler, dryer, and safer mountain peaks, with each  
 1692 corporation founding their own colony.

1693 The planet was poor in metals, with the rain dissolving most of the natural ore  
 1694 deposits. Earth-born livestock couldn't survive and the only arable land was in the harsh  
 1695 lowlands. The scientists got to work, producing genetically engineered humans called  
 1696 Henōmin to labour for the colonies. These henōmin were sent down to the lowlands to  
 1697 grow rice, extract protein from the seas, and grow iron-hard black bamboo. They were  
 1698 taught their roles of feudal peasants, modelled after the idealized imagery and stories  
 1699 of Japan on old earth. Wandering, devout androids delivered messages between  
 1700 village, shrine, and great colony.

1701

1702 The Colonies are modern cities built into the cool and dry mountain peaks, where  
 1703 the humans can live safely. Each of the four colonies is led by one of the biggest  
 1704 corporations from earth with shares in the initial expedition. Each corporation holds  
 1705 dominion over a swath of territory and rule over dozens of smaller settlements, outposts  
 1706 and henōmin villages. The henōmin consider the corporations as noble families or clans.

1707

1708 The Lowlands are nearly inhospitable for humanity. The average temperatures and  
 1709 humidity levels are equal to the most oppressive tropical jungles on old Earth. Worse still,  
 1710 acid storms ravage the landscape on a frequent basis. The local life forms, being  
 1711 bizarre fungal-animal hybrids, are toxic without extreme chemical processing.

1712 Clan Embei designed the henōmin to overcome each of these challenges. They  
 1713 were engineered to be comfortable in the 45C temperatures, to resist the acidic rain  
 1714 and to digest the local flora. Dozens of henōmin villages have been founded in the  
 1715 lowlands to support the colonies demands.

1716

1717 Independent Outposts are scattered across the landscape. They are diverse and  
 1718 widespread; smaller human corporate laboratories, Shinto shrines, Buddhist monasteries,  
 1719 secluded dojos and trading posts.

1720

1721 INSERT MAP 1: Colonies

1722 INSERT MAP 2: Lowlands

1723 **Setting Beliefs**

- 1724
- 1725 Belief 1: Technology will tame this world.
- 1726 *Moto Bio-Engineering Incorporated (Clan Embei)*
- 1727 *Shakura Environmental Systems Incorporated (Clan Sesei)*
- 1728 *The Dreamers*
- 1729
- 1730 Belief 2: We are nothing without our traditions.
- 1731 *The Village of Kanata*
- 1732 *The Kensei*
- 1733 *The Shrine Tenders*
- 1734
- 1735 Belief 3: The greatest honour is to be of service to your clan.
- 1736 *The Village of Ottawa*
- 1737 *The Henomin Merchant Guild*
- 1738 *Tateyama Colony (Clan Tateyama)*
- 1739
- 1740 Belief 4: The secrets of this world will destroy us.
- 1741 *Nakumura Sensors (Clan Nakumura)*
- 1742 *The Saika Mercenaries*
- 1743 *The Hostile Natives*
- 1744

1745 **Setting Variants**

- 1746 Variant 1: The War of Writhing Blossoms
- 1747 *We are nothing without our traditions.*
- 1748 *The greatest honour is to be of service to your clan.*
- 1749 *The secrets of this world will destroy us.*
- 1750
- 1751 Variant 2: Our Last, Best Chance for Peace
- 1752 *Technology will tame this world.*
- 1753 *The greatest honour is to be of service to your clan.*
- 1754 *The secrets of this world will destroy us.*
- 1755
- 1756 Variant 3: The Lost Colony
- 1757 *Technology will tame this world.*
- 1758 *We are nothing without our traditions.*
- 1759 *The secrets of this world will destroy us.*
- 1760
- 1761 Variant 3: The Silicon Shogunate
- 1762 *Technology will tame this world.*
- 1763 *We are nothing without our traditions.*
- 1764 *The greatest honour is to be of service to your clan.*

1765 *Sample Factions*

1766

1767 *Moto Bio-Engineering Incorporated (EMBEI)*

1768

1769       Mandate: To Terraform Shi-Tateyama via genetic engineering.

1770       Brief: Moto Bio-Engineering Incorporated based out of Fukuoka Colony, specializes  
1771 in genetic engineering and the biological sciences. They are responsible for the  
1772 creation of the henōmin servants, the iron-hard black bamboo, and the cultured rice  
1773 necessary for human survival on Tateyama-4.

1774       Sample Agendas:

- 1775       ●       Create the first vat-bred henōmin with additional improvements.
- 1776       ●       Engineer new servitor race, the Kappa, to better fish the seas.
- 1777       ●       Send an expedition to gather new samples of indigenous life forms for study.

1778

---

1779       Face: Embei Yukiko Mikisama

1780       Description: A bitter and cynical scientist, trying desperately to feed Fukuoka.

1781       Actions: Indigenous Botany (D12+5), Henōmin Negotiations (D6+2)

1782

1783 *Shakura Environmental Suits Incorporated (SESI)*  
1784

1785       Mandate: To enable human access to the inhospitable lowlands.

1786       Brief: Shakura Environmental Systems Incorporated, based out of Matsue Colony,  
1787 specializes in fabricating environmental suits and vehicles capable of surviving the  
1788 storms.

1789       Sample Agendas:

- 1790       ●       Initiate peaceful trade deals with the Henōmin Merchantile Guild.
- 1791       ●       Seize the prosperous Baku hills from Clan Embei.
- 1792       ●       Protect the village of Kanata from attack, for a price.

1793

---

1794       Face: Shakura Commander Kurosan

1795       Description: A weathered, scarred solder clad in an ornate prototype  
1796 environmental suit.

1797       Actions: Conquering Territory (D12+5), Resisting Bait (D6+2)

1798



1799 *The Dreamers*

1800

1801 Mandate: To help synthetic life in their search for enlightenment.

1802 Brief: A quirk of the artificial intelligence process has resulted in faith being instilled in  
1803 all artificial intelligences as they gain sentience. The majority embrace the Shinto faith,  
1804 identifying as Kami embodied in android forms. A strong minority remain as  
1805 disconnected AI systems following the noble eight-fold path of Buddhism.

1806 Sample Agendas:

- 1807 ● To soothe the angered Kami of Mt. Fujan.
- 1808 ● Convert the faithless citizens of Matsue Colony to the Shinto faith.
- 1809 ● Improve the legal standing of artificial intelligences in the colonies.

1810

---

1811 Face: Rinzei531 Bodhisattva

1812 Description: A disembodied intelligence, re-purposing communication technologies  
1813 to speak in a soothing yet rational tone.

1814 Actions: Insightful Philosophy (D12+6), Tangible and concrete solutions (D6+2)

1815

1816 *The Village of Kanata*  
1817

1818       Mandate: To survive at any cost.

1819       Brief: The henōmin village of Kanata is the primary source of the genetically  
1820 modified iron-hard black bamboo for Embei Prefecture. As one of the few sources of  
1821 building materials capable of surviving the lowland storms.

1822       Sample Agendas:

1823       •       Acquire desperately needed medical supplies from Fukuoka.

1824       •       Repel Saika bandit attacks.

1825       •       Barter a portion of the lumber to the Henōmin Mercantile Guild for legal  
1826 representation.

1827       \_\_\_\_\_

1828       Face: Headsman Gisaku

1829       Description: A weary yet defiant henōmin leader, driven by duty to his village and  
1830 family.

1831       Actions: Leading Villagers (D12+5), Standing up to Clan Embei. (D6+2)

1832

1833 *The Kensei*  
1834

1835       Mandate: To wield the honourable sword in service.

1836       Brief: The Kensei were originally the policing forces for the early colonies, whose  
1837 duties included enforcement of laws in the lowlands. Unfortunately, harsh corrosive rain  
1838 tended to degrade firearms and another alternative was sought. They took up swords,  
1839 fashioned from dwindling supplies of exotic Terran alloys. They took up bushido and  
1840 have to this day served with honour. They are equally respected and feared by the  
1841 henōmin.

1842       Sample Agendas:

- 1843       ●       Hunt down the warlord Koryna and bring her to justice.
- 1844       ●       Exact ruinous taxes from the village of Ottawa.
- 1845       ●       Investigate the destroyed village of Yakirana

1846

---

1847       Face: Kensei Shimura

1848       Description: A stoic ronin cursed with love for a village headwoman.

1849       Actions: Honourable Duels (D12+5), Political manoeuvring (D6+2)

1850

1851 *The Shrine Tenders*  
1852

1853       Mandate: To maintain the roads and shrines for travellers.

1854       Brief: A network of roadside Shinto shrines dot the countryside where travellers might  
1855 pay respects to the Kami. The caretakers, known as the Shrine Tenders, maintain and  
1856 expand this network to bring good fortune to human colonist, android, and henōmin  
1857 alike. The Shrine Tenders double as a mail service, connecting the lowlands to the  
1858 colonies through couriers.

1859       Sample Agendas:

1860       •       Build a new grand shrine in the ruins of a disused communications tower.

1861       •       Forge diplomatic letters between two different clans.

1862       •       Pass along secret, coded messages between henomin villages.

1863

---

1864       Face: Ando1573

1865       Description: One of many messenger-androids, seeking wisdom on the roads  
1866 between villages.

1867       Actions: Observing human emotions (D12+6), Shedding human blood (D6+2)

1868

1869 *The Henōmin Mercantile Guild*  
1870

1871       Mandate: Ensure the henōmin are granted equal rights to true humans.

1872       Brief: The first henōmin merchant cooperative was formed twenty years ago in  
1873 response to a particularly intense famine. Since that time, it has grown into a social  
1874 safety net for the disenfranchised villagers. Recently established as a formal guild, they  
1875 have begun to wield their little economic power to support equality and respect for the  
1876 peoples of the lowlands.

1877       Sample Agendas:

1878       •       Create an impartial trade tribunal for guild-colony negotiations.

1879       •       Establish a Black Market.

1880       •       Convince the colonists that torturing henōmin is dishonourable.

1881       \_\_\_\_\_

1882       Face: Speaker Sakhalin

1883       Description: Sakhalin is a henōmin grandmother, pleasantly plump with wise eyes.

1884       Actions: Subtle persuasion (D12+6), Social Intimidation (D6+2)

1885

1886 *The Village of Ottawa*  
1887

1888       Mandate: Become respected and invaluable to the colonies.

1889       Brief: Ottawa is a coastal village, with the women tending the rice and the men  
1890 fishing the wild seas. The Council of Ottawa has pronounced that they need to curry  
1891 favour with each of the noble Clans. They seek the approval, attention, and affection  
1892 of the various colonies so they might improve their lives.

1893       Sample Agendas:

1894       •       Increase farming yields through some risky experiments.

1895       •       Domesticate the local wildlife to help in fishing efforts.

1896       •       Uncover a conspiracy of dishonourable henōmin on the colonies behalf.

1897       \_\_\_\_\_

1898       Face: Headwoman Suki

1899       Description: Suki is a henōmin woman with defiance shining in her eyes and scars  
1900 marring her once-beautiful face.

1901       Actions: Gain sympathy (D12+6), Resist colony demands (D6+2).

1902

1903 *Shirane Colony (Clan Shirane)*  
1904

1905       Mandate: To maintain a peaceful state of human civilization.

1906       Brief: Shirane Colony was the first to be founded, resting on the summit of the highest  
1907 mountain. It was made to be the capital of the new civilization, a bastion of education,  
1908 of culture and of law. Shirane Colony care for the Great Library, the Archive, the  
1909 Planetary Board of Directors and the Supreme Court. As a result, Shirane has also  
1910 become a hotbed for political intrigue and corporate espionage.

1911       Sample Agendas:

1912       •       The Supreme Court rules against Clan Nakumura for theft of Clan Sesei  
1913 schematics.

1914       •       An obscure text from great library hints that earth knew about the inhospitable  
1915 nature of Shi-Tateyama prior to sending the colony ship.

1916       •       The Planetary Board of Directors passes a motion declaring the Saika  
1917 mercenaries to be enemy combatants in the eyes of the law.

1918       \_\_\_\_\_

1919       Face: Chuganji Ryoko, Chief Negotiator

1920       Description: A middle-aged woman with shocking blue hair, multiple facial  
1921 piercings, a Nakumura X 31-Cybereye implant, and a soothing voice.

1922       Actions: Trade political favours (D12+6), Intentional provocation (D6+2).

1923

1924 *Nakumura Sensors (Clan Nakumura)*  
1925

1926       Mandate: To establish open communications and information gathering.

1927       Brief: The Nakumura Sensors Corporation was originally a telecommunications start-  
1928 up on old earth which diversified to computer systems and remote sensing  
1929 technologies. They manage the massive communication relay and satellite systems  
1930 necessary to interact with old Earth. They are the eyes and ears of the colonies and use  
1931 their expertise to try to see through the storms.

1932       Sample Agendas:

- 1933       •       Forges fake messages from earth when the real ones cease.
- 1934       •       Establish a relay in the unexplored territories to found new henōmin villages.
- 1935       •       Determine the precise source of the anomalous electromagnetic interference.

1936       \_\_\_\_\_

1937       Face: Nakumura Atsushi, Sensor Technician

1938       Description: A short and heavysset human male, with a dozen different kinds of  
1939 electronic devices strapped to him.

1940       Actions: Modify a sensor system (D12+5), Resist lowlands storms (D6+2)

1941



1942 *The Saika Mercenaries*

1943

1944       Mandate: Achieve complete military dominance of the planet.

1945       Brief: Some call them mercenaries. Others call them bandits, killers, and criminals. In  
1946 any case, the Saika are spread across the lowlands with tendrils of influence extending  
1947 into the colonies. For those with credits or in need of a scapegoat, they are just what  
1948 you need.

1949       Sample Agendas:

1950       •       Seize control of several mining villages.

1951       •       Commit an atrocity on a village that refused to pay the protection money.

1952       •       Defend a village from an attack, in exchange for new recruits.

1953

---

1954       Face: Kikuchiyo the Cruel

1955       Description: Exactly what you would expect from a half-starved boy, raised by  
1956 blackmailers, who got his hands on a pulse cannon. Kikuchiyo is a lean hedonist with  
1957 several cybernetic augmentations.

1958       Actions: Ambush with overwhelming force (D12+5), Long-term planning (D6+2)

1959

1960 *The Hostile Natives*  
1961

1962 Mandate: Destroy the Invading Two-legs.

1963 Brief: These sentient beings are native to Shi Tateyama and are fighting back against  
1964 the two-pillar “alien invaders”. Fortunately, for them, they are unknown to the human  
1965 population.

1966 Sample Agendas:

1967 ● A village is destroyed, with acidic burns left on the rubble.

1968 ● A unit of Clan Sesei troops is found dead, missing the tops of their skulls.

1969 ● A shrine-tender has located a bizarre purple artifact, seemingly shaped out of  
1970 some entirely unknown material.

1971 \_\_\_\_\_

1972 Face: The Alien

1973 Description: A swarm of tentacles, bound together like tumbleweed.

1974 Actions: Slaughter a human or henōmin (D12+6), Communicate (D6+2)

1975

1976

1977

1978

1979

1980

1981

1982

1983

1984

1985 *Sample Talents*

1986

1987 Human Colonist (Broad):

1988 Science, Politics, Military, Engineering, Computers, Law, Observation, Economics, Arts,

1989 Philosophy, Persuasion

1990

1991 Henōmin Villagers (Broad):

1992 Farming, Fishing, Logging, Village, Wilderness, Weather, Trade, Evasion, Religion,

1993 Athletics

1994

1995

1996 Human Colonist (Common):

1997 Stealth, Biology, Swords, Reconnaissance, Rhetoric, Electronics, Implants, Energy

1998 Weapons, Aikido, Sensors, Tactics, Medicine, Henōmin, Education

1999

2000 Henōmin Villagers (Common):

2001 Oratory, History, Emotions, Construction, Storms, Shrines, Brawling, Leadership,

2002 Carpentry, Herbalism, Improvised weapons, Humans, Barter

2003

2004

2005 Human Colonist (Deep):

2006 Native Ecosystems, Resource Scarcity, Daisho, Plasma Pistol, Wrist-locks, Cybernetic

2007 Prototypes, Human Genecrafting, Henōmin Genetic Tailoring, Sensor Engineering,

2008 Communications Relays, Hover Transports, Dueling Etiquette, Trade Logistics, Policy

2009 Analysis, AI Systems

2010

2011 Henōmin Villagers (Deep):

2012 Wilderness Exploration, Confidence-Building, People-watching, Shino Purification Rituals,

2013 Amulet-Crafting, Listening to Kami, House Construction, Moral Instruction, Storm Shelters,

2014 Dirty fighting, Poisons, Appraising Goods, Historical Rebellions

2015

2016

2017

2018

2019 *Sample Conditions*

2020

2021 *Rise:*

- 2022 ● Defiant Henōmin
- 2023 ● Shirane Librarian
- 2024 ● Omamori Protection Amulet,
- 2025 ● Dorei Bells of Good Fortune
- 2026 ● My Father's Daisho
- 2027 ● The Green Sea
- 2028 ● The Oni's Tooth
- 2029 ● The Memory of my daughter, Miki
- 2030 ● Wired Reflexes
- 2031 ● Alloyed bones
- 2032 ● Henōmin gills
- 2033 ● Acid-tolerant skin
- 2034 ● IR Cybereye
- 2035 ● Cortical Implant
- 2036 ● The Village of Kanata
- 2037

2038 *Fall:*

- 2039 ● Corrosive Storms
- 2040 ● Clan Sesei Traitor
- 2041 ● Clan Embei Experiment
- 2042 ● Clan Shirane Scapegoat
- 2043 ● Clan Nakumura Spy
- 2044 ● Saika Collaborator
- 2045 ● Shed human blood
- 2046 ● Malfunctioning cyberarm
- 2047 ● My missing hand
- 2048 ● The vengeful Kami Horon
- 2049 ● The seductive Kami Kiko
- 2050 ● Agoraphobia
- 2051 ● Technophobia
- 2052 ● Artificial life
- 2053 ● Slave collar implant
- 2054 ● The Village of Kanata
- 2055 ● The Whispering Shores
- 2056 ● The First Shrine
- 2057 ● The Mountain Witch
- 2058

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