

## Spark Roleplaying Game Cheat Sheet by zdl via cheatography.com/171080/cs/35876/

#### **Published Settings**

- 1. Give the Introduction (p18)
- 2. Select your Setting Beliefs (p19)
- 3. Rank the GM's Attributes (p20)
- 4. Select your Factions (p21)
- 5. Record the Faces (p22)
- 6. Create Ties (p24)

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)

#### Notes

Page numbers are from the First Edition, July 2013.

#### **Character Creation**

- 1. Initial Concept (p52)
- 2. Beliefs (p54)
- 3. Attributes (p58)
- 4. Talents (p62)
- 5. Personal History Questions (p68)
- 6. Prelude (p72)

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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.



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