

Quiet Revolution Quickstart Bundle



This quickstart bundle contains everything you will need to play a 4-hour one-shot game of the Spark RPG in the modern Montréal police drama setting of Quiet Revolution.

Setting Overview (Read aloud)

Montréal is the second largest city in Canada and its cultural capital. It's the political heart of the francophone province of Québec. It's the second largest French-speaking city in the world, just after Paris. It's an economic powerhouse, with a Gross Domestic Product of over one hundred billion dollars a year and population just under four million.

Its citizens come from every corner of the world, bringing a variety of languages, faiths, and traditions. Ethnic minorities and immigrants bring a cultural richness and diversity to the city. Organized crime preys upon an open-minded, tolerant society. The city has its own share of problems though. That cosmopolitan diversity has led to tension in the streets between different linguistic, religious, and cultural groups. That open-minded and tolerant society gives organized crime the opportunity to thrive.

As members of the Montréal Police force, you're asked to resolve problems within the community. Your unit is assigned to the most sensitive cases, where tact and discretion can make all the difference. You research, negotiate, arbitrate, and investigate. Protect the innocent citizens of the city from the criminal element. Find a way to keep the city safe. Nothing is simple in this city, and there are no easy answers.

Character Personalization

There are five pre-generated characters included in the package, one per potential player. Each player gets a chance to personalize those characters to an extent before play begins.

Each character has two Beliefs pre-defined, and one that the player creates at the start of the episode. Go around the table, giving each player the opportunity to create a single **declarative**, **subjective**, and **controversial** statement of Belief. As they do so, the GM writes these on the Belief Sheet.




Each character has two Relationship Questions that their players need to answer. Go around the table, giving each person a chance to state their answer aloud to the group. As a GM, you might want to write these down. If the question involves another PC, the other player can veto inappropriate answers.

Advancing the Factions




Once you have finished the characters, you play the Advancement phase. You will have one Faction and associated Agenda per person in the game, including the GM. For this session, each player rolls their Spark attribute die. In descending order, each player chooses one Agenda which will fail, and explains how it does. The remaining Agenda was successfully completed and will drive the game session.




2+ Players	The Government of the Day	Propose a new "Secular Charter" that restricts use of religious symbols.
2+ Players	The Catholic Conservatives	Campaign to support politicians against same-sex marriage.
2+ Players	The Student Movement	Launch an attention-grabbing protest downtown.
3+ Players	Organized Crime	Smuggle automatic weapons into Montréal.
4+ Players	Society of Religious Understanding	Organize a multi-faith theological conference.
5 Players	The Sovereignty Movement	Challenge federal legislation that conflicts with Québec values.




SPARK BELIEF SHEET




GM :	
	SETTING BELIEF 1 Absolute power corrupts the best natures
	SETTING BELIEF 2 You are your culture
	SETTING BELIEF 3 The world must change

PLAYER 1 : Aleko Borislav	
	It's all my fault that Louis is dead
	We are borrowing this world from our children
	

PLAYER 2 : Martin Morin	
	Alcohol is a demon who preys on the weak
	People are inherently good
	

PLAYER 3 : Charlotte Bélanger	
	Only God can forgive my sins
	The world is full of hungry shadows
	

PLAYER 4 : SgtISadia Ahmed	
	Abhor nothing but hate
	My people must be protected at all costs
	

PLAYER 5 : William MacDonald	
	Language is a wall that divides society
	Law is simply a tool to enforce power
	

SPARK

GM:

Quiet Revolution

Montréal Police Drama



SETTING BELIEF 1

Absolute power corrupts
the best natures



SETTING BELIEF 2

You are your culture



SETTING BELIEF 3

The world must change

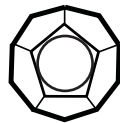
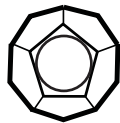
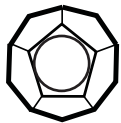
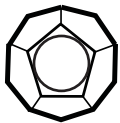


INFLUENCE POOL

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

Spend Influence when you win
a Conflict, or when you Inspire
someone to change one of their
Beliefs.

ATTRIBUTES



BODY



HEART



MIND



SPARK

FACES

Name	The Honourable Lucien Lavoie, PM of Québec
Faction	Government of the Day
Strengths	Public Opinion, Sovereignty
Weakness	Election Irregularities

Name	Father Gabriel Paradis
Faction	The Catholic Conservatives
Strengths	Oratory, Faithful followers
Weakness	Arthritis

Name	Marie-Lourdes Mervil, Student Union President
Faction	The Student Movement
Strengths	Activism, Social Media
Weakness	Poverty

Name	Luigi Dizzuto, The Sicilian Don
Faction	Organized Crime
Strengths	Sicilian Mafia, Legally Untouchable
Weakness	Criminal Rivals

Name	Judith Cohen
Faction	Society of Religious Understanding
Strengths	Radiant Smile, Diplomatic
Weakness	Overly Trusting

Name	Pierre Bergeron
Faction	The Sovereignty Movement
Strengths	Constitutional Law, Political Connections
Weakness	Political Enemies

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"*
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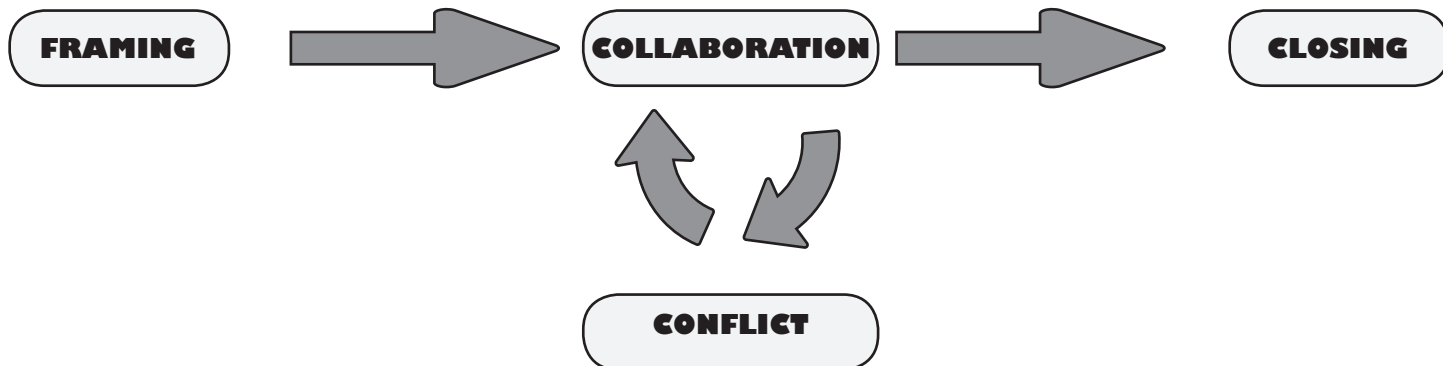
CONFLICT

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



SPARK

Player:

Setting: Quiet Revolution

Character: Aleko Borislav

Concept: Renegade cop on probation



BELIEF 1

It's all my fault that Louis is dead.



BELIEF 2

We are borrowing this world from our children



BELIEF 3

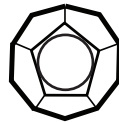
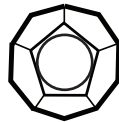
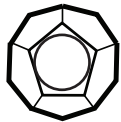
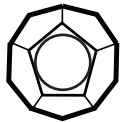


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ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I
I
I

Law

Criminals

COMMON TALENTS (+2)

II
II
II

Firearms

Mental Illness

Pursuit

DEEP TALENTS (+3)

III
III
III

Forceful Arrests

Intimidating Suspects

What favour did another PC do for you?

What do you miss most about your marriage with your ex-wife Charlotte?

SPARK

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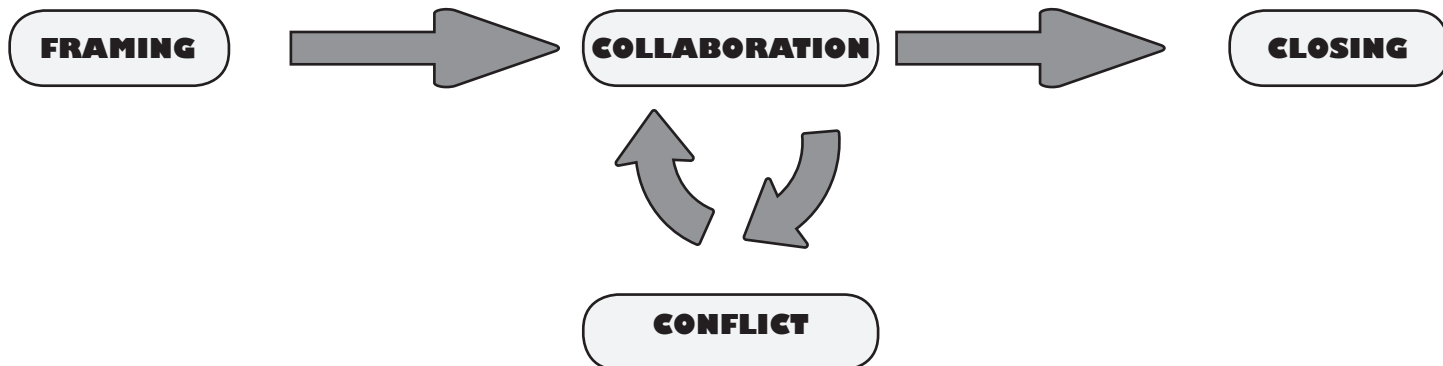
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SCENE DYNAMICS



SPARK

Player:

Setting: Quiet Revolution

Character: Martin Morin

Concept: Country cop in the big city



BELIEF 1

Alcohol is a demon that preys on the weak



BELIEF 2

People are inherently good.



BELIEF 3

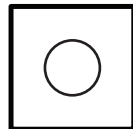
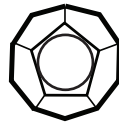
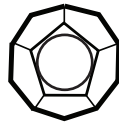
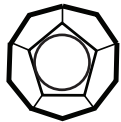
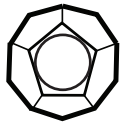


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ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I
I
I

Law

Investigation

COMMON TALENTS (+2)

II
II
II

Police

English

Running

DEEP TALENTS (+3)

III
III
III

Hate crimes

Alcoholics

What common friend or foe do you and another PC share?

Why do you trust a PC with your life?

SPARK

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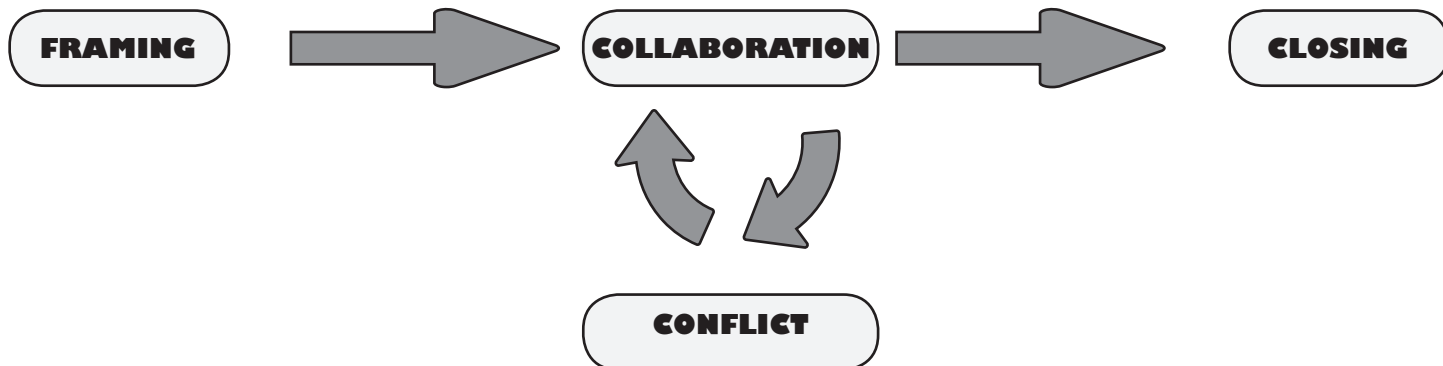
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SCENE DYNAMICS



SPARK

Player:

Setting: Quiet Revolution

Character: Charlotte Bélanger

Concept: Devout Detective



BELIEF 1

Only God can forgive my sins



BELIEF 2

The world is full of hungry shadows



BELIEF 3

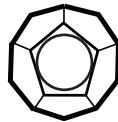
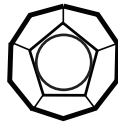
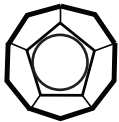
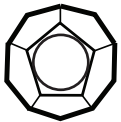


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ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I
I
I

Law

Sociology

COMMON TALENTS (+2)

II
II
II

Christianity

Hate Crimes

Data Analysis

DEEP TALENTS (+3)

III
III
III

Islamophobia

Body Language

Why do you trust a PC with your life?

What is more important than your hatred of your ex-husband Aleko?

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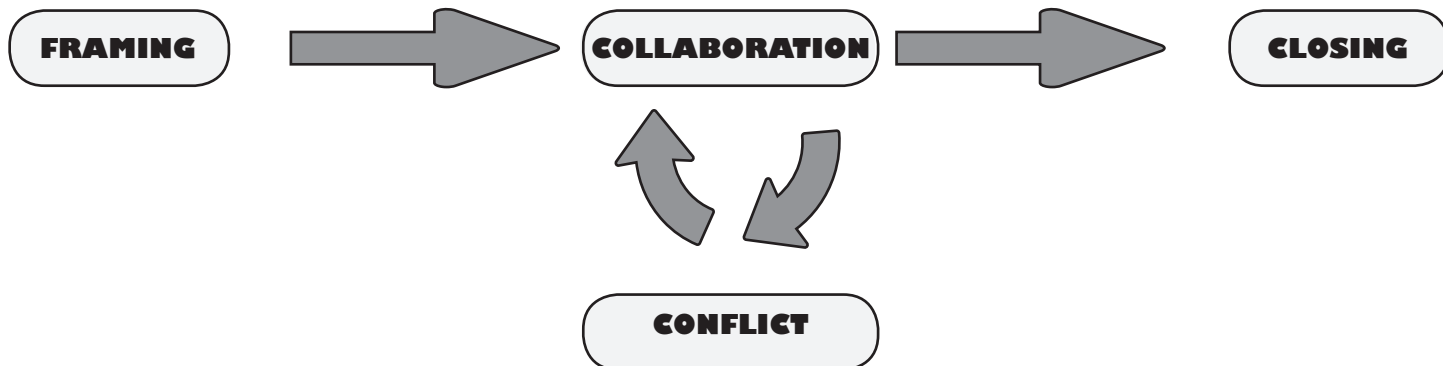
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4. Remove on Harm from each person's attribute, if applicable.

SCENE DYNAMICS



SPARK

Player:

Setting: Quiet Revolution

Character: Sadia Ahmed

Concept: Weary Police Sergeant



BELIEF 1

Abhor nothing but hate.



BELIEF 2

My people must be protected at all costs.



BELIEF 3

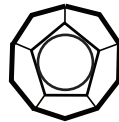
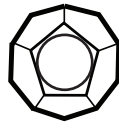
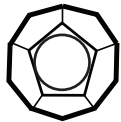
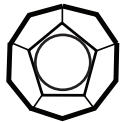


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ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I	Policing
I	Politics
I	

COMMON TALENTS (+2)

II	Police History
II	Police Procedures
II	Political Interference

DEEP TALENTS (+3)

III	Cold Cases
III	Officers of the Precinct
III	

Which of your officers are you afraid for?

What personal sacrifice did you make for another PC?

SPARK

Overview of a Scene

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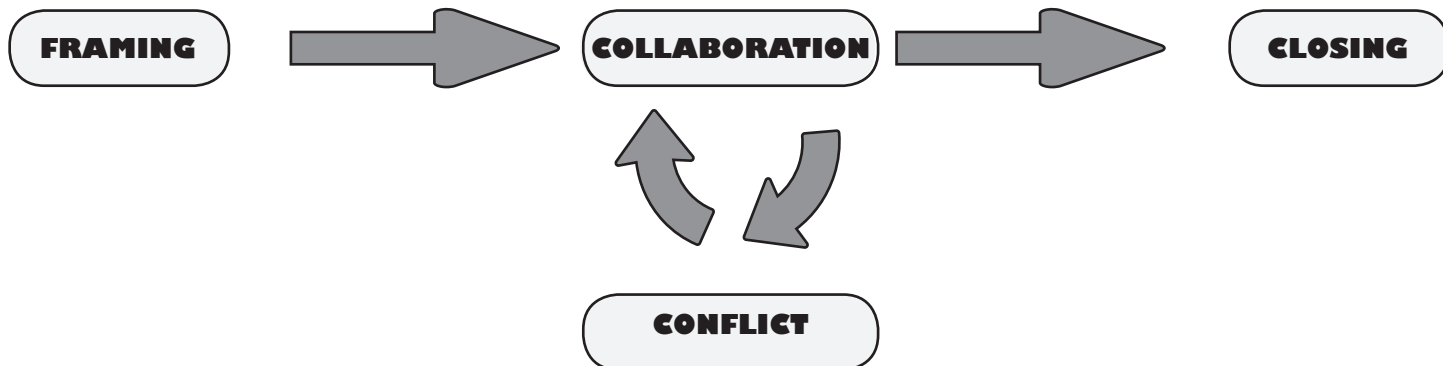
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SCENE DYNAMICS



SPARK

Player:

Setting: Quiet Revolution

Character: William MacDonald

Concept: Charismatic English Lawyer



BELIEF 1

Language is a wall that divides society.



BELIEF 2

Law is simply a tool to enforce power.



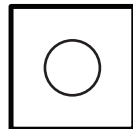
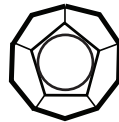
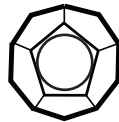
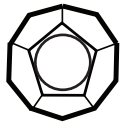
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ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I	Law
I	Persuasion
I	

COMMON TALENTS (+2)

II	Criminal Law
II	Constitutional Law
II	Rhetoric

DEEP TALENTS (+3)

III	Language Politics
III	Logical Fallacies
III	

Which PC will you never lie to, and why?

What favour did another PC do for you?

SPARK

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 - 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

