SPARK

PLAYER:

Concept:

CHARACTER:

Setting:

BELIEF 1

BELIEF 2

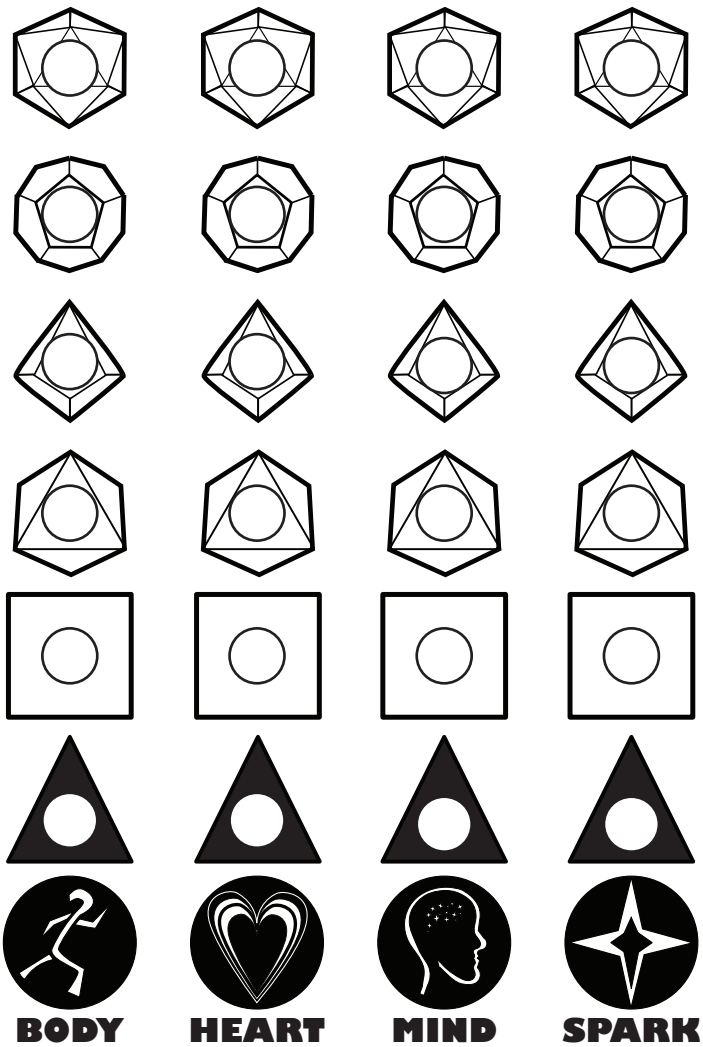
BELIEF 3

INFLUENCE POOL

Gain influence when you challenge one of your Beliefs, or all three of someone elses Beliefs have been challenged

Spend Influence to gain a +1 bonus after a roll, when you win a Conflict, or when you Inspire another character to change one of their Beliefs.

ATTRIBUTES



BROAD TALENTS (+1)

I	
I	
I	
I	
I	
I	

COMMON TALENTS (+2)

II	
II	
II	
II	
II	
II	

DEEP TALENTS (+3)

III	
III	
III	
III	
III	
III	

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SPARK
Overview of a Scene

FRAMING

1. Everyone rolls their Spark die. In descending order, each player chooses one of the following options.

2. The person with the highest score chooses to seize the Platform, Tilt or Question.

3. The person with the second highest score chooses one of the two remaining options.

4. The person with the third highest score chooses what remains.

5. Every player who does not frame part of the scene may control Major NPCs.

COLLABORATION

1. The GM is the first person to speak.

   • Anyone is able to make basic statements that may not be contradicted; simple actions, reflection, dialogue or questions.

   • Anyone is able to make provocative declarations that may trigger conflicts; actions that affect other characters, take a character out a scene, force someone to act, force someone to answer a question or establish a new fact about the setting. Anyone may start a Conflict after a declaration by saying "***We are in Conflict***"

   • If the question has been answered, anyone may end the scene by saying "***And we move on.***"

CONFLICT

1. Each person chooses to propose a declaration, support a declaration, or abstain.

2. Each person proposing a declaration selects their relevant attribute die, increase one-step per person supporting them.

3. Each person rolling adds a +1 bonus if a Broad Talent applies, +2 if a Common Talent applies and +3 if a Deep Talent applies (Max of +6 for one of each)

4. Roll dice.

5. Anyone can spend influence to gain +1 per point, or suffer Harm to gain +2 per level.

6. The person with the highest score gets their declaration and must pay the price of victory (1 Influence or gain 1 Harm)

7. In case of a tie, the tied individuals repeat steps 2-5. Whoever wins this new roll gets both their declarations, and pays double the price of victory. Repeat for further ties.

CLOSING

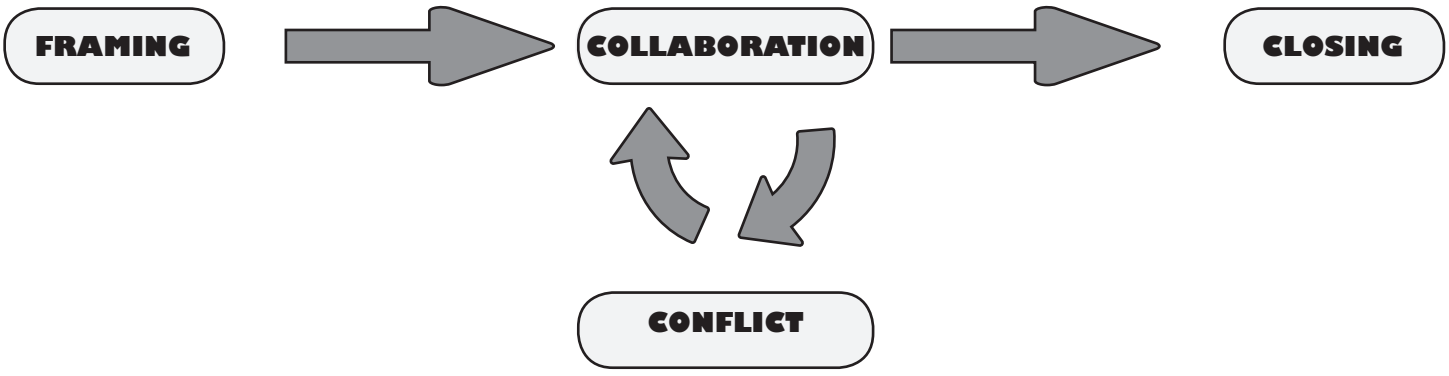
1. Examine each Belief with an Influence token and determine if it's been challenged.

2. Give the tokens to the owners of those challenged Beliefs.

3. If all three of someone's Beliefs are empty, give everyone else one Influence and refill that portion of the Belief sheet.

4. Remove on Harm from each person's attribute, if applicable.

SCENE DYNAMICS



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