



## THE CORE IDEA

Your character is defined by **4 Sparks** — skills, talents, or defining traits. Each Spark has a die rating from **d4** (novice) to **d20** (legendary).

When you attempt something risky, roll your Spark die against a Fate die. Higher wins, ties create twists, and margins matter.

## CHARACTER CREATION

**Concept:** One sentence describing who they are

**4 Sparks:** Pick from the list or create your own

**Assign Dice:** d8, d6, d6, d4 to your Sparks

**Grit:** Start with 3 (maximum 5)

## THE CORE ROLL

1. Roll Your Spark Die

Use the die rating of your most relevant Spark. No relevant Spark? Roll d4. Two apply? Roll the higher die with +2.

2. Roll the Fate Die

Difficulty	Die
Standard	d4
Challenging	d6
Hard	d8
Desperate	d10
Impossible	d12

3. Compare Results

Comparison	Result	Effect
Spark > Fate	<b>SUCCESS</b>	Achieve your goal
Spark = Fate	<b>TWIST</b>	<b>Success with a cost</b>
Spark < Fate	<b>SETBACK</b>	Things go wrong
Win by 5+	<b>CRITICAL</b>	Bonus effect!
Lose by 5+	<b>DISASTER</b>	Lose 1 Grit

## GRIT

Reserve of stamina, luck, willpower, health. Start 3, max 5.

Spend:

- Reroll any die (yours OR Fate's)
- Avoid a consequence that takes you out
- Declare a minor narrative detail

Lose:

- Disaster (lose by 5+) or serious hit in conflict

At 0 Grit:

Done — captured, unconscious, fled, or broken. Short rest: recover 1. Between adventures: full.

## ADVANCEMENT

After an adventure, choose ONE:

**Sharpen a Spark:** d4d6d8d10d12d20

**New Spark:** Add one at d4 (max 6 total)

**Toughen Up:** +1 max Grit (max 5)

## CONFLICT

Quick Conflicts

Single roll: Your Spark vs opponent's Spark die.

Extended Conflicts

- Winner deals 1 Grit damage
- Twist = both trade blows (1 Grit each)
- Critical = 2 Grit damage

NPC Threat Levels

Threat	Die	Grit
Mook	d4	1
Trained	d6	2
Dangerous	d8	3
Elite	d10	4
Legendary	d12	5+

## THE SPARK LIST

Pick any 4 that fit your character — or create your own!

### PHYSICAL

Scrapper	brawling, melee
Fleet Foot	speed, agility, dodging
Ironhide	toughness, endurance
Sure Shot	ranged weapons, aiming
Shadow Step	stealth, hiding
Brute Force	strength, breaking
Climber	athletics, jumping
Survivor	harsh conditions

### MENTAL

Keen Eye	noticing, spotting danger
Puzzle Mind	logic, deduction
Lore Keeper	history, legends
Tinker	crafting, repairing
Healer's Hand	medicine, wounds
Tactician	planning, strategy
Scholar	research, languages
Hacker	systems, codes, security

### SOCIAL

Silver Tongue	persuasion, charm
Iron Will	resisting, courage
Street Savvy	underworld, crime
Noble Bearing	leadership, authority
Performer	acting, music, art
Empath	reading emotions
Negotiator	deals, bargaining
Intimidator	threats, fear

### WEIRD

Hexcraft	spells, curses, rituals
Ghost Touch	spirits, undead
Wyrd Sense	premonitions
Beast Bond	animal communication
Void Walker	dimensions, portals
Machine Whisper	tech, AI
Fate Weaver	luck, probability
Psion	telepathy, telekinesis

Custom Sparks

"Former Pirate Captain", "Cybernetic Arm", "Raised by Wolves"...

## SOLO ORACLE

## Yes/No Questions (Roll 2d6)

Roll	Answer
2	No, and... (complication)
3-5	No
6	No, but... (silver lining)
7	Yes, but... (with cost)
8-10	Yes
11-12	Yes, and... (bonus)

Modifiers: +1 likely, -1 unlikely, ±2 very

## Scene Spark (Roll d6 Twice)

First d6: 1-2 Threat, 3-4 Opportunity, 5-6 Twist

#	Threat	Opportunity	Twist
1	Enemy appears	Item found	Not what it seems
2	Environment	Ally appears	Connection
3	Time pressure	Weakness shown	Third party
4	Resource loss	Shortcut	Stakes change
5	Ally danger	Info surfaces	Hidden truth
6	Old problem	Enemy distracted	Tables turn

### Tips for Solo Play

- Ask specific yes/no questions
- Embrace unexpected results
- Use Scene Spark when stuck
- Write brief notes to track threads

## PROBABILITY REFERENCE

Success rate (including Twist):

Spark \ Fate	d4	d6	d8	d10	d12
d4	62%	42%	31%	25%	21%
d6	79%	58%	44%	35%	29%
d8	88%	71%	56%	45%	38%
d10	93%	80%	66%	55%	46%
d12	96%	86%	74%	63%	54%

## EXAMPLE CHARACTERS

### Kira, Wasteland Scavenger

Survivor d8 • Keen Eye d6 • Tinker d6 • Fleet Foot d4 • Grit: 3

### Brother Aldric, Disgraced Templar

Scrapper d8 • Iron Will d6 • Lore Keeper d6 • Healer d4 • Grit: 3

### ARIA-7, Rogue Synthetic

Machine Whisper d8 • Puzzle Mind d6 • Ironhide d6 • Empath d4 • Grit: 3

### Whisper, Back-Alley Fixer

Street Savvy d8 • Silver Tongue d6 • Shadow Step d6 • Keen Eye d4 • Grit: 3

## RANDOM GENERATORS

### NPC Generator (d6 each)

#	Role	Trait	Want	Quirk
1	Guard	Nervous	Money	Scar
2	Merchant	Greedy	Revenge	Accent
3	Criminal	Honor	Safety	Tic
4	Scholar	Secretive	Knowledge	Pet
5	Traveler	Friendly	Power	Obsession
6	Outcast	Desperate	Escape	Phrase

### Location Generator (d6 each)

#	Type	Condition	Feature	Mood
1	Building	Pristine	Loot	Peaceful
2	Wilderness	Lived-in	Trapped	Tense
3	Underground	Damaged	Inhabited	Eerie
4	Settlement	Abandoned	Shortcut	Chaotic
5	Ruin	Dangerous	Dead end	Oppressive
6	Vehicle	Hidden	Secret	Mysterious

### Plot Hook Generator (d6 each)

#	Threat	Complication	Goal
1	Ancient evil	Betrayal	Find artifact
2	War coming	Ticking clock	Protect someone
3	Plague	Moral dilemma	Uncover truth
4	Resources gone	Hidden identity	Stop ritual
5	Rival rises	Collateral	Escape region
6	Nature rebels	Personal stake	Forge alliance

## OPTIONAL: EXPLODING SPARKS

For more heroic, dramatic play with bigger swings.

### Variant A: Automatic Explosions

Roll max on your Spark die? It **explodes**: roll again and add.

- Only Spark dice explode — Fate never explodes
- No chain explosions — stop after one

Ex: Scrapper d8 vs Hard d8. Roll 8 — explodes! Roll 5. Total 13 vs Fate 6 = CRITICAL!

### Variant B: Grit-Fueled Explosions

Roll max? Spend 1 Grit to explode. Decide after seeing Fate.

### Explosion Rates

Die	Chance	Max	d4	d6	d8	d10	d12
d4	25%	8	62%	49%	39%	31%	26%
d6	17%	12	75%	58%	48%	40%	34%
d8	12.5%	16	81%	69%	56%	47%	41%
d10	10%	20	85%	75%	65%	55%	47%
d12	8%	24	88%	79%	71%	62%	54%

Success rates include explosions vs Fate die (columns d4-d12). Smaller dice benefit most!

**Use explosions:** pulpy heroic games, dramatic swings

**Skip explosions:** gritty realism, tight probability

## QUICK REFERENCE

Spark > Fate = SUCCESS • = TWIST • < SETBACK • 5+ = CRIT • 5- = DISASTER

**Difficulty:** Standard d4 • Challenging d6 • Hard d8 • Desperate d10 • Impossible d12

**Grit (3/5):** Spend: Reroll | Avoid KO | Detail. Lose: Disaster | Hit. Rest=1, Full=All.

**Oracle (2d6):** 2 No,and • 3-5 No • 6 No,but • 7 Yes,but • 8-10 Yes • 11-12 Yes,and

**Conflict:** Win=1 Grit • Twist=trade • Crit=2. Mook d4/1 • Trained d6/2 • Dangerous d8/3 • Elite d10/4 • Legend d12/5+

**Exploding:** Roll max □ roll again, add. Grit ver: spend 1 to trigger.