A Spark in Fate Core

A Collaborative World-Building Toolkit for Fate Core

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Based on **Fate Core**, by Evil Hat Productions

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A SPARK IN FATE CORE

WHAT IS THIS ABOUT?

This document was created as a stretch goal for the Spark Roleplaying Game Kickstarter campaign. If you enjoy the collaborative world-building presented here, please consider taking a look at the original game where I present an alternate approach on collaborative setting creation.

Treat this like an alternate version of Chapter 2 of Fate Core. It's designed to give you a more comprehensive world-building process that will probably take most of your first session.

WHERE THIS CAME FROM

In ther beginning, there was Fred Hicks and Rob Donoghue. The dynamic duo who founded Evil Hat provided much of the initial ideas which found their way into this book. The token-based Facts generation came from Fred's mind, while the roots of the Dresden Files City Creation process is credited to Rob.

> **The first Fate game included a map where I named territories but defined nothing else about them. Players made it awesome.**
>
> **- Fred Hicks**

Ryan Macklin then contributed to this project, working on the redesign of the City Creation system for Dresden Files. Ryan and the Leonard Balsara carried those ideas into Chapter 2 of Fate Core, which made the framework of this document.

To me, the job of world building is the job of creating points of tension characters can slot in to.

If you don't have a variety of those, you don't have a world; you have a dungeon, perhaps in different clothes.

- Ryan Macklin

While Ryan and Leonard developed Fate Core, I had been developing my own game with a focus on collaborative setting generation. I always had a passion for world building and I wrote a game to explore that subject. I took the process from Spark RPG and added it to the Fate Core system to create this new approach.

Now it's your turn to build upon what we created. We can't wait to see what you come up with.

WHEN CREATING YOUR GAME:

1. You start by listing your favourite **Media**.

2. Explain the **Inspirations** from your media.

3. Use those inspirations to **Describe the Genre**.

4. Decide how epic or personal in **Scale** your story will be.

5. **Establish Facts** about the Setting.

6. **Create a Title** to focus your vision.

7. Create a list of **Sparks** (potential Issues) for the setting.

8. **Select the Issues**, picking three of them from the list of Sparks.

9. Create two **Faces** for each Issue.

10. Create a **Place** for each unused Spark.

WHAT MAKES A GOOD FATE GAME?

You can use Fate to tell stories in many different genres, with a variety of premises. There is no default setting; you and your group will make that up yourselves. The very best Fate games, however, have certain ideas in common with one another, which we think best showcase what the game is designed to do.

Whether you're talking about fantasy, science fiction, superheroes, or gritty cop shows, Fate works best when you use it to tell stories about people who are *proactive, competent, and dramatic*.

PROACTIVITY

Characters in a game of Fate should be proactive. They have a variety of abilities that lend themselves to active problem solving, and they aren't timid about using them. They don't sit around waiting for the solution to a crisis to come to them—they go out and apply their energies, taking risks and overcoming obstacles to achieve their goals.

This doesn't mean that they don't ever plan or strategize, or that they're all careless to a fault. It just means that even the most patient among them will eventually rise and take action in a tangible, demonstrable way.

Any Fate game you play should give a clear opportunity for the characters to be proactive in solving their problems, and have a variety of ways they might go about it. A game about librarians spending all their time among dusty tomes and learning things isn't Fate. A game about librarians *using forgotten knowledge to save the world is*.

COMPETENCE

Characters in a game of Fate are good at things. They aren't bumbling fools who routinely look ridiculous when they're trying to get things done—they're highly skilled, talented, or trained individuals who are capable of making visible change in the world they inhabit. They are the right people for the job, and they get involved in a crisis because they have a good chance of being able to resolve it for the better.

This doesn't mean they always succeed, or that their actions are without unintended consequence. It just means that when they fail, it isn't because they made dumb mistakes or weren't prepared for the risks. Any Fate game that you play should treat the characters like competent people, worthy of the risks and challenges that come their way. A game about garbage men who are forced to fight supervillains and get their asses constantly handed to them isn't Fate. A game about garbage men who *become an awesome anti-supervillain hit squad is.*

DRAMA

Characters in a game of Fate lead dramatic lives. The stakes are always high for them, both in terms of what they have to deal with in their world, and what they're dealing with in the six inches of space between their ears. Like us, they have interpersonal troubles and struggle with their issues, and though the external circumstances of their lives might be a lot bigger in scope than what we go through, we can still relate to and sympathize with them.

This doesn't mean they spend all their time wallowing in misery and pain, or that everything in their lives is always a world-shaking crisis. It just means that their lives require them to make hard choices and live with the consequences—in other words, that they're essentially human.

Any Fate game that you play should provide the potential and opportunity for drama among and between the characters, and give you a chance to relate to them as people. A game about adventurers mindlessly punching increasing numbers of bigger, badder bad guys is not Fate. A game about adventurers *struggling to lead normal lives despite being destined to fight ultimate evil is.*

STEP 1:
LIST YOUR FAVOURITE MEDIA

Go around the table, and ask each person to name one of their favourite pieces of media. This could be a book, a movie, video game, comic, poem, song. It's okay if other people don't know the media someone mentions, so try to make them unique.

Write these down on the sheet under the heading of **Media**.

Amanda, Lenny, Lily, and Ryan sit down to talk about the setting.

- Amanda, speaks up and mentions her love for the TV series Leverage.
- Lenny, by contrast, was reading up on the classics and suggests the Fafhrd and the Gray Mouser stories, written by Fritz Leiber.
- Lily decides to throw the TV series Babylon 5 into the mix.
- Ryan names the Game of Thrones series as a potential piece of media.

1. LIST MEDIA

AMANDA
Leverage (TV Series)

LENNY
Fafhrd and the Gray Mouser (Short stories)

LILY
Babylon 5 (TV Series)

RYAN
Game of Thrones (Novels)

STEP 2:
GATHER INSPIRATIONS

Go around the table again. Now, everyone explains what they like the most about their choice. Make a numbered list of these explanations under the heading of Inspirations. Each person can add more **Inspirations** to the list if they want.

This step is all about gathering ideas and brainstorming. You assemble a list of ingredients that you would like to include in the Setting. The more ingredients, the more material you have available to define the world. You don't have to use all of your inspirations, so don't worry if there are a lot of them on the list.

Now the group starts talking about the things that interest them from their media.

- Amanda explains that she loves the idea of a **heroic heists** in *Leverage*.
- Lenny was a fan of the **gritty urban adventures** of *Fafhrd and the Gray*.
- Lily tells the others that the **cosmopolitan cultural diversity** of *Babylon 5* is interesting.
- Ryan is a fan of the **subtle and hidden magic** in *Game of Thrones*.
- Amanda mentions that **swords** are great.
- Ryan mentions that **organized crime** would be a fun obstacle.

2. GATHER INSPIRATIONS

AMANDA   Heroic Heists
LENNY   Gritty Urban Adventures
LILY   Cosmopolitan Cultural Diversity
RYAN   Subtle and Hidden Magic
AMANDA   Swords
RYAN   Organized Crime

STEP 3:
DESCRIBE THE GENRE

As a group, consider all of the Inspirations and decide on a single genre for your Setting. Here are a few common genres you can pick from, though this isn't a comprehensive list.

- Alternate History
- Fantasy
- Modern
- Romance
- Mystery
- Horror
- Sci-fi
- Super-hero

Once you have your genre, you get to explain what exactly makes your Setting different from other Settings within the genre. Create a single adjective or noun to describe those differences. The best descriptors are emotional, cultural, or philosophical.

This step provides a common vision to interpret your inspirations and establish Facts. Write the genre and descriptor on the sheet.

The group settles on **Sword and Sorcery** as a genre pretty easily. Okay, Lenny did make a passing comment that a Romance would be interesting, but Amanda reminded them that swords are awesome.

Next up was coming up with a descriptor. Lily mentioned that a **Cosmopolitan** Sword and Sorcery would be a nice contrast with the other books and movies in that genre.

3. DESCRIBE GENRE

GENRE TYPE

Sword and Sorcery

DESCRIPTOR

Cosmopolitan

STEP 4:
DETERMINE THE SCALE

Decide how epic or personal your story will be.

The setting might be small or it might be vast, but where your stories take place determines the scale of your game.

In a small-scale game, characters deal with problems in a city or region, they don't travel a great deal, and the problems are local. A large-scale game involves dealing with problems that affect a world, a civilization, or even a galaxy if the genre you're playing in can handle that kind of thing. (Sometimes, a small-scale game will turn into a large-scale one over time, as you've probably seen in long-running novel series or television shows.)

Amanda likes the vibe of "guy and girl with sword," and thinks it'll shine as a small-scale game, where they might travel from town to town, but the problems they have to deal with are local—like a thieves' guild or the regent's vile machinations.

4. DETERMINE SCALE

SCALE DESCRIPTOR
Small Scale
    (Guy and Girl with Sword)

STEP 5:
ESTABLISH FACTS

In this step, you establish Facts about the setting. Each Fact expresses two different Inspirations on the sheet, and is established by asking a few questions.

Everyone at the table should take two tokens from the supply. The GM then starts the process by asking one question about the setting. Questions must be based on the Inspirations you previously created, and ideally, they should focus on how two specific inspirations interrelate.

Anyone with a token may put that token forward into the middle of the table and claim the right to answer that question by creating a Fact about the setting. The best Facts are evocative, concise and specific. Feel free to create some interesting names for people, event or factions, but you're not obliged to explain them. Everyone else can offer suggestions and elaborations on that Fact, but the person who paid the token gets the final say. So long as everyone is comfortable with a Fact, write it down on the sheet under the heading of **Facts**.

The person who just created that Fact now gets to ask his or her own question and let someone else respond to it. Continue to ask questions and establish Facts, until everyone has spent both their Tokens. When that happens, some common themes will emerge. This step helps you express the unique character of your setting, and ensures that the world is filled with content that the group is interested in.

Be considerate of the quieter members of the gaming group. This process is very engaging and exciting, which can lead to some people dominating the conversations.

Amanda asks why the nobility have so much power. Lenny pays a token and suggests that they control the guild of swordsmiths.

Lenny asks what ethnic groups are camped outside the city. Lily names them as the Benari and the Narnu.

Lily ask who is corrupting the nobility, to which Ryan answers by naming the Cult of Tranquility.

Ryan asks what marks members of the thieves guild, and Lenny pays his second token to describe ritual scarring.

Lenny asks what strange magics the Blades of Baland hold. Amanda responds they clearly steal the vitality from their victims.

Amanda asks why people avoid the streets at night, and Lily describes the rodents of unusual size who devour the unwary.

As Ryan has the only remaining token, Lily asks him to name the city and Ryan calls it Greywall.

5. ESTABLISH FACTS

The nobility controls the swordsmiths
The Benari and Narnu camp outside
The Cult of Tranquility is corrupting the nobles
The Thief-mark is ritual scars
The Blades of Baland steal vitality from their victims
Rodents of unusual size feast on the unwary at night
The City is called Greywalls

STEP 6:
CREATE A TITLE

This is a step where you get to step back and look at the setting on a whole. Consider all of the Facts and look to see if any common ideas emerge. This step helps you discuss all of the Facts and come to a common understanding of what the Setting is all about.
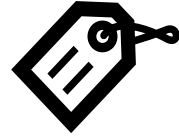
Try to express that with a short and evocative Title for the Setting. Suggest a few short titles for the game and select the best one.

You should be able to express the core concept of your Setting by stating your Title, followed by Genre Description you came up with in Step 3.

Title: Genre Descriptor

The group decides that this game should be called
Nightblades: Cosmopolitan Sword and Sorcery

6. TITLE

TITLE: GENRE DESCRIPTOR

NIGHTBLADES
Cosmopolitan Sword and Sorcery

STEP 7:
CREATE SPARKS

Now you have a general understanding of the backstory of your game. This step is where you create Sparks, the countless potential problems that might explode at any moment. These are the broad social, political, economic problems that could change or destroy society on a whole. Maybe there's a major culture clash, horrible disaster or demographic shift. Corrupt regimes, organized crime, a new pestilence, or a new technology all have the potential to spur the protagonists into action.

Creating these Sparks is a communal responsibility. In this step, each player gets a chance to create two Sparks. In the next step, the GM will select a few of these Sparks to create the actual Issues that are directly affecting the setting at the beginning of the story.

Go around the table, giving each player the chance to create their own Spark. As a player proposes a Spark, the other people at the table will check so that it makes sense, that it fits the setting you have created so far, and that the group is comfortable with the subject matter. When everyone agrees that a proposal is good, write it on sheet under the heading of **Sparks**.

Once each player has contributed one Spark, go around the table one more time so that every player can write in their second one. You will have four, six or eight Sparks, depending on the number of players.

Because there are three players (Lenny, Lily and Ryan) we have a total of six Sparks.

> Lenny: The Scar Triad dominates the criminal underworld.
> Lily: War between Benari and the Narnu.
> Ryan: Prophecy of the Doom that is to Come.
> Lenny: Noblemen are disappearing in the night.
> Lily: The alchemist guild discovers Dragon's Fire.
> Ryan: The first Benari joins to the guild of swordsmiths.

7. CREATE SPARKS

LENNY	
The Scar Triad dominates the underworld	
LILY	
War between the Benari and Narnu	
RYAN	
Prophecy of the Doom that is to Come	
LENNY	
Noblemen are disappearing in the night	
LILY	
Master of the alchemist guild discovers Dragon's Fire	
RYAN	
The first Benari joins to the Swordsmith's Guild	

A SPARK IN FATE CORE

STEP 8:
SELECT THE ISSUES

In this step, the GM looks over the list of Sparks and chooses three of them to focus on at the beginning of the game. Those become issues which directly affect the current society and the characters. Each Issue has its own game Aspect, to represent the influence of those issues.

First, she chooses one of the Sparks as a **Legacy Issue**. This used to be the dominant problem in the setting, and still influences current events in a limited way. Perhaps some alien race went mysteriously extinct 50,000 years ago, or the human and elves allied in an old war against a dark god. While the events may be waning in significance, they left their indelible mark on the world.

Next, she chooses one of the Sparks as a **Current Issue**. These are problems that currently exist in the world and threaten to disrupt the status quo. Almost every character is shaped by this Issue, either struggling to support it or stop it from happening. Each protagonist needs to tie into the Current Issue in some way, and this will likely dominate the first arc of any campaign. Maybe you are trying to build a unified alliance of countless alien races, or a dragon has reclaimed a mountain fortress.

Last, she chooses one of the Sparks as an **Impending Issue**. These are the problems and threats on the horizon. They are the seeds of future conflicts and the unanswered questions that you may have to face. Perhaps an ancient and powerful enemy shall return to conquer your civilization, or some new religion will spread across the empire.

Once you have chosen three Issues, work together as a group to create a game Aspect for each of them. Try to imagine situations in which the Issues might act as compels for protagonists, or invocations for foes. Write them down on the sheet under the heading of **Issues**.

The Aspect for the Current Issue will be felt in every scene of the game, and will have a strong influence over the narrative. At the beginning of each scene, the GM also chooses one of the two other game Aspects to be in effect. This means that each scene will either be looking forward towards the Impending Issue, or looking back at the legacy one. Each scene will have two of the three possible game Aspects.

These Issues will change and evolve as the players interact with the world. Every time the group reaches a Major Milestone, each Issue changes.

- The Legacy Issue will fade into history and the aspect removed.
- The Current issue will become the new Legacy Issue, as it diminishes in importance.
- The Impending Issue will become the new Current Issue, seizing the attention of the players.
- The GM will then choose a new Spark from your list to become the next Impending Issue.

Amanda decides that the Legacy Issue will be the second Spark, the Current Issue will be the first Spark and that the Impending Issue will be the third.

For the Legacy Issue, Ryan suggests the Aspect should be **The Bone War**, the title for that conflict between the Benari and the Narnu. Amanda agrees and writes it down.

For the Current Issue, they decide that **Scarred Streets** would reflect the Scar Triad domination of the criminal underworld and its negative influence on the city.

The Impending Issue inspired a lot of potential aspects. Lenny suggested just going with **Dooooooom!,** while Lily was considering **The Final Prophecy**. Amanda suggested that they instead go with **The Doom that is to Come**, and the others agree.

A SPARK IN FATE CORE

LEGACY ISSUE

War between the Benari and Narnu

LEGACY ASPECT

THE BONE WAR

CURRENT ISSUE

The Scar Triad dominate the underworld

CURRENT ASPECT

SCARRED STREETS

IMPENDING ISSUE

Prophesy of the Doom that is to Come

IMPENDING ASPECT

THE DOOM THAT IS TO COME

STEP 9:
CREATE FACES

Aspects are inherently nebulous things, full of potential meaning. In this step, create a number of Faces, characters who express those aspects in the story in a more concrete way.

Each Issue is represented by two different Faces; one defined by supporting for the aspect, and one that struggles against it. If the Aspect is "Might makes right", then your two Faces might be a vindictive criminal kingpin and a beleaguered judge. Both these characters express the Issue in very different ways.

While these Faces are important mechanically, don't worry about formal statistics. They don't have to be a single individual either; a pair of ruthless lieutenants, or a horde of minions would do the trick as well so long as they deal support or conflict with the Issue's Aspect.

Go around the table, giving each player the chance to claim at least one of the Faces. Each person gets to create an evocative name for each face, followed by a single sentence description. They can also choose one particular skill that the character has at a high level, based on the kinds of activities that Face typically performs. Since the GM is the one playing the Faces, she gets to veto or reinterpret them as she sees fit.

When you have your six Faces created, move onto the last step.

Now the group gets to create the various Faces who represent the Issues.

Lenny creates Hugo the Charitable, a lieutenant of the Scar Triad. He supports the game aspect of the Scarred Streets, running the local operation with a cruel fist. His key skill is Provoke.

Lily creates The Primarch, the leader of the Cult of Tranquility, whose identity is a mystery. He speaks for the Doom that is to Come, and spoke the Prophesy. His key skill is Lore.

Ryan comes up with a sympathetic character, Kale Westal, to act as Hugo's counterpart. She isn't cowed by Hugo's extortion, and will likely fall victim to an "accident." She fights against the Scarred Streets Aspect, and her key skill is Contacts.

Lenny, Lily. and Ryan create the next three Faces in the same fashion.

A SPARK IN FATE CORE

CURRENT SUPPORTER
Hugo the Charitable
DESCRIPTOR
A cruel lieutenant of the Scar Triad
SKILL
Provoke

IMPENDING SUPPORTER
The Primarch
DESCRIPTOR
Mysterious leader of the Cult of Tranquility
SKILL
Lore

CURRENT REJECTOR
Kale Westal
DESCRIPTOR
Not cowed by Hugo's extortion
SKILL
Contacts

STEP 10:
CREATE PLACES

Everything in the game needs to happen somewhere, and this step helps you create a variety of different locations that have deeper meanings.

Each Place represents one of the Sparks generated in Step 6 which is not yet an Issue. They will represent the different potential Issues and problems that have yet to emerge as full Issues.

Go around the table, giving each player the chance to claim one of the Places. Each person gets to create an evocative name for their location, followed by a single sentence description. What does this place look and sound like? Any strange smells or tastes? How busy or quiet is it?

They also create one situational Aspect for that location, based on the physical features of the place (Dark Alley, Frozen Lake) or contextual details (Suspicious Townsfolk, Lurking Terrors).

Once again, the GM gets an opportunity to veto any location or Aspect that she feels is out of line.

Of the original six Sparks, three have been used to create Issues, and the remaining three define Places.

Based on the fourth Spark, Lenny creates the Slate Streets. The noblemen use these secret rooftop pathways that the Noblemen for their clandestine nighttime meetings. They have the aspect Treacherous, as many a noblemen have fallen from the roofs at night.

Lily decides that the Alchemist Quarter, full of mysterious potions and perilous reagents, would be ideal for the fifth Spark. The aspect for this neighbourhood is Exotic, full of strange elixirs and foreign traders.

Ryan creates the final Place, based on the sixth Spark. The Benari Slums are the encampment just outside of the city walls, where the Benari people maintain their community. It is Dirt Poor, due to both the fallout of the Bone War and city-folk prejudice.

PLACE NAME
Slate Streets

DESCRIPTOR
The noblemen use secret rooftop pathways for clandestine nighttime meetings

SITUATIONAL ASPECT
Treacherous

PLACE NAME
Alchemist Quarter

DESCRIPTOR
Full of strange elixirs and foreign traders

SITUATIONAL ASPECT
Exotic

PLACE NAME
The Benari Slums

DESCRIPTOR
The Benari Community encampment just outside of the city walls

SITUATIONAL ASPECT
Dirt Poor

WORKSHEETS

You can find a two-page setting creation worksheet included in the DriveThruRPG digital file, as well as at the following URL.

http://tinyurl.com/mgdjk8c

The next four pages presents an example of what such a worksheet in practice, based on our running example.

Using the Worksheet

1. You start by listing your favourite **Media**. Each participant lists one book, film, game or comic they want to focus on.

2. Explain the **Inspirations** from your media. Each participant creates one based on their media.

3. Use those inspirations to **Describe the Genre**.

4. Decide how epic or personal in **Scale** your story will be.

5. **Establish Facts** about the setting, usually 2 per player.

6. **Create a Title** to focus your vision.

7. Create a list of 4-8 **Sparks** for the setting, each consisting of a different potential problems.

8. **Select the Issues**, picking three of them from the list of Sparks.

9. Create 6 **Faces;** two for each Issue.

10. Create 1-5 **Places,** one for each unused Spark.

WHAT'S THE OUTCOME?

Thanks to this process, the GM will have a number of resources at her disposal to help run the game for the group.

- A Legacy Issue, with an Aspect.
- A Current Issue, with an Aspect.
- An Impending Issue, with an Aspect.
- Six Faces, characters who represent the major Issues.
- Four, six, or eight Sparks; potential issues that might appear in later arcs of the campaign.
- One, three, or five Places that express those Sparks during play.

CREATING PROTAGONISTS

With all that, you can move on to character creation where each player can make a Protagonist. Consider how the Legacy Issue affected their character in their youth, and how they are dealing with the Current Issue in their daily life. Each protagonist should have some connections to the Faces and Places, to tie them into the world on a personal level. If it's difficult to relate the characters to the setting, then you may want to rethink your protagonists or revise your game so it will make a better fit for the new characters.

When you're making characters, you'll also discover a bit more about the setting as people talk about who their characters know and what their characters do. If anything comes up that should be added to your game creation notes, do so before pushing forward with playing the game.

SKILLS AND YOUR SETTING

A big part of your setting is what people can do in it. The various skills in Skills and Stunts cover many situations, but you'll want to look over them to see if any don't apply or if there's a skill you need to add.

Adding a skill is covered in more detail in the Extras chapter.

Now go explore this world!

WORKSHEET EXAMPLE PART 1

1. LIST MEDIA

AMANDA	Leverage (TV Series)
LENNY	Fafhrd and the Gray Mouser stories
LILY	Babylon 5 (TV Series)
RYAN	Game of Thrones (TV Series)

2. GATHER INSPIRATIONS

AMANDA	Heroic Heists
LENNY	Gritty Urban Adventures
LILY	Cosmopolitan Cultural Diversity
RYAN	Subtle and Hidden Magic
AMANDA	Swords
RYAN	Organized Crime

3. DESCRIBE GENRE

GENRE TYPE	Sword and Sorcery
DESCRIPTOR	Cosmopolitan

4. DETERMINE SCALE

SCALE DESCRIPTOR
Small Scale - Guy and Girl with Sword

5. ESTABLISH FACTS

The nobility controls the swordsmiths

The Benari and Narnu camp outside

The Cult of Tranquility is corrupting the nobles

The Thief-mark is ritual scars

The Blades of Baland steal vitality from their victims

Rodents of unusual size feast on the unwary at night

The City is called Greywalls

6. TITLE

TITLE: GENRE DESCRIPTOR
NIGHTBLADES: Cosmopolitan Sword and Sorcery

7. CREATE SPARKS

LENNY	The Scar Triad dominates the underworld
LILY	War between the Benari and Narnu
RYAN	Prophecy of the Doom that is to Come
LENNY	Noblemen are disappearing in the night
LILY	The alchemist guild discovers Dragon's Fire
RYAN	The first Benari joins to the guild of swordsmiths.

8. SELECT THE ISSUES

LEGACY ISSUE
War between the Benari and Narnu

LEGACY ASPECT
THE BONE WAR

CURRENT ISSUE
The Scar Triad dominates the underworld

CURRENT ASPECT
SCARRED STREETS

IMPENDING ISSUE
Prophesy of the Doom that is to Come

IMPENDING ASPECT
THE DOOM THAT IS TO COME

9. CREATE FACES (See Part 2)

10. CREATE PLACES (See Part 2)

A SPARK IN FATE CORE
FATE WORLD BUILDING

9. CREATE FACES

LEGACY ISSUE — War between the Benari and Narnu

LEGACY SUPPORTER

DESCRIPTOR

SKILL

LEGACY REJECTOR

DESCRIPTOR

SKILL

CURRENT ISSUE — The Scar Triad dominate the underworld

CURRENT SUPPORTER — Hugo the Charitable

DESCRIPTOR — A cruel lieutenant of the Scar Triad

SKILL — Provoke

CURRENT REJECTOR — Kale Westal

DESCRIPTOR — Not cowed by Hugo's extortion

SKILL — Contacts

IMPENDING ISSUE — Prophesy of the Doom that is to Come

IMPENDING SUPPORTER — The Primarch

DESCRIPTOR — Mysterious leader of the Cult of Tranquility

SKILL — Lore

IMPENDING REJECTOR

DESCRIPTOR

SKILL

WORKSHEET EXAMPLE PART 2

10. CREATE PLACES

SPARK	Noblemen are disappearing in the night
PLACE NAME	Slate Streets
DESCRIPTOR	The noblemen use secret rooftop pathways for clandestine nighttime meetings
SITUATIONAL ASPECT	Treacherous

SPARK	Master of the Alchemist Guild discovers Dragon's Fire
PLACE NAME	Alchemist Quarter
DESCRIPTOR	Full of strange elixirs and foreign traders
SITUATIONAL ASPECT	Exotic

SPARK	The first Benari joins to the Swordsmith's Guild
PLACE NAME	The Benari Slums
DESCRIPTOR	The Benari Community encampment just outside of the city walls
SITUATIONAL ASPECT	Dirt Poor

SPARK	
PLACE NAME	
DESCRIPTOR	
SITUATIONAL ASPECT	

SPARK	
PLACE NAME	
DESCRIPTOR	
SITUATIONAL ASPECT	

Create compelling settings with your friends

Play characters who test their strong convictions

Discover who your characters really are.

Spark Roleplaying Game

A game of building worlds and challenging your Beliefs within.

Written and design by Jason Pitre

Available at www.genesisoflegend.com

Do not be afraid;

Our Fate cannot be taken from us;

It is a Gift.

THE ENGLIGHTENED MAN

A Renaissance Superhero Setting for Spark and Fate Core

Written and design by Brian Engard

Available at www.genesisoflegend.com

1. LIST MEDIA

2. GATHER INSPIRATIONS

3-4. DESCRIBE GENRE and SCALE

GENRE TYPE

DESCRIPTOR

SCALE

5. ESTABLISH FACTS

TITLE: GENRE DESCRIPTOR

6. TITLE

7. CREATE SPARKS

8. SELECT THE ISSUES

LEGACY ISSUE

LEGACY ASPECT

CURRENT ISSUE

CURRENT ASPECT

IMPENDING ISSUE

IMPENDING ASPECT

SPARK IN FATE CORE

GAME CREATION WORKSHEET 1

9. CREATE FACES

LEGACY ISSUE
LEGACY SUPPORTER
DESCRIPTOR
SKILL

LEGACY REJECTOR
DESCRIPTOR
SKILL

CURRENT ISSUE
CURRENT SUPPORTER
DESCRIPTOR
SKILL

CURRENT REJECTOR
DESCRIPTOR
SKILL

IMPENDING ISSUE
IMPENDING SUPPORTER
DESCRIPTOR
SKILL

IMPENDING REJECTOR
DESCRIPTOR
SKILL

SPARK IN FATE CORE
GAME CREATION WORKSHEET 2

10. CREATE PLACES

SPARK
PLACE NAME
DESCRIPTOR
SITUATIONAL ASPECT

SPARK
PLACE NAME
DESCRIPTOR
SITUATIONAL ASPECT

SPARK
PLACE NAME
DESCRIPTOR
SITUATIONAL ASPECT

SPARK
PLACE NAME
DESCRIPTOR
SITUATIONAL ASPECT

SPARK
PLACE NAME
DESCRIPTOR
SITUATIONAL ASPECT