

Player:

Character:

Concept :

SPARK

Setting

Beliefs

Influence



Recieve an Influence...

When you you challenge one of your Beliefs; or
When all of someone else's beliefs have been challenged.

Spend an Influence...

To get a +1 bonus after you roll for a conflict;
To pay the price of victory for winning a conflit; or
To Inspire someone else to change one of their Beliefs.

Attributes

Talents

D20



D12



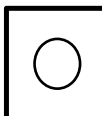
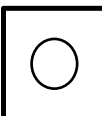
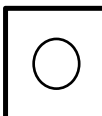
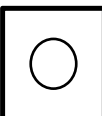
D10



D8



D6



D4



Body



Heart



Mind



Spark



Broad

+1

I
I
I
I
I
I

Common

+2

II
II
II
II
II
II

Deep

+3

III
III
III
III
III