

THE ENLIGHTENED MAN

A RENAISSANCE SUPERHERO SETTING
BY BRIAN ENGARD

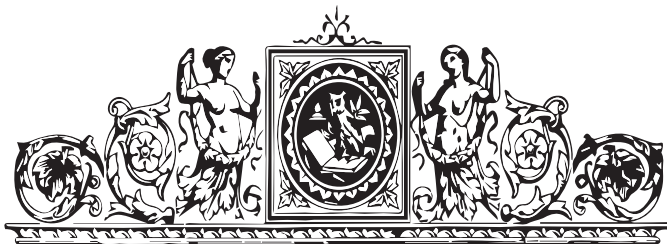


A Setting for **Spark** And **POWERED BY FATE**

THE ENLIGHTENED MAN

A RENAISSANCE SUPERHERO SETTING

Designed for use with Fate Core and the Spark Roleplaying Game



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It all started with Dante.

In 1308, Dante Alighieri discovered that he had the ability to see into the minds and souls of others... activating something in them. He saw the latent power within people, and he brought it forth, giving them abilities far beyond those of ordinary people. He hoped that these *Enlightened Men* would spread reason, peace, and justice for all.

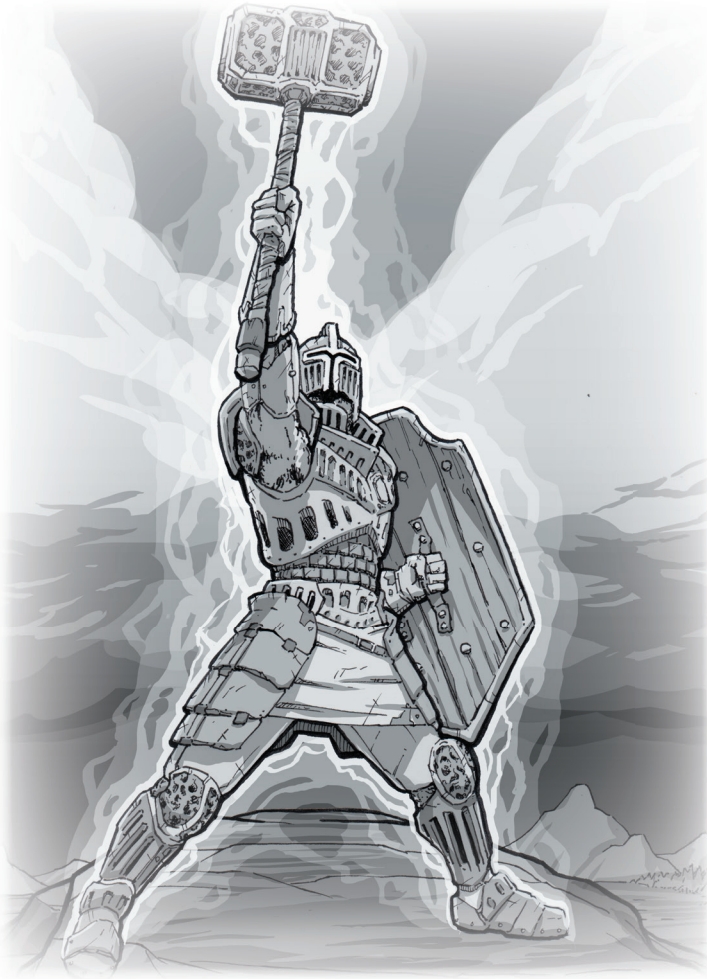
The Enlightened Men have strange new abilities, which may them powerful figures in the chaos of the changing world. Some can fly like an owl, gazing down from the heavens like unto angels. Others can hurl crimson lightning from their eyes that shatters solid stone. It is said that one woman can turn her skin to be like tempered steel, while another can heal from any wound.

These so-called Enlightened were hand-chosen by Dante, people whom he believed deserved Enlightenment, who could do good for the world. He soon discovered first-hand that power changes people, often for the worse, and many of these Enlightened used their power for selfish ends.

Worse still, the Enlightenment began to spread beyond Dante's control. He struggled to learn how it happened, but people seemed to become Enlightened simply by being around other Enlightened, with no apparent rhyme nor reason for the change. As more and more Enlightened appeared in Europe, Dante vowed never to inspire others to Enlightenment again, and went into hiding.

More than two hundred years later, Dante's gift has granted him extraordinary longevity, and more Enlightened exist than he ever thought possible. Political organizations and families like the Medici have begun to use the Enlightened for their own ends, hiring them as soldiers, thugs, spies, and assassins. Destructive, solipsistic Enlightened are everywhere, causing chaos and death. The Inquisition is in full force, and wants to burn every Enlightened at the stake, while the Pope has started to assemble an army of Enlightened "angels" to support the Church.

And all the while, more and more Enlightened are appearing every day. Where, then, do ordinary men, mere mortals, fit in?



ONE SETTING, TWO SYSTEMS

The Enlightened Man is a story of superheroes, struggling to serve their duty to what is right and to their society. It is the story of renaissance superheroes and supervillains fighting on the rooftops of Florence. The only way to do justice to both styles of play in this setting is to make it fit in two distinct roleplaying game systems.

THE COMMON THREADS

While both the game systems have their own discrete elements, they share much in common.

There are twelve major groups and political *Factions* which struggle with each other to influence this brave new world.

Each Faction has a *Mandate*, representing their goals and desires.

They also have an NPC who represents their interests, known as the *Face*.



The setting also provides a number of useful little details about the world.

There are ample descriptions of key *Places* where the Enlightened may frequent.

There are lists of the *Names* of women and men who may play an important role.

Lastly, there are the *Mysteries* which remain; questions unanswered and conflicts unresolved.

WHEN SPARK IS BEST

The renaissance was a time of profound philosophy, artistic innovation, and social upheaval. The literary works of Antiquity emerged and shaped the rebirth of Western Europe. When the Enlightened Men emerged, everyone tried to control them. The Church saw these men and women as divine agents. The wealthy merchant princes saw them as potent assets. Philosophers saw them as keys to unlock the mysteries of the universe.

When you use Spark, you explore the beliefs, convictions, and faiths of these Enlightened Men. Through play, you decide how this new world will change. Your powers give you the tools, yet only you can decide how to use them.

WHEN FATE CORE IS BEST

The Enlightened Men have broken free from the chains of ignorance. They make the first move, venturing out into this strange new world and make their mark on society. Armed with their superhuman gifts, they are ready to face the dangers that threaten all of the Italy. They make hard choices, protecting their families and doing what they know is right.

When you use Fate, you can make a difference. You can stand against the inquisition or join with the angels of the Church. You can protect the interests of the merchant princes, or spread dangerous new ideas. Make a stand!

ENLIGHTENED SPARK

This setting includes everything you need for a game of Spark, including:

Four *Setting Beliefs* which describe the conflicts of society.

Three *Agendas* for each Faction, describing their significant short-term goals.

Two *Strengths* and one *Weakness* for each Face.

A list of sample *Talents* (*Broad, Common and Deep*) which suit the renaissance world.

A list of sample *Enlightened Gifts*, each of which functions as a Deep Talent beyond the capabilities of common man.

Like in any other published setting for Spark, customize the setting before you begin.

1. Select three of the four Setting Beliefs for your game.
2. Rank your GM Attributes
3. Each person selects one Faction
4. Create Ties
5. Select initial Agendas

SPARK SETTING BELIEFS

Through reason alone can the world be made understandable

- Veritas
- The Papacy
- The University of Padua

The social contract demands that the Enlightened Men serve their nations

- The Medici
- The Pisa Underground
- The Venetian Assembly

Man is born free, and everywhere he is in chains

- The Black Death
- Sisters of Saint Benedict
- Studiolo Gentileschi

Power without conscience is the destruction of us all

- The Hand of God
- The Inquisition
- The Men of Palermo

ENLIGHTENED FATE

Genesis of Legend Publishing produced a free supplement for Fate Core, titled *A Spark in Fate Core* which presented some new options for building worlds in Fate. You can download the free, ENnie-award nominated supplement over at DrivethruRPG.com.

ENLIGHTENED POWERS

Each of the players will portray one of the Enlightened, blessed with superhuman powers. Each Enlightened has a different gift, said to express their inner natures. Each Enlightened Gift is a Stunt associated with a single linked skill. Gifts offer three benefits.

Homo Superior: When you are using your Gift and associated skill, you get a +2 in any challenge or conflict with the unenlightened. You may narrate how your gift overcomes the opposition.

Versatile Gifts: The Enlightened may use their Gifts in unusual ways; to attack, defend, create advantages, or overcome obstacles regardless of their linked skill.

Terrible Costs: The Enlightened are a threat to everything around them. Each major building, vessel, or innocent bystander functions as a boost for Gifts. You can invoke them for advantage, but will slay or destroy them in the process.

There are countless Gifts held by the Enlightened, and the most well-known are listed on page 45.

ASPECTS OF SOCIETY

When you play using Fate Core, you need to do a little preparation. As a group, you decide which of the mighty Factions are at the forefront of the action.

1. The group picks one *Legacy Faction*, whose glory is faded and day has passed.
2. The group picks one *Current Faction*, at the height of their power and influence.
3. The GM picks one *Impending Faction*, a future power on the rise.

The Current Faction's mandate functions as a Game Aspect in every scene for each scene. At the beginning of each scene, the GM chooses either the Legacy Faction or the Impending Faction to be influential, and their mandate also counts as a Game Aspect. This means that each scene has two Game Aspects in force.

The GM can use each of the Faces associated with the selected Factions. Each Face has two Strengths and one Weakness, which work as personal aspects in a game of Fate. The Faces also have one Iconic Skill, which represents their specialty.



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

1. The Legacy Faction fades into history and that aspect is removed from play.
2. The Current Faction becomes a Legacy Faction, diminishing in importance.
3. The Impending Faction becomes Current Faction, seizing the attention of the players.
4. The group chooses a new Faction to arise as the next Impending Faction.



GEOGRAPHY AND POLITICS

The world is in flux. Petty kings, merchant-princes, and powerful Enlightened Men vie for control over the civilized world.

At the southern tip of Italy's boot is the *Kingdom of Naples*, which swallowed up the rebellious island of Sicily a few decades ago. Ruled by Ferdinand the Catholic, Naples is little more than a puppet of the Papacy, and may simply become a part of the Papal States to the north before long.

The *Papal States* are the seat of power of Pope Alexander VI. Alexander has gained unnaturally long life and maintained his rule with the help of one of his many angels, men and women gifted with Enlightenment who serve the Church. The Papal States swallowed Siena some time ago, and they are on their way to taking Corsica and Sardinia soon.

Of course, no one can ignore *Sanctum degli illuminati*, a massive tower of iron that one Enlightened Man raised from the Tyrrhenian Sea. This artificial fortress is home to a heretical cult that holds sway over the vast waters.

Ruled by the French king Francois I, the *Duchy of Milan* is an uneasy neighbor of the Papacy. Francois has Protestant leanings, and sympathizes with the Sisterhood of Saint Benedict and their quest to hold the Pope accountable for his crimes.

Fiercely independent *Republic of Venice* is in a position of vulnerability. Though they have many Enlightened protecting the Republic, the city is ravaged by disease. Some say the plague is an unnatural one.

To the barbaric east holds the *Latvari*, a roving army of clockwork automata. The ruler of these automata is a despot, steel-masked Enlightened Man.

VERITAS

SETTING BELIEF

Through reason alone can the world be made understandable

MANDATE:

Use logic and science to unlock the secrets of the Enlightened Men

PROFILE:

Veritas is a loosely-organized secret society of scientists, logicians, and other thinkers dedicated to the greatest scientific mystery of the contemporary age: the Enlightened Men. Though the society contains no Enlightened among them, they frequently lend aid and support to Enlightened Men in exchange for the privilege of studying them. Veritas' chief goal is a better understanding of why and how the Enlightened Men came into being, and whether or not the process can be replicated. There are those within the society who are willing to go to extremes to see this work done.

AGENDAS:

- Steal the body of a dead Enlightened in order to study it
- Make an important scientific discovery
- Ally with an important Enlightened in exchange for information and study



NICCOLÒ DI BERNARDO DEI MACHIAVELLI

The patron and driving force behind Veritas, Machiavelli is consumed with the idea of discovering the secrets of the Enlightened Men.

Strength: Too Clever By Half

Strength: Charming

Weakness: A Man Obsessed

Iconic Skill: Contacts

THE PAPACY

SETTING BELIEF

Through reason alone can the world be made understandable

MANDATE:

Bring spiritual truth to the masses

PROFILE:

Shortly before he ascended to the papacy, Pope Alexander VI began to preach that the Enlightened Men were angels, sent from Heaven to show man the light of truth. He put out the call for these angels to come and speak the truth to him, but many came seeking guidance instead. It was then that Alexander knew that he'd been wrong; these were just mortal men and women with extraordinary powers. And that was when he saw an opportunity. He began to indoctrinate these Enlightened, engendering loyalty in them, and he presented them as the angelic protectors of the Church, giving them each angelic names and purposes. One of his "angels" even allows him to extend his life indefinitely. He quickly became pope, and since that time, the Papacy's power has increased tenfold.

AGENDAS:

- Burn an important scientist as a heretic
- Gain a new angelic protector
- Have a rival Enlightened silently murdered

NETZACH

The Pope's most trusted angel, Netzach has the power grant life or death with a touch of her hand.

Strength: Dedicated

Strength: Gift of Life and Death

Weakness: Teenage Naiveté

Iconic Skill: Provoke

THE UNIVERSITY OF PADUA

SETTING BELIEF

Through reason alone can the world be made understandable

MANDATE:

Provide learning and training for the Enlightened Men

PROFILE:

When Pope Alexander VI started to establish his Order of Angels, other Enlightened of a less spiritual bent started to seek answers elsewhere. Many travelled to universities throughout Europe, but none became the home of so many Enlightened at the University of Padua. There, people with strange powers could seek answers, and were offered them. Some Enlightened even became teachers at the University, and began teaching other Enlightened how to practice their powers. Before long, Padua became the unofficial school for Enlightened.

AGENDAS:

- Make a scientific discovery that unlocks Enlightened potential in a normal person
- Provide training for one of the most powerful Enlightened in the world
- Reject a large group of non-Enlightened for teaching



GALILEO GALILEI

A heretical thinker, Galileo is one of the most brilliant minds in Italy.

Strength: Brilliant Scientist

Strength: Respected by his Peers

Weakness: Unpopular with the Church

Iconic Skill: Lore

THE MEDICI

SETTING BELIEF

The social contract demands that the Enlightened Men serve their nations

MANDATE:

Expand the power and influence of the House of Medici throughout Europe

PROFILE:

In the early 16th century, Alessandro de' Medici began to quietly hire Enlightened to work for his House, acting as enforcers, bodyguards, and assassins. More and more Enlightened joined the Medici, and soon Alessandro saw an opportunity to expand his power base within Florence. Using Europe's largest team of Enlightened Men, as well as a sizeable army of ordinary soldiers, he moved north and swallowed up the city-states above him, and took the Republic of Savoy to the south. He dares not march against the Papal States yet, but his hungry eyes are on Milan and Venice even now.

AGENDAS:

- Wage war on a neighboring city-state
- Assassinate a powerful political rival
- Gain a powerful new Enlightened agent

MASSIMO BRUNO

The captain of the Medici Enlightened Army and Alessandro's personal bodyguard, Massimo is one of the most dangerous Enlightened in Europe.

Strength: Unswervingly Loyal

Strength: Fire Control

Weakness: Lust for Violence

Iconic Skill: Shoot



THE PISA UNDERGROUND

SETTING BELIEF

The social contract demands that the Enlightened Men serve their nations

MANDATE:

Topple the Medici, and create a society where the Enlightened serve everybody

PROFILE:

Though seen as an inconvenient group of rabble-rousers and malcontents, the Underground is much larger and better organized than most people realize. Though ostensibly a group comprised of students from the University of Pisa, the Underground has more French members than members of any other nationality, and its de facto leader, Alain Bordelon, is Parisian. The Underground believes the Medici to be one of the greatest threats to freedom in Europe, and subtly undermines their efforts by distributing literature, teaching secret classes, and even using violence when necessary. There are a few Enlightened in the organization, but not nearly enough.

AGENDAS:

- Create an explosion in a key Medici stronghold
- Recruit a powerful Enlightened
- Pass out flyers containing damning evidence

ALAIN BORDELON

A Parisian student studying in Pisa, Alain is charismatic and passionate, if a little misguided.

Strength: Way with People

Strength: Connections

Weakness: Axe to Grind

Iconic Skill: Provoke



THE VENETIAN ASSEMBLY

SETTING BELIEF

The social contract demands that the Enlightened Men serve their nations

MANDATE:

Protect the people and interests of Venice

PROFILE:

Though there are many teams of Enlightened sworn to serve and protect particular nations or city-states, the Venetian Assembly was the first such organization to come into being. Founded by Abrielle Caiazzo, a woman who can fly and lift enormous objects with her mind, the Assembly contains between twelve and fifteen Enlightened of varying power levels at any given time. Their identities are public, and they serve willingly, though what they see as “protecting the interests of Venice” is not always the same thing that Venetians actually want.

AGENDAS:

- Have a large, destructive battle with another group of Enlightened
- Refuse to protect the city from a great threat
- Attack a nearby city-state

ABRIELLE CAIAZZO

One of the few Enlightened Women in a position of power, Abrielle is powerful, both in terms of her abilities and her personality.

Strength: Forceful Personality

Strength: Telekinesis

Weakness: Quick to Anger

Iconic Skill: Will

THE BLACK DEATH

SETTING BELIEF

Man is born free, and everywhere he is in chains

MANDATE:

Free man from the burden of poverty

PROFILE:

Robert Smith was born into a poor family, but built a small mercantile empire in the wool trade. His son, Henry Smith grew up with wealth, never knowing the desperation of poverty or the pain of fruitless toil. He instead grew to hate the poor wretches, and seek to remove them from civilized society. When Henry became Enlightened, he gained dominion over pestilence and slew his father to claim his inheritance. His loose-knit cult, the Black Death, spreads the disease he bottles. Henry, now known as the Plague Doctor, seeks to free the world from the burden of poverty, and to free the poor from the burden of life.

AGENDAS:

- Create a deadly pestilence on the docks in a large city
- Wipe out a monastery dedicated to helping the poor
- Kill a prominent leader of the Labourer's Guild.

THE PLAGUE DOCTOR

Born Henry Smith, the Plague Doctor came to Italy from Britain, and he has been waging his quiet war against the poor ever since.

Strength: Loyal Followers

Strength: Disease Control

Weakness: Single-Minded

Iconic Skill: Stealth



SISTERS OF SAINT BENEDICT

SETTING BELIEF

Man is born free, and everywhere he is in chains

MANDATE:

Spread knowledge and learning so that people might free themselves from the corrupt Papacy

PROFILE:

Founded on the teachings of the patron saint of students, the Sisters split from the Catholic Church when they realized that the pope was using Enlightened as tools to amass power and immortality for himself. The Sisters believe that people should be free to make their own decisions and, as such, they spread flyers and pamphlets using a pair of printing presses that a generous parishioner provided for them. They are careful not to denounce the Church; instead, they spread literature filled with mere facts and histories, and they allow people to make up their minds for themselves. The Church, of course, still sees the Sisters as a threat.

AGENDAS:

- Accidentally incite a riot in front of a cathedral
- Gain the aid of a powerful noble or Enlightened
- Publish a pamphlet containing explosive evidence of papal wrongdoing

NABBESS LUCIA-CAMILLA CROCETTI

The Abbess is kind, intelligent, and determined to see the Papacy return to a more righteous path.

Strength: Strong-Willed

Strength: Loyalty of the Sisters

Weakness: Papal Target

Iconic Skill: Rapport

STUDIOLO GENTILESCHI

SETTING BELIEF

Man is born free, and everywhere he is in chains

MANDATE:

Provide a place of learning and discourse for the disenfranchised

PROFILE:

The painter, Artemisia Gentileschi, became a Papal target for her paintings. Alexander VI heard whispers of many paintings of prominent Biblical women, and began to publicly denounce her for her work. Rather than give in to the pressure he was putting on her, she founded her own studiolo, and declared it a place where those who Alexander VI found distasteful could come and share ideas, learn from each other, and create their works.

AGENDAS:

- Create a controversial masterpiece
- Provide shelter to a “criminal”
- Stage a public showing of controversial artwork



ARTEMISIA GENTILESCHI

A painter of extraordinary talent and a woman of extraordinary will, Gentileschi refuses to bow to Pope Alexander's pressures.

Strength: Artistic Genius

Strength: Determined

Weakness: Controversial

Iconic Skill: Craft

THE HAND OF GOD

SETTING BELIEF

Power without conscience is the destruction of us all

MANDATE:

Create a paradise on Earth for the faithful

PROFILE:

Though they started as a simple religious organization for Enlightened, the Hand of God took a sinister turn when Alfonso de Luca assumed control. De Luca perverted the group, convincing the others that it was their duty and their right as Enlightened Men to remake the world as they saw fit, to create a paradise for the faithful, and to burn the faithless. They are responsible for numerous murders, fires, and atrocities.

AGENDAS:

- Burn down a "faithless" church
- Crucify civilians in the town square
- Kill one of the Pope's angels

ALFONSO DE LUCA

Punished for his gifts when he was a child, Alfonso grew into a bitter, violent man with a superiority complex.

Strength: Force of Personality

Strength: Gravity Control

Weakness: Zealot

Iconic Skill: Provoke

THE INQUISITION

SETTING BELIEF

Power without conscience is the destruction of us all

MANDATE:

Purge the heretical Enlightened from the world

PROFILE:

The Inquisition has always pursued witches and heretics with a vengeance, but the Enlightened pose an entirely new threat. Although the Pope has declared the Enlightened “angels,” the Inquisition knows that many of them are violent and selfish, and it is clear to them that the Enlightened are simply demons in disguise, sent by the Enemy to wreak havoc upon the world. Their goal is to purge them from the world in the Lord’s cleansing flame.

AGENDAS:

- Conduct a public burning of Enlightened
- Publicly denounce the Pope’s use of Enlightened
- Whip a mob up into an anti-Enlightened hysteria

INQUISITOR BARTOLOMEO GRONCHI

The current leader of the Inquisition, Bartolomeo leads these fanatics with an enthusiasm that borders on glee.

Strength: Enormous Following,

Strength: Mind Control

Weakness: Secretly Enlightened

Iconic Skill: Deceive



THE MEN OF PALERMO

SETTING BELIEF

Power without conscience is the destruction of us all

MANDATE:

Find a way to allow Enlightened to exist peacefully in the world

PROFILE:

Italy is full of power-hungry despots, Enlightened tyrants, and those who want to burn everyone who doesn't match their world views. When Dante Alighieri saw the world that he had inadvertently created, he formed the Men of Palermo as a response, as a group that could stand as an example of Enlightened coexistence. He inspired a few people into Enlightenment, recruited some others, and set about creating a group of like-minded people who could help him change the world, this time for the better.

AGENDAS:

- Quell an anti-Enlightened riot
- Stop a violent group of Enlightened from hurting people
- Face down the Inquisition in public

DANTE ALIGHIERI

Dante's unnaturally long life has allowed him to see the Enlightened become a force for tyranny, as well as the target of aggression and prejudice.

Strength: Sense of Justice

Strength: Gift of Inspiration

Weakness: Weary

Iconic Skill: Resources



PLACES

THE HALL OF TRUTH

Secret meeting area and laboratory for Veritas

Aspect: Repository of Knowledge

LA SALA DEGLI ANGELI

A secret chamber within the Vatican where the Pope's angels are housed and trained

Aspect: Brimming with Barely-Controlled Power

IL TEATRO ANATOMICO

A room designed for the public dissection of human bodies

Aspect: Sharp Tools Everywhere

THE CATACOMBS

A series of tunnels and chambers used by the Underground

Aspect: Labyrinthine Layout

IL PALAZZO MEDICI

Heart of the Medici army

Aspect: High Security, Low Trust

THE TOWER OF VENICE

Descriptor: A massive building in the Piazza San Marco, headquarters of the Assembly

Aspect: Monolithic Fortress



THE SHROUDED ORPHANAGE

The Black Death's base of operations, it moves from place to place, cooking up plagues

Aspect: Filled with Death

THE MONASTERY OF SAINT BENEDICT

The center of the Sisterhood's fight against the Pope

Aspect: Books and Printing Presses Everywhere



STUDIOLO GENTILESCHI

An unobtrusive studiolo full of scholars, artists, and writers

Aspect: Full of Unpopular Ideas

DUOMO DI LUCE

A shining tower on a small island off the coast, the Duomo is home to the Hand of God

Aspect: Only for the Enlightened

ARA PACIS

Once an altar to the Roman god of peace, this is now the meeting place of the Inquisition in Rome

Aspect: Enlightened Not Welcome

VILLA ALIGHIERI

Dante Alighieri's sprawling villa, a place of learning and acceptance

Aspect: Have Hope, All Ye Who Enter Here

TALENTS

BROAD (+1)

Geography

Interaction

Business

Religion

Warfare

Rhetoric

Fighting

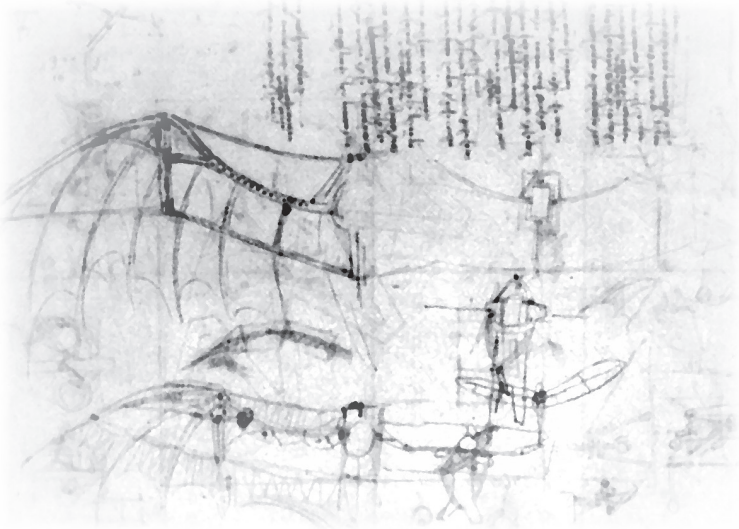
Science

Infiltration

Politics

Trade

Art



COMMON TALENTS (+2)

Italian Geography	Deceit
European Geography	Flattery
Finance	Military Advances
Connections	Civil Advances
Tactics	Catholicism
Military Structure	Pagan Religions
Swords	Anatomy
Bows	Physics
Impersonation	Debate
Sneaking	Philosophy
Haggling	Painting
Appraisal	Writing

DEEP TALENTS (+3)

The Papal States	Disguise
Sicily	False Identities
Spain	Blending In
The British Isles	Shadowing
Mercantilism	Selling High
Bribery	Buying Low
Political Contacts	Art Appraisal
Church Contacts	Forgery
The Medici Military	Lying
The Papal Military	Compliments
Battlefield Command	Powder Weapons
Enlightened Warfare	Flying Machines
Rapiers	Printing Press
Broadswords	Humanism
Longbows	Church Hierarchy
Crossbows	The Inquisition

The Roman Pantheon

Political Debate

Roman Sacrificial Rites

Greek Philosophy

The Human Body

Roman Philosophy

Enlightened Anatomy

The Works of da Vinci

Laws of Motion

The Works of Gentileschi

Calculus

The Works of Alighieri

Religious Debate

The Works of Luther





ENLIGHTENED GIFTS (+3)

Inhuman Speed	(Athletics)
Intangibility	(Burglary)
Shapechanging	(Contacts)
Living Artifice	(Crafts)
Memory Manipulation	(Deceive)
Flight	(Drive/Pilot)
Weather Witchery	(Empathy)
Inhuman Strength	(Fight)
Timeshifting	(Investigate)
The Secrets Arcane	(Lore)
Inhuman Senses	(Notice)
Skin of Steel	(Physique)
Weight Control	(Provoke)
Telepathy	(Rapport)
Devil's Luck	(Resources)
Blast	(Shoot)
Shadow Control	(Stealth)
Telekenesis	(Will)

THE NAMES OF WOMEN

Agnella	Bona	Fiametta
Agnese	Buona	Filippa
Agnola	Catalina	Fiora
Alessandra	Caterina	Flora
Anastasia	Chola	Francesca
Andrea	Cicilia	Gemma
Andreuola	Ciecherella	Ghinga
Angela	Ciosa	Ghita
Antonia	Ciuta	Gianetta
Bandecca	Cristina	Gilia
Bartola	Dea	Ginevra
Bartolomea	Diana	Giovanna
Bella	Dolce	Giuliana
Belloza	Druda	Gostanza
Bice	Elizabeth	Grana

Isabetta	Magdalena	Piera
Jacopa	Maria	Paula
Joanna	Marsilia	Rigarda
Lagia	Martinella	Riguardatta
Lapa	Masina	Salvaza
Lena	Mea	Sandra
Leonarda	Nanna	Santa
Letta	Mella	Serena
Lippa	Nencia	Simona
Lisa	Nezetta	Stella
Lisabetta	Nicolosa	Taddea
Lorenza	Novella	Tessa
Lucia	Nucca	Tomasia
Lucrezia	Pasqua	Tommasa
Madelena	Pia	Veroncia

THE NAMES OF MEN

Agnolo	Filippo	Leonello
Agostino	Fiorentino	Lorenzo
Alfonso	Francesco	Ludovico
Alessandro	Galeazzo	Marsilio
Alessio	Gasparo	Matteo
Andrea	Gianfrancesco	Niccolo
Benvenuto	Giorgio	Ottavio
Borso	Giotto	Paolo
Carlo	Giovanni	Pierandrea
Cosimo	Giulio	Piero
Cristoforo	Giuseppe	Pietro
Daniele	Guidobaldo	Prospero
Domenico	Karl	Sigismondo
Ercole	Jacopo	Thomas
Federigo	Leonardo	Ulisse

THE NAMES OF FAMILIES

Arendt	d'Este	Gonzaga
Arcimboldo	da Montefeltro	Gritti
Baldovinetti	da Vigo	Loredan
Barbarigo	de'Barbari	Malatesta
Beaudin	de'Medici	Mocenigo
Bellini	de' Rossi	Novak
Bronzino	Donato	Rosso
Carafa	Farnese	Sforza
Cellini	Fontana	Vasari
Contarini	Fonte	Veneziano
Crivelli	Foscari	Visconti

Most names retrieved from the Peiraeus Public Library at
[http://www.peiraeuspubliclibrary.com/names/renaissancenames/
RenaissanceItalianNames.html](http://www.peiraeuspubliclibrary.com/names/renaissancenames/RenaissanceItalianNames.html)

MYSTERIES AND CONFLICTS

QUESTIONS UNANSWERED

- Why does Dante (and only Dante) have the ability to directly inspire Enlightenment?
- How does Enlightenment spread?
- What is Pope Alexander VI's agenda?
- What was the purpose of the Pisa Catacombs?
- Why do the Enlightened have unnaturally long lives?
- Where did the Enlightenment come from?

CONFLICTS UNRESOLVED

- Enlightened violence in the streets
- The Papacy is expanding northward
- Dante Alighieri has been kidnapped
- The Inquisition is a threat to all Enlightened
- Student uprisings in Pisa are turning violent
- The Medici expand their power base ever more
- Racial tension brews in southern Italy
- Venice and Milan are rattling their sabers
- Everyone wants to know why the Enlightened exist
- Great discoveries lead to even greater tension

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What will you become?"



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