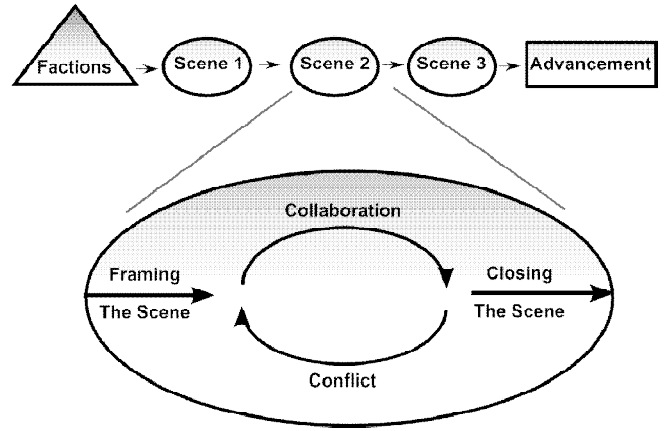


# Spark RPG Reference Sheet

## Scene Structure

1. Start each Scene by framing it.
2. Collaboration
3. When someone tries to block a declaration, move to Conflict where people will chose resolutions.
4. Collaborate, either ending the scene or entering into another conflict.
5. Close the scene once you have answered the Question.



## Framing

1. Three different participants cooperate to create the scene.
2. Roll your Spark dice and compare what you rolled. Roll off on ties.
3. The highest roll gets to choose between the Platform, Tilt or Question. The second highest gets the next pick one of the two remaining options. The third highest gets the remaining option.
  - The Platform: Define where the scene takes place and who is present.
  - The Tilt: Define what event or action forces players to interact with the Scene.
  - The Question: What is the essential question that you are trying to answer with the scene?
4. The Person who is framing The Platform describes it to the group in 2-3 sentences
5. The person who is framing The Tilt describes it to the group in 2-3 sentences
6. The person who is framing The Question states it in one sentence.
7. Every player declares if his or her PC is present or absent from the scene. If they are absent, the player can still make declarations, elaborate and enter into conflicts with Proxies.

## Collaboration

1. Roleplay freely, speaking in character and declaring actions.
2. All participants can declare what their character tries to accomplish in the present. You can establish new facts or details about the setting, the environment, or past events as part of these declarations.
3. If no one opposes what you declare, it occurs.
4. If you want to add extra details about someone else's declaration, say "yes, and" then elaborate.
5. If you want to prevent someone else's Declaration, say "We are in conflict" and move to the Conflict phase.
6. If the Question of the scene has been answered, you may say "And we move on", ending this scene. Refill the Fate on the Belief sheet and move to start the next scene.

## Conflict

### Gather

1. Everyone picks sides in the conflict.
2. Everyone who supports the declaration says "yay". Say if your PC or a proxy is involved.
3. Everyone who wants to block the declaration says "nay" Say if your PC or a proxy is involved.
4. Everyone else just watch from the sidelines.
5. If you are using a PC, select the Attribute die and modify it based on any Conditions that would apply.
6. Determine the Bonus added to the roll, either based on which Talents are used (for PC's)
7. You can create a proxy, an NPC representing your interests in a conflict, by spending one Fate. Each proxy is associated to a size of die and has a set die bonus. An excellent proxy would use a D12 and gain a +5 bonus, while a poor proxy would only use a D6+2. You can create a proxy equal to your Spark Attribute by spending one Fate. Any proxy dice can be split into two more proxy dice that are a step smaller. Likewise, any two equal proxy dice can be merged into a single, larger proxy.
8. If you are using a proxy, spend one of your proxy dice and use it up in the conflict.
9. Roll the dice!

### Analyze

10. Look at the dice, identifying any 1's.
11. You may say, "This confirms/Refutes of my Belief \_\_\_\_\_." If everyone agrees your PC is involved and challenging their Belief, spend one Fate to set the die you already rolled to its maximum possible result.

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12. Each person adds their bonus to the number on their die to get their score.
13. The person on each side with the highest score leads that side. The leader with the highest score wins the conflict for their side. If the winning side supported the original declaration, it occurs. Otherwise, that declaration is blocked.
14. The Leaders earn a number of game effects, known as resolutions, based on the differences between their two scores.
  - Difference of 0-1: Each of the leaders choose 1 resolution
  - Difference of 2-3: The winning leader chooses 1 resolution
  - Difference of 4-5: The winning leader chooses 2 resolutions
  - Difference of 6-7: The winning leader chooses 3 resolutions
  - Difference of 8-9: The winning leader chooses 4 resolutions
  - Difference of 10-11: The winning leader chooses 5 resolutions
  - Difference of 12+: The winning leader chooses 6 resolutionsEvery die that shows a value of 1 gives the opposing side's leader another resolution.

### Choose Resolutions

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

### Resolutions

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

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

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

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

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

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

### Key Phrases

Framing: You may say, "I would seize the Platform/Tilt/Question." Give someone one Fate and take the right to create the Platform, Tilt or Question from them.

Collaboration: You may say, "Yes, and \_\_\_\_\_." You elaborate on someone else's declaration with one of your own.

Collaboration: You may say, "We are in conflict." Attempt to block someone else's declaration by moving into the Conflict phase.

Collaboration: You may say, "And we move on." If you think the Question of the scene has been answered, move to the *Closing phase*.

Conflict: You may say, "I would rather suffer harm." Change a query, compel, or hinder resolution into a harm resolution.

Conflict: You may say, "*I would rather not.*" Change a Bolster or Inspire resolution into a query resolution.

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

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