

Spark Roleplaying Game Cheat Sheet

Published Settings	Notes	Character Creation
1. Give the Introduction (p18)	<i>Page numbers are from the First Edition, July 2013.</i>	1. Initial Concept (p52)
2. Select your Setting Beliefs (p19)		2. Beliefs (p54)
3. Rank the GM's Attributes (p20)		3. Attributes (p58)
4. Select your Factions (p21)		4. Talents (p62)
5. Record the Faces (p22)		5. Personal History Questions (p68)
6. Create Ties (p24)		6. Prelude (p72)
Select Initial Agendas (p26)		
Custom Settings		
1. List your Favourite Media (p29)		
2. Gather Inspirations (p30)		
3. Describe the Genre (p31)		
4. Establish Facts (p32)		
5. Create a Title (p34)		
6. Create Setting Beliefs (p36)		
7. Rank the GM's Attributes (p38)		
8. Create the Factions (p40)		
9. Create the Faces (p42)		
10. Create Ties (p44)		
11. Create Agendas (p46)		

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Mechanics

- 1. Advancing (p78)
- 2. Framing (p80)
- 3. Collaboration (p82)
- 4. Conflict (p86)
- 5. Closing (p90)
- 6. Reflecting (p94)

There may be multiple scenes, in which case steps 2-5 will be repeated until all scenes are completed.