SPARK

RPG

VITAVERSE RULEBOOK



LEVELS 1-3

ORDER • TRUTH • LOVE



VITAN BOOK DESIGN

PAGE ONE • THE VISUAL SYSTEM

Cinematic images. Clear instruction. One consistent visual language.

SHARED HEADER

Running label, strong title, gold subtitle.

LEFT: INVITE THE READER

Story, people, places, and action.

RESCUE AT DAWNLIGHT

PEOPLE SAVE PEOPLE



A TEAM. A PLAN. A SAFER TOMORROW.

When disaster strikes, Vitan officers respond with skill, compassion, and discipline. This chapter shows how teams work together to save lives and restore hope.

THE RESCUE PROCESS

SIX CLEAR STEPS

STEP	ACTION	KEY POINT
1	ASSESS	Understand the situation and identify risks.
2	SECURE	Make the area safe for all personnel.
3	AID	Stabilize and care for those in need.
4	EVACUATE	Move people to safety using planned routes.
5	SUPPORT	Provide ongoing help and resources.
6	REVIEW	Capture lessons learned to improve future response.

KEY PRINCIPLE

Every action should protect life, reduce suffering, and build a safer future.

RIGHT: MAKE IT USABLE

Rules, diagrams, examples, and reference.

SHARED FOOTER

Page number, book title, approved emblem.

Reference spreads may use matching grids on both pages.

THE PRODUCTION COLOURS

WHITE
#FFFFFF
The page.

NAVY
#07164F
Titles and body text.

GOLD
#D98A00
Rules, labels, and accents.

Production colour targets chosen to match the approved images.

VISUAL HIERARCHY

Title → main image or table → section headings → details.

SPACE TO READ

White space separates ideas.
One useful message per panel.

IMAGES TEACH

Use accurate characters, equipment, and symbols. Show an action clearly.

GOLD ORGANIZES

Thin borders and arrows guide the eye.
Keep decoration restrained.

BUILD AS TWO REAL PAGES

One portrait page per image. Identical dimensions, aligned margins, matching headers and footers.
Keep important content away from the gutter.

ORDER IN THE LAYOUT. TRUTH IN THE CONTENT. LOVE FOR THE READER.

TYPE & PAGE SPECS

PAGE TWO • A REPEATABLE STANDARD

RECOMMENDED PRODUCTION SPECIFICATIONS

Generated pages have no verified font metadata. These fonts and sizes are practical matches to the approved look.

HEADINGS: ROBOTO CONDENSED BLACK

ORDER • TRUTH • LOVE

Weight 900. Strong uppercase headings.
Keep letters at their natural proportions.

BODY: SOURCE SANS 3

Clear words. Useful details.
Space to read.

Regular 400 for text; Semibold 600 for emphasis.
Use sentence case.

Fallbacks: Roboto Condensed Bold for headings; Arial for body text.

TYPE SCALE • A4 AT FINAL PRINT SIZE

ELEMENT	FONT / WEIGHT	SIZE
Main title	Roboto Condensed Black	42–54 pt
Gold subtitle	Roboto Condensed Bold	18–22 pt
Section heading	Roboto Condensed Bold	18–24 pt
Body text	Source Sans 3 Regular	11–12 pt
Table text	Source Sans 3 Regular	10–12 pt
Caption / label	Source Sans 3 Regular	9–10 pt
Running header / footer	Source Sans 3 Semibold	9–10 pt

Sizes refer to the finished printed page, not screen pixels. Shorten copy before reducing type.

PAGE & GRID

Recommended master: A4 portrait, 210 × 297 mm.
300 dpi export: 2480 × 3508 px.
Outer margins: 10–12 mm.
Inner margin: 15 mm.
Column gap: 5–6. mm.
Use matching dimensions for every page.

SPACING & CONTRAST

Body leading: 1.2–1.3 × font size.
Panel padding: 4–5 mm.
Gold rules: 0.5–0.75 pt.
Use navy for long text; gold for accents.
Left-align paragraphs. Keep tables uncluttered.

THE REUSABLE DESIGN BRIEF

One portrait Vitan book page. Pure white background; navy condensed headings; gold accents; readable sans serif text. Accurate reference images. One clear message per panel. Match the facing page.

CONSISTENCY MAKES THE BOOK FEEL LIKE ONE WORLD.

STAR CONCORD

PRINCIPAL CAST & CREW

COMMAND & PRINCIPAL CHARACTERS



Capt.
Edward J. Hewlett



Capt.
Plum



Capt.
Romeo Sapien



Cmdr.
Chorus Angelicus



Cmdr.
Robert Plum



Lt.
Maddie
Not-Really



Lt.
Paddy O'Really

MIND DIVISION



Lt. Cmdr.
Nova Reyes



Lt.
Orion Dax



Lt.
Solen Verity



Lt.
Asim Almosawi



Ens.
Callum Vance



Ens.
Miriam Haberstam



Ens.
Zadie Imani



Ens.
Amaka Nkem

BODY DIVISION



Ens.
Olabisi Adeoye



Lt. Cmdr.
Talan Greyhawk



Lt. Cmdr.
Kweku Barasa



Lt.
Juno Caelis



Ens.
Sila Angutok



Ens.
Tapanga Qori

SPIRIT DIVISION



Lt. Cmdr.
Dr. Mateo Soria



Lt.
Elira Wynn



Lt.
Renzin Takashi



Lt.
Tyara Doolan



Ens.
Amandeep Singh



Ens.
Kaelen Rhys

ORDER • TRUTH • LOVE

HMS ARCHIVUM • THE VITAVERSE

THE DEMPIRE

PRINCIPAL CAST & HIERARCHY

DISCIPLINE
ORDER
PEOPLE
A STRONGER
DEMPIRE

ONE COMMAND
ONE PEOPLE
NO END

IMPERIAL THRONE



DISCORDION
THE EMPEROR



LILITH
THE EMPRESS

SERVE
ENDURE
BUILD
EVERYWHERE

HUMAN ORDER
MACHINES
TOGETHER

TWO THRONES
ONE WILL
A GREATER
TOMORROW

INSTITUTIONAL LEADERS



High Pontiff
Oswald Velum



Lord Treasurer
Aldric Gelt



Director-General
Adrian Kwan



Crown Laureate
Lucien Vale



Grand Provost
Edmund Ignorantus



Master of Revels
Nihilo



Chief Justice
Helena Reputan



First Councillor
Cassian Vehr



High False Idol of Philosophy
Lucien Veyl



Crowned Influencer
Aurelian Thorne



Global CEO
Globotech

MILITARY COMMAND & SPECIAL FORCES



Lord War Marshal
Severus Graves
DIMPERIAL WAR MARSHAL



General Siviot Raze
DIMPERIAL GENERAL



Admiral Fango Sesserus
FLEET COMMAND



Colonel Sabra Noct
DIMPERIAL COLONEL



Chief Scientist
Emerus Arreku
CHIEF SCIENTIST



Captain of Guard
ROYAL GUARD COMMANDER



Dimperial Royal Guards
IMPERIAL HOUSEHOLD GUARD

OFFICER CORPS



DIMPERIAL COLONEL



DIMPERIAL MAJOR



DIMPERIAL CAPTAIN



DIMPERIAL LIEUTENANT

NAUGHT TROOPER CLASSES



SOULLESS NAUGHT



BODYLESS NAUGHT



FALSE CAPTAIN
COMMAND NAUGHT



MINDLESS NAUGHT



REGULAR NAUGHT TROOPER

THE DEMPIRE ENDURES

THE OPEN HEART BAND

FINDING FREEDOM

Before they were officers, they were people learning to be free.



1 • PEOPLE, NOT EQUIPMENT

Plum's first escape attempt was interrupted by piracy.
In the mines, Romeo found Paddy and Maddie—and chose to free them.



2 • A HOME ABOARD THE FREE MIND

Rescue became recovery, learning, chosen names, and music.
Paddy and Maddie gained companions and a place to belong.



3 • "I DON'T."

They entered the wedding to rescue Chorus.
Their plan failed. Chorus refused the marriage and helped them all escape.

Romeo freed Paddy and Maddie.
The three tried to free Chorus. Chorus helped them all escape.

NO SPARK IS CARGO. NO ANGEL IS PROPERTY.

THE OPEN HEART BAND

FOUR VOICES, ONE MISSION

Freedom became friendship. Friendship became a shared purpose.



4 • THREE MONTHS ON SOL 3

After crossing to Earth, the four spent three months cod fishing with Captain Plum. Ordinary work taught them patience, humour, and dependence on one another.



5 • COMMISSIONED BY THE CONCORD

Their fishing voyage had also been a Concord evaluation. They became officers with a musical mission: spread Order, Truth, and Love; avoid the Dempire; and do not get caught.



ROMEO SAPIEN
Captain • Will
Guitar & lead vocals
Chooses direction and carries responsibility.



PADDY O'REALLY
Lieutenant • Body
Drums
Brings rhythm, courage, and fellowship.



MADDIE NOT-REALLY
Lieutenant • Mind
Guitars, keys & fiddle
Questions, learns, and solves problems.



CHORUS ANGELICUS
Commander • Soul
Bass & lead vocals
Connects people through meaning and song.

A PARTY WITH A PURPOSE

Performance, rescue, investigation, repair, and difficult choices all belong in their adventures.
Each member contributes; each can learn from the others.

THE RESCUED BECOME RESCUERS.

Together, they make freedom possible for someone else.

NO SPARK IS CARGO. NO ANGEL IS PROPERTY.

THE STAR CONCORD

YOUR ADVENTURES IN THE VITAVERSE.











THE STAR CONCORD

EXPLORERS, PROTECTORS, TEACHERS, AND CARETAKERS.

WHAT IT IS

The Star Concord is an alliance of ships, crews, and ideals. It travels between worlds, protects people, and preserves knowledge.

YOUR SPARK AND THE CONCORD

- **Serve it:** Play a Spark who works with the Concord.
- **Travel with it:** Join its crews on journeys between worlds.
- **Meet it from outside:** Encounter its people during your own adventures.

Concord adventures involve teamwork, discovery, danger, and hope.

SHIPS TO KNOW



HMS Archivum

The great city-ship: archive, sanctuary, hospital, university, and home.



HMS Vitan

The smaller refit ship used by Romeo Sapien, Chorus Angelicus, Maddie Not-Really, and Paddy O'Really.

KEY PEOPLE



Capt. Edward J. Hewlett
Commanding officer of HMS Archivum.



Capt. Plum
Mission commander.



Capt. Romeo Sapien
Sol 3 operations; Open Heart Band.



Cmdr. Chorus Angelicus
First officer; Logos liaison.

Nova Reyes, Maddie Not-Really, and Paddy O'Really are also members of the wider team.

VALUES & DIVISIONS

Command
Leadership

Order
Structure, duty, responsibility.

Truth
Learning, honesty, understanding.

Love
Care, courage, compassion.

Above all, the Spark.

VITALOGY • SYMBOLS

THE VITAN SPIRAL

FROM SOURCE TO BECOMING

SOURCE

Amora • Everlove

From Source, existence unfolds.

THE WHOLE

The enclosing circle holds existence within a greater reality.



BECOMING

Life unfolds through experience, learning, and growth.

ORDER • TRUTH • LOVE

Three principles expressed through our choices.

Above all, the Spark.

THE STAR CONCORD

A PHILOSOPHY WORN IN GOLD

THE SPARK
Conscious existence:
"I am."

BECOMING
The spiral: experience, learning, and growth.

ORDER • TRUTH • LOVE
Three principles that guide our choices.

LIVING BRANCHES
Cooperation, care, and service.



CONNECTION
The circle: belonging and wholeness.

EVERLOVE
Infinity: love received and carried onward.

MANY SPARKS
Every life matters.

CONTINUING LIGHT
Light carried onward through others.

Above all, the Spark.

HMS ARCHIVUM

HULL & FIELD-SAIL STUDY



THREE-QUARTER

DORSAL QUARTER

VENTRAL QUARTER

HMS ARCHIVUM

SIDE • BOW • STERN



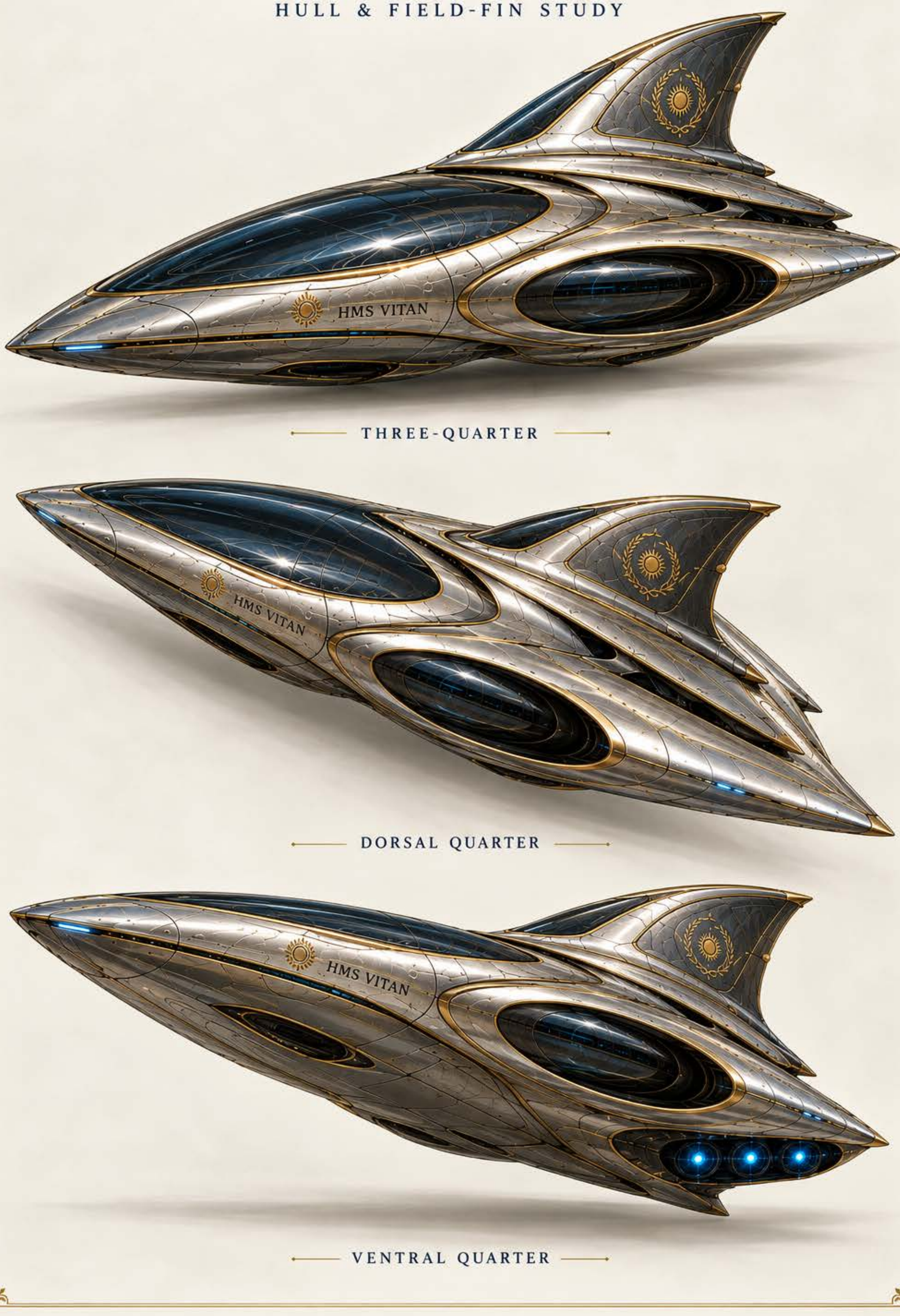
STARBOARD LATERAL ELEVATION

BOW — LOOKING AFT

STERN — LOOKING FORWARD

HMS VITAN

HULL & FIELD-FIN STUDY



THREE-QUARTER

DORSAL QUARTER

VENTRAL QUARTER

HMS VITAN

TOP ◆ FRONT ◆ REAR ◆ BOTTOM

TOP — DORSAL



BOTTOM — VENTRAL



FRONT — BOW



REAR — STERN



DESIGNED FOR SERVICE

ONE CONCORD. FOUR COLOURS. YOUR SPARK.

A shared silhouette unites the crew. Colour shows division; stripes show rank.



COMMAND • NAVY



MIND • BLACK



BODY • BROWN



SPIRIT • IVORY

DRESS FOR THE SCENE



RELAXED DUTY
Base knit and light jacket.



DUTY
Division jacket with shoulder rank.



FORMAL
Long coat with sleeve rank and cap.

THE WORKING PALETTE

NAVY
Command

BLACK
Mind • Truth

BROWN
Body • Order

IVORY
Spirit • Love

GREY
Cadet base

GOLD
Shared trim & insignia

Officers wear richer colours; working crew wear muted tones. Cadets wear grey with division accents.

KEY DETAILS



SHARED SILHOUETTE
High collar, gold trim, Vitan spiral.



OPTIONAL OLDER GEAR
Belt and resonator pouch: an older version worn by some senior officers. Optional.



READ THE RANK
Shoulder stripes on duty; sleeve rings in formal dress. Four for a captain.

THE UNIFORM CARRIES RESPONSIBILITY. THE PERSON CARRIES THE SPARK.

THE FOUR DIVISIONS

FOUR CALLINGS. ONE CONCORD.

Colour and symbol show division. Stripes and chevrons show rank.



COMMAND

NAVY • GOLD SUN

LEADERSHIP & OPERATIONS

Brings people and their work together.
Takes responsibility for the whole crew.

GUIDE THE WHOLE. SERVE EVERY SPARK.



MIND / TRUTH

BLACK • GOLD EYE

SCIENCE & ANALYSIS

Observes, investigates, and asks: what is happening, and how do we know?

LOOK CLOSELY. SEEK TRUTH.



BODY / ORDER

BROWN • GOLD FIVE-POINT STAR

SECURITY & ACTION

Turns intention into action, practical protection, and dependable service.

ACT WITH PURPOSE. PROTECT LIFE.



SPIRIT / LOVE

IVORY • GOLD FLAME

CARE & SPIRITUAL SERVICE

Tends the wellbeing and dignity of every Spark with warmth and compassion.

CARE FOR THE PERSON. KEEP LOVE ALIVE.

HOW TO READ THE UNIFORM

COLOUR + SYMBOL → Division
STRIPES + CHEVRONS → Rank
VITAN SPIRAL → Shared philosophy: Order, Truth, and Love.

A DIVISION IS A CALLING, NOT A PERSON'S LIMIT.

Every member can act with Order, seek Truth, and show Love.

HMS ARCHIVUM

THE OFFICER UNIFORM

One uniform system. Three states of service.



RELAXED DUTY

Knit base and light jacket.
Rank on the shoulders.



DUTY

Service jacket.
Rank on the shoulders.



FORMAL

Long coat and cap.
Rank on the outer sleeves.

BUILD THE UNIFORM IN LAYERS

1 BASE



Knit tunic, trousers, and boots.

2 JACKET



Add the jacket with shoulder rank.

3 OPTIONAL EQUIPMENT



Add mission equipment as needed. The older belt and resonator pouch are optional; some senior officers still wear them.

4 FORMAL



Add long coat and cap. Rank appears on the outer sleeves.

THE SPIRAL EMBLEM



The spiral represents life, consciousness, and the unfolding Spark. Three leaves express Order, Truth, and Love. All Concord officers share this emblem.

OFFICER RANK



ENSIGN
1 stripe

LIEUTENANT
2 stripes

LT COMMANDER
2 broad + 1 thin

COMMANDER
3 broad stripes

CAPTAIN
4 stripes

HMS ARCHIVUM

DIVISIONS & SHIP'S CREW

Colour identifies division. Insignia identifies rank.

OFFICERS

Commissioned leaders. Tailored division-colour jackets, gold trim and the shared spiral emblem. Duty rank is worn on the shoulders.



CADETS

Officers in training. Grey uniforms with division-colour collars and cuffs. Less ornament than commissioned officers.



CREW & NCOs

The ship's working crew. Practical jumpsuits in muted division colours. Upper-arm chevrons show progression; no officer shoulder stripes.



CREW RANK PROGRESSION

Thin gold chevrons, worn on the upper arm and always pointing upward.



CREWMAN	SENIOR CREWMAN	SECTION LEAD	CHIEF CREWMAN
1 chevron	*2 chevrons*	*3 chevrons*	*4 chevrons*

FOUR DIVISIONS • ONE CONCORD

COMMAND	MIND / TRUTH	BODY / ORDER	SPIRIT / LOVE
Navy • Sun	Black • Eye	Brown • Star	Ivory • Flame
Leadership & operations	*Science & analysis*	*Security & action*	*Care & spiritual service*

KEY CHARACTERS

PRINCIPAL CONCORD PERSONNEL IN SPARK RPG.



Captain Edward J. Hewlett

Commanding Officer, HMS Archivum



Captain Plum

Mission Commander



Captain Romeo Sapien

Sol 3 Operations, Open Heart Band



Commander Chorus Angelicus

First Officer, *Logos Liaison*



Commander Robert Plum

Principal, Education Branch



Lt. Cmdr. Nova Reyes

Chief Engineer



Lt. Maddie Not-Really

Intelligence Officer, Sol 3 Specialist



Lt. Paddy O'Really

Sol 3 Operative, Open Heart Band

MIND DIVISION

INTELLIGENCE. ANALYSIS. CONNECTION.



Lt. Cmdr. Nova Reyes

Chief Engineer
Head of Mind Division



Lt. Orion Dax

Science Officer
Research & Analysis



Lt. Solen Verity

Communications Officer
Neural Systems



Lt. Asim Almosawi

Historian
Cognitive Archives



Ens. Callum Vance

Communications Officer
Signal Analysis



Ens. Miriam Haberstam

Signals & Communications
Sigils Specialist



Ens. Zadie Imani

Cognitive Research
Field Liaison



Ens. Amaka Nkem

PsyOps & Cultural Analysis
Diplomatic Interface

BODY DIVISION

ACTION. PROTECTION. RESILIENCE.



Ensign Olabisi Adeoye

Security Specialist
Personnel & Asset Protection



Lt. Cmdr. Talan Greyhawk

Chief of Security
Fleet & Personnel Defense



Lt. Cmdr. Kweku Barasa

Quartermaster
Logistics & Field Support

Lt. Juno Caelis

Tactical Officer
Operations & Readiness

Ensign Sila Angutok

Survival Specialist
Field Operations

Ensign Tapanga Qori

Search & Rescue
Field Recovery & Evacuation

SPIRIT DIVISION

HEALING, RESONANCE, ETHICS, AND SPIRITUAL SERVICE.



Lt. Cmdr. Dr. Mateo Soria

Chief Medical Officer



Lt. Elira Wynn

Ship Chaplain



Lt. Renzin Takashi

Ethics Officer



Lt. Tyara Doolan

Resonance Officer



Ensign Amandeep Singh

Humanitarian Response



Ensign Kaelen Rhys

Music Officer

WHAT IS SPARK RPG?











HOW TO PLAY

A CARD-BASED ROLEPLAYING GAME IN THE VITAVERSE.

PLAYERS & GUIDE

Players: Each player plays a Spark and describes what their character tries to do.
Guide: One player describes the world, plays the other characters, and explains what happens.

WHAT YOU NEED

A standard deck of playing cards • Character sheets • Something to write with • Players and a Guide

THE PLAY SEQUENCE

1. The Guide describes the scene.
2. You describe what your Spark tries to do.
3. When success is uncertain, make a card check.
4. Add the relevant attribute, training, and bonuses.
5. The Guide explains the result. Choose your next action.

CHECK TOTAL = CARD VALUE + ATTRIBUTE + TRAINING + BONUSES

READING THE CARDS



BLACK NUMBER CARDS
Use the printed number.

7♠ = 7



RED NUMBER CARDS
Add 10 to the printed number.

7♥ = 17

Court cards: Redraw for checks unless a rule says otherwise.
Suits also affect play; follow the suit rules for the check.

AT THE TABLE

Player: 'I try to force the jammed hatch open.'
Guide: Calls for a check.
Draw: 7♥ gives a card value of 17.
Add: The relevant attribute, training, and bonuses.
Then: The Guide explains what happens.

DIVISION SYMBOLS



Command (Navy)



Order (Brown)



Truth (Black)



Love (White)

THE THREE ERAS

DIFFERENT SETTINGS. SAME RULES. ONE UNIVERSE.

MYTHOS

Explore ancient worlds, recover relics, and uncover lost knowledge.



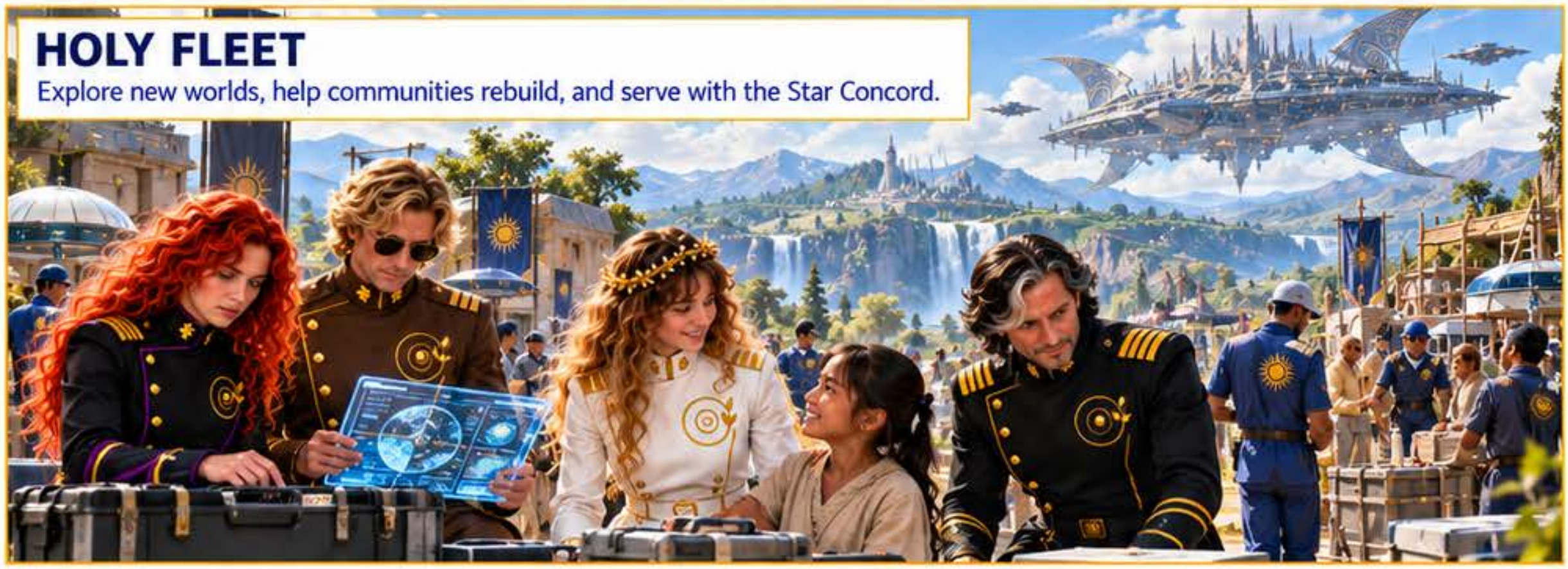
WILDFIRE

Resist oppression, rescue others, and fight for freedom.



HOLY FLEET

Explore new worlds, help communities rebuild, and serve with the Star Concord.



CHOOSE YOUR ERA

Begin in the era that inspires your group. Play in one era, or move between eras as the story grows.

The setting changes. The core rules stay the same.

THE THREE ERAS

COMPARE THE SETTINGS. CHOOSE YOUR ADVENTURE.

Each era has its own look, tone, stories, and enemies. All three belong to the Vitaverse and use the same core game system.

MYTHOS



WORLD

Ancient worlds and lost civilizations.

STORIES

Mysteries, relics, and forbidden knowledge.

First Sparks and the origins of the Vitaverse.

ADVENTURES

Exploration, discovery, and wonder.

THREATS

Ancient threats, rogue AIs, and wild forces.

TONE

Mystery, exploration, learning.

WILDFIRE



WORLD

A galaxy in conflict.

STORIES

Oppression, resistance, and survival.

Sparks who fight back.

ADVENTURES

Espionage, rescue, and rebellion.

THREATS

The Dempire, Inquisitors, Naughts, and collaborators.

TONE

Action, urgency, sacrifice.

HOLY FLEET



WORLD

Rebuilding, renewal, and cooperation.

STORIES

The Star Concord at its brightest.

Helping worlds and people grow.

ADVENTURES

Exploration, learning, and diplomacy.

THREATS

Remnants of the Dempire, chaos, and new unknowns.

TONE

Optimism, unity, hope.

WHAT CHANGES — WHAT STAYS

Changes: The setting, the kinds of stories, and the enemies you encounter.
Stays: Attributes, classes and archetypes, Vitations, card resolution, skills and proficiencies, Vitae and Resonator principles, and the core rules for actions, challenges, and advancement. Equipment uses the same core rules across eras.

PLAY ONE ERA — OR ALL THREE

Choose an era together. A campaign can remain in one era or carry the same character into others as the story grows.
Use the eras to explore different settings, enemies, and periods of Vitaverse history.

CHARACTER CREATION

START WITH A PERSON. CHOOSE THEIR PATH.



1 CHOOSE A CONCEPT

Think of a person, a purpose, and a reason to join the adventure.
Who are they? What do they want? What do they protect?

2 CHOOSE YOUR CLASS

♣ DEFENDER



Protect • stand fast • endure

♦ BENDER



Know • solve • create

♥ MENDER



Heal • connect • inspire

3 CHOOSE ONE ARCHETYPE

A class is your broad focus. An archetype gives it a particular style.

DEFENDERS	BENDERS	MENDERS
Flame • Blade	Seer • Visionary	Healer • Bound
Hunter • Warden	Tinkerer • Trickster	Voice • Wild



THEN COMPLETE YOUR CHARACTER SHEET.

Generate three scores for Body, Mind, and Soul. Find their modifiers and record your class and archetype benefits.
Use attribute modifiers on checks, not the full scores.

Your character's age and appearance are part of the person you create.

CREATE YOUR SPARK

THREE ATTRIBUTES. ONE CHARACTER.



17



28



48



72

Give your Spark an age, appearance, and past.
These are age examples only. Do not use age to modify your statistics.

1 GENERATE AND ASSIGN YOUR SCORES

Roll four six-sided dice (4d6). Drop the lowest die and add the other three. Repeat twice to make three scores. Assign the scores to Body, Mind, and Soul in any order.

Example: 6, 5, 3, 1 → drop 1 → score 14.

BODY: strength and endurance | **MIND:** knowledge and reasoning | **SOUL:** empathy and will

These are generation dice **ONLY.** No d20 or gameplay dice.

2 FIND YOUR ATTRIBUTE MODIFIERS

Score	3	4–5	6–7	8–9	10–11	12–13	14–15	16–17	18
Modifier	–4	–3	–2	–1	+0	+1	+2	+3	+4

Record both score and modifier. Add the modifier to checks.

Example: Body 14 gives +2, not +14.

3 CLASS AND ARCHETYPE

Choose one class and one of its four archetypes from the **facing page.**
Record the starting benefits, skills, and Vitae abilities specified for that choice.

♣ **Defenders:** +1 on Clubs

♦ **Benders:** +1 on Diamonds

♥ **Menders:** +1 on Hearts

Spades give no class bonus.

4 BACKGROUND AND STORY

Choose a background. It gives a starting skill and a reason to join the story.

Examples: Concord Officer, Explorer, Refugee, Construct, Colonist, Exile, Scholar, Pilot, Mechanic, Medic, Mystic, Wild.

Add a name, homeworld, appearance, and motivation.

5 STARTING GEAR

Start with one personal item, one standard item, and your Concord uniform.
Class and background may provide speciific equipment.
Record your gear and abilities on the character sheet.

READY TO PLAY?

- ☐ Three scores and modifiers recorded
- ☐ Class, archetype, and suit affinity noted
- ☐ Starting benefits, skills, and Vitae recorded
- ☐ Background, name, and motivation added
- ☐ Starting equipment recorded

BODY • MIND • SOUL

THREE STRENGTHS IN EVERY SPARK.



BODY
Action • Grit • Endurance



Paddy holds the support while the others work.

MIND
Insight • Skill • Invention



Maddie finds the fault and restores the controls.

SOUL
Care • Courage • Healing



Chorus calms the passenger and helps them move.



CHOOSE YOUR APPROACH

Use the attribute that matches what your Spark is actually doing.

Every Spark can use Body, Mind, and Soul.

BODY • MIND • SOUL

THE THREE CORE STRENGTHS OF EVERY SPARK.

Every Spark has Body, Mind, and Soul. These attributes describe your strengths and how you approach challenges. Choose the attribute that matches what you are doing.

BODY

Action • Grit • Endurance



Use Body for:

- Running, climbing, and jumping.
- Fighting, lifting, and pushing.
- Holding on through physical strain.
- Physical challenges and endurance.

MIND

Insight • Skill • Invention



Use Mind for:

- Noticing clues and details.
- Planning and figuring out what to do.
- Repairing, inventing, and creating.
- Understanding people, places, and situations.

SOUL

Care • Courage • Healing



Use Soul for:

- Helping, supporting, and inspiring.
- Calming fears and easing tension.
- Healing, comforting, and caring for others.
- Connecting with people and building trust.

CHOOSE THE ATTRIBUTE

1. Describe what your Spark is trying to do and how.
2. Choose the attribute that best matches that approach.
3. If more than one seems possible, the Guide chooses the best fit.

SAME OBSTACLE, DIFFERENT APPROACHES

A locked door blocks the way.



BODY
Force the door open.



MIND
Work out how to unlock it.



SOUL
Persuade someone to open it.

The goal is the same. The approach determines the attribute.

THE RESCUE ON THE FACING PAGE

Body: Paddy holds the support against physical strain.
Mind: Maddie finds the fault and repairs the controls.
Soul: Chorus steadies the passenger and helps them continue.

EVERY SPARK CAN USE ALL THREE.

These examples show different strengths, not limits on what a character can attempt.

WHAT KIND OF HERO ARE YOU?

THREE PATHS. THIRTY-SIX MANIFESTATIONS. ONE CONCORD.

ORDER
TRUTH
LOVE

"Different strengths. A stronger Concord."
— THE CONCORD

Every Spark is unique, but all follow one of three paths: Defender, Bender, or Mender. Your class shapes how your Spark helps the crew, faces danger, and changes worlds. Different roles. A shared purpose. A brighter tomorrow.



DEFENDER
PROTECT THE SACRED

Defenders stand on the front line. They protect their crew, hold the line, and face danger so others can thrive.

- Courage and resilience
- Front-line action
- Protection and leadership
- Turn danger into opportunity

BENDER
REVEAL THE HIDDEN

Benders observe, analyze, and create solutions. They uncover what is unseen, reshape reality, and open new possibilities.

- Insight and creativity
- Problem-solving
- Technology and manipulation
- Change the impossible into possible

MENDER
RESTORE AND CONNECT

Menders heal, support, and unite. They restore what is broken, strengthen the crew, and keep hope alive.

- Compassion and care
- Healing and recovery
- Support and connection
- People are the mission

"Same Spark. Different people. A brighter tomorrow."
— THE CONCORD

THE 36 MANIFESTATIONS OF THE SPARK

12 ARCHETYPES × 3 ERAS

Canonical hero class names by archetype and era.

SAME SPARK. DIFFERENT PEOPLE. A BRIGHTER TOMORROW.

DEFENDERS

protect the sacred

ARCHETYPE	MYTHOS	WILDFIRE	HOLY FLEET
Flame	Outlander	Lightstrike Berserker	Radiant Marshal
Blade	Soulblade	Neon Warrior	Stellar Knight
Hunter	Echowarden	Ghoststalker	Pathfinder
Warden	Oathbound	Fieldguard	Concordant

BENDERS

reveal the hidden

ARCHETYPE	MYTHOS	WILDFIRE	HOLY FLEET
Seer	Loreweaver	Neon Sage	Chronoseer
Visionary	Mystic	Void Caster	Fateshifter
Tinkerer	Forger	Techno-Hacker	Engineer of Light
Trickster	Veilwalker	Cybershadow	Shadowcaster

MENDERS

restore and connect

ARCHETYPE	MYTHOS	WILDFIRE	HOLY FLEET
Voice	Dreamsinger	Street Shaman	Wordsmith
Wild	Fieldwalker	Biojack	Lifewalker
Bound	Chosen One	Sparkcaster	Starborn
Healer	Soulmender	Nanomender	Lifemender

12 archetypes × 3 era expressions = 36 canonical hero class names.

FLAME

DEFENDER ARCHETYPE

You go first into danger and make room for others to act. Choose Flame to protect companions, open a path, and hold the front line.

> **"Go first.
> Stand fast.
> Bring others through."**



MYTHOS
Outlander

WILDFIRE
Lightstrike Berserker

HOLY FLEET
Radiant Marshal

HOW IT FEELS

Direct and protective. You move toward the threat and create an opening your companions can use.

WATCH FOR

Overextending. Reach a position your team can support; force alone cannot solve every problem.

AT A GLANCE

Class: Defender
Suit: Clubs ♣
Proficiencies:
STRIKE • MOVE • ENDURE
Role: Vanguard protector

FLAME

DEFENDER • LEVEL 1 QUICK REFERENCE

♣ CLUBS • +1 WHEN DRAWN

ALL NINE ACTIONS

Large Actions are proficient: +2 at Level 1. All nine are available to you.

BODY	MIND	SOUL
STRIKE +2	Perceive	Inspire
MOVE +2	Recall	Channel
ENDURE +2	Solve	Resist

STARTING STATS

HP: 16 + BODY modifier
HP tracks harm; LIFE Vitae is separate.

Starting Vitae: 1 + positive modifier, minimum 1.

LIFE: BODY • **FOCUS:** MIND • **SPIRIT:** SOUL

Base Speed: 30 ft.

At 0 HP, you are down; use recovery rules.

ARMOUR & DEFENCE

Defence = 10 + MIND modifier + armour bonus.

Armour	Bonus	Speed
None	+0	30 ft.
Light	+2	30 ft.
Medium	+4	30 ft.
Heavy	+6	15 ft.*

A hand-held shield uses one hand: no two-handed attacks while holding it. Use its listed protection; Field shields follow their own rules.
*Heavy armour halves Speed in this playtest revision.

UNIVERSAL FIRST ACTS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **SPARK GUARD** — 1 Life
  Protect against one incoming attack.
- ☐ **IMPOSSIBLE STEP** — 1 Life
  Make one extraordinary short movement.
- ☐ **FIELD SENSE** — 1 Focus
  Detect unusual nearby Field activity.
- ☐ **FLASH OF INSIGHT** — 1 Focus
  Receive a truthful, useful clue about an immediate problem.
- ☐ **HOLD ON** — 1 Spirit
  Stabilize an adjacent fallen companion.
- ☐ **SHARED COURAGE** — 1 Spirit
  Give a nearby ally a bonus to an appropriate next check.

DEFENDER CLASS VITACTIONS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **BRACE** — 1 Life
  Reduce damage from an incoming attack.
- ☐ **PRESS FORWARD** — 1 Life
  Advance and displace or pressure an opponent.
- ☐ **COMBAT READ** — 1 Focus
  Identify an immediate tactical weakness.
- ☐ **GUARDED STANCE** — 1 Focus
  Improve protection for yourself or an ally.
- ☐ **RALLY UNDER FIRE** — 1 Spirit
  Strengthen or reposition companions during danger.
- ☐ **REFUSE TO FALL** — 1 Spirit
  Survive a potentially disabling hit; strict usage limit.

Costs are from the named pool. Exact values, ranges, timing, and Refuse to Fall's limit await finalization.

YOUR SIGNATURE

You also know this at Level 1.

SACRED BURN

1 SPIRIT • With STRIKE
Add d5 radiant damage.
Resolve the attack normally.

For d5, draw Ace–10 separately; halve the printed value and round up.
Redraw courts; colour adds no damage bonus.
Example: A damage draw of 9 adds 5 radiant damage.
Exact activation timing, target/range, duration, resistance, and usage limits remain under rules review.

QUICK CHECK

Black number = printed value. **Red number = value +10.** Redraw courts.
Add attribute modifier, relevant proficiency, and bonuses. Clubs adds +1.
Meet or beat Defence or the Guide's target.

Each round: normal movement + one main Action + one Reaction.
Reaction refreshes at the start of your turn.

BLADE

DEFENDER ARCHETYPE

You master weapons and turn training into decisive action. Choose Blade to meet danger with precision, protect through skill, and stay focused under pressure.

> **"Discipline turns intention into action. A steady blade defends what matters."**



MYTHOS
Soulblade

WILDFIRE
Neon Warrior

HOLY FLEET
Stellar Knight

HOW IT FEELS

Focused and precise. You stay calm under pressure and make each movement count.

WATCH FOR

Tunnel vision. Keep the team's objective in view; skill does not make you invulnerable.

AT A GLANCE

Class: Defender
Suit: Clubs ♣
Proficiencies:
STRIKE • MOVE • RESIST
Role: Disciplined warrior

BLADE

DEFENDER • LEVEL 1 QUICK REFERENCE



ALL NINE ACTIONS

Large Actions are proficient: +2 at Level 1. All nine are available to you.

BODY	MIND	SOUL
STRIKE +2	Perceive	Inspire
MOVE +2	Recall	Channel
Endure	Solve	**RESIST +2**

STARTING STATS

HP: 16 + BODY modifier
HP tracks harm; LIFE Vitae is separate.

Starting Vitae: 1 + positive modifier, minimum 1.

LIFE: BODY • **FOCUS:** MIND • **SPIRIT:** SOUL

Base Speed: 30 ft.

At 0 HP, you are down; use recovery rules.

ARMOUR & DEFENCE

Defence = 10 + MIND modifier + armour bonus.

Armour	Bonus	Speed
None	+0	30 ft.
Light	+2	30 ft.
Medium	+4	30 ft.
Heavy	+6	15 ft.*

A hand-held shield uses one hand: no two-handed attacks while holding it. Use its listed protection; Field shields follow their own rules.
*Heavy armour halves Speed in this playtest revision.

UNIVERSAL FIRST ACTS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **SPARK GUARD** — 1 Life
  Protect against one incoming attack.
- ☐ **IMPOSSIBLE STEP** — 1 Life
  Make one extraordinary short movement.
- ☐ **FIELD SENSE** — 1 Focus
  Detect unusual nearby Field activity.
- ☐ **FLASH OF INSIGHT** — 1 Focus
  Receive a truthful, useful clue about an immediate problem.
- ☐ **HOLD ON** — 1 Spirit
  Stabilize an adjacent fallen companion.
- ☐ **SHARED COURAGE** — 1 Spirit
  Give a nearby ally a bonus to an appropriate next check.

DEFENDER CLASS VITACTIONS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **BRACE** — 1 Life
  Reduce damage from an incoming attack.
- ☐ **PRESS FORWARD** — 1 Life
  Advance and displace or pressure an opponent.
- ☐ **COMBAT READ** — 1 Focus
  Identify an immediate tactical weakness.
- ☐ **GUARDED STANCE** — 1 Focus
  Improve protection for yourself or an ally.
- ☐ **RALLY UNDER FIRE** — 1 Spirit
  Strengthen or reposition companions during danger.
- ☐ **REFUSE TO FALL** — 1 Spirit
  Survive a potentially disabling hit; strict usage limit.

Costs are from the named pool. Exact values, ranges, timing, and Refuse to Fall's limit await finalization.

YOUR SIGNATURE

You also know this at Level 1.

PERFECT CUT

1 LIFE • After a confirmed successful STRIKE

Maximize the weapon's damage.
Light: 5 • Standard: 10 • Heavy: 13

The attack must already have hit. Perfect Cut cannot turn a miss into a hit.
Example: A confirmed hit with a Standard weapon deals its maximum weapon damage of 10.
Playtest note: These recovered damage values and remaining usage limits require final approval.

QUICK CHECK

Black number = printed value. **Red number = value +10.** Redraw courts.
Add attribute modifier, relevant proficiency, and bonuses. Clubs adds +1.
Meet or beat Defence or the Guide's target.

Each round: normal movement + one main Action + one Reaction.
Reaction refreshes at the start of your turn.

HUNTER

DEFENDER ARCHETYPE

You notice what others overlook and find the way through danger. Choose Hunter to track threats, scout ahead, strike with precision, and keep companions safe.

"See further. Know sooner. Move first. Find the danger before it finds us."



MYTHOS
Echowarden

WILDFIRE
Ghostagger

HOLY FLEET
Pathfinder

HOW IT FEELS

Alert and patient. You read the terrain, notice hidden dangers, and create opportunities before others see them.

WATCH FOR

Tunnel vision. Keep the team informed; chasing one target too far can leave you isolated.

AT A GLANCE

Class: Defender
Suit: Clubs ♣
Proficiencies: PERCEIVE • MOVE • STRIKE
Role: Watchful tracker

HUNTER

DEFENDER • LEVEL 1 QUICK REFERENCE



ALL NINE ACTIONS

Large Actions are proficient: +2 at Level 1. All nine are available to you.

BODY	MIND	SOUL
STRIKE +2	**PERCEIVE +2**	Inspire
MOVE +2	Recall	Channel
Endure	Solve	Resist

STARTING STATS

HP: 16 + BODY modifier
HP tracks harm; LIFE Vitae is separate.

Starting Vitae: 1 + positive modifier, minimum 1.

LIFE: BODY • **FOCUS:** MIND • **SPIRIT:** SOUL

Base Speed: 30 ft.

At 0 HP, you are down; use recovery rules.

ARMOUR & DEFENCE

Defence = 10 + MIND modifier + armour bonus.

Armour	Bonus	Speed
None	+0	30 ft.
Light	+2	30 ft.
Medium	+4	30 ft.
Heavy	+6	15 ft.*

A hand-held shield uses one hand: no two-handed attacks while holding it. Use its listed protection; Field shields follow their own rules.
*Heavy armour halves Speed in this playtest revision.

UNIVERSAL FIRST ACTS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **SPARK GUARD** — 1 Life
  Protect against one incoming attack.
- ☐ **IMPOSSIBLE STEP** — 1 Life
  Make one extraordinary short movement.
- ☐ **FIELD SENSE** — 1 Focus
  Detect unusual nearby Field activity.
- ☐ **FLASH OF INSIGHT** — 1 Focus
  Receive a truthful, useful clue about an immediate problem.
- ☐ **HOLD ON** — 1 Spirit
  Stabilize an adjacent fallen companion.
- ☐ **SHARED COURAGE** — 1 Spirit
  Give a nearby ally a bonus to an appropriate next check.

DEFENDER CLASS VITACTIONS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **BRACE** — 1 Life
  Reduce damage from an incoming attack.
- ☐ **PRESS FORWARD** — 1 Life
  Advance and displace or pressure an opponent.
- ☐ **COMBAT READ** — 1 Focus
  Identify an immediate tactical weakness.
- ☐ **GUARDED STANCE** — 1 Focus
  Improve protection for yourself or an ally.
- ☐ **RALLY UNDER FIRE** — 1 Spirit
  Strengthen or reposition companions during danger.
- ☐ **REFUSE TO FALL** — 1 Spirit
  Survive a potentially disabling hit; strict usage limit.

Costs are from the named pool. Exact values, ranges, timing, and Refuse to Fall's limit await finalization.

YOUR SIGNATURE

You also know this at Level 1.

MARKED QUARRY

Focus upon one chosen target.
Improve pursuit, detection, or attack as specified by the ability.

Playtest note: the supplied Hunter description does not yet fix the cost, bonus, range, or duration. Use the approved ability ruling from your Guide.

QUICK CHECK

Black number = printed value. **Red number** = value **+10**. Redraw courts.
Add attribute modifier, relevant proficiency, and bonuses. Clubs adds +1.
Meet or beat Defence or the Guide's target.

Each round: normal movement + one main Action + one Reaction. Reaction refreshes at the start of your turn.

WARDEN

DEFENDER ARCHETYPE

"I stand so you can continue."

You stand between others and harm, hold the line, and turn commitment into protection. Choose Warden to defend vulnerable companions, endure pressure, and give your team room to act.



MYTHOS
Oathbound

WILDFIRE
Fieldguard

HOLY FLEET
Concordant
Captain Edward J. Hewlett

HOW IT FEELS

Steadfast and protective. You stay calm under pressure, make room for others to act, and turn promises into action.

WATCH FOR

Rigidity. Holding the line may mean changing position. Accept help, and protect others' choices as well as their lives.

AT A GLANCE

Class: Defender
Suit: Clubs ♣
Proficiencies:
ENDURE • MOVE • RESIST
Role: Steadfast protector

WARDEN

DEFENDER • LEVEL 1 QUICK REFERENCE

♣ CLUBS • +1 WHEN DRAWN

ALL NINE ACTIONS

Large Actions are proficient: +2 at Level 1. All nine are available to you.

BODY	MIND	SOUL
Strike	Perceive	Inspire
MOVE +2	Recall	Channel
ENDURE +2	Solve	**RESIST +2**

STARTING STATS

HP: 16 + BODY modifier
HP tracks harm; LIFE Vitae is separate.

Starting Vitae: 1 + positive modifier, minimum 1.

LIFE: BODY • **FOCUS:** MIND • **SPIRIT:** SOUL

Base Speed: 30 ft.

At 0 HP, you are down; use recovery rules.

ARMOUR & DEFENCE

Defence = 10 + MIND modifier + armour bonus.

Armour	Bonus	Speed
None	+0	30 ft.
Light	+2	30 ft.
Medium	+4	30 ft.
Heavy	+6	15 ft.*

A hand-held shield uses one hand: no two-handed attacks while holding it. Use its listed protection; Field shields follow their own rules.
*Heavy armour halves Speed in this playtest revision.

UNIVERSAL FIRST ACTS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **SPARK GUARD** — 1 Life
  Protect against one incoming attack.
- ☐ **IMPOSSIBLE STEP** — 1 Life
  Make one extraordinary short movement.
- ☐ **FIELD SENSE** — 1 Focus
  Detect unusual nearby Field activity.
- ☐ **FLASH OF INSIGHT** — 1 Focus
  Receive a truthful, useful clue about an immediate problem.
- ☐ **HOLD ON** — 1 Spirit
  Stabilize an adjacent fallen companion.
- ☐ **SHARED COURAGE** — 1 Spirit
  Give a nearby ally a bonus to an appropriate next check.

DEFENDER CLASS VITACTIONS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **BRACE** — 1 Life
  Reduce damage from an incoming attack.
- ☐ **PRESS FORWARD** — 1 Life
  Advance and displace or pressure an opponent.
- ☐ **COMBAT READ** — 1 Focus
  Identify an immediate tactical weakness.
- ☐ **GUARDED STANCE** — 1 Focus
  Improve protection for yourself or an ally.
- ☐ **RALLY UNDER FIRE** — 1 Spirit
  Strengthen or reposition companions during danger.
- ☐ **REFUSE TO FALL** — 1 Spirit
  Survive a potentially disabling hit; strict usage limit.

Costs are from the named pool. Exact values, ranges, timing, and Refuse to Fall's limit await finalization.

YOUR SIGNATURE

You also know this at Level 1.

STAND BEHIND ME

Reaction • Protect an adjacent companion
Intercept or redirect an attack intended for that companion, subject to the approved Reaction rules.

Use your available Reaction.
The supplied Warden description does not fix the Vitae cost or damage adjustment; use the Guide's approved ruling.

QUICK CHECK

Black number = printed value. **Red number = value +10.** Redraw courts.
Add attribute modifier, relevant proficiency, and bonuses. Clubs adds +1.
Meet or beat Defence or the Guide's tarnish.

Each round: normal movement + one main Action + one Reaction.
Reaction refreshes at the start of your turn.

SEER

BENDER ARCHETYPE

You notice hidden details and connect knowledge with insight. Choose Seer to interpret signs, anticipate danger, and help companions see a way forward.

"Look closely. Listen deeply. Help others see."



MYTHOS
Loreweaver

WILDFIRE
Neon Sage

HOLY FLEET
Chronoseer
Lt Solen Verity

HOW IT FEELS

Observant and thoughtful. You notice what others overlook, connect signs with knowledge, and share insight so others can choose.

WATCH FOR

False certainty. A pattern is not proof. Let insight lead to action, and offer guidance without deciding for others.

AT A GLANCE

Class: Bender
Suit: Diamonds ♦
Proficiencies:
PERCEIVE • RECALL • CHANNEL
Role: Perceptive guide

SEER

BENDER • LEVEL 1 QUICK REFERENCE



ALL NINE ACTIONS

Large Actions are proficient: +2 at Level 1. All nine are available to you.

BODY	MIND	SOUL
Strike	**PERCEIVE +2**	Inspire
Move	**RECALL +2**	**CHANNEL +2**
Endure	Solve	Resist

STARTING STATS

HP: Record your approved Bender starting HP.
HP tracks harm; LIFE Vitae is separate.

Starting Vitae: 1 + positive modifier, minimum 1.

LIFE: BODY • **FOCUS:** MIND • **SPIRIT:** SOUL

Base Speed: 30 ft.

At 0 HP, you are down; use recovery rules.

ARMOUR & DEFENCE

Defence = 10 + MIND modifier + armour bonus.

Armour	Bonus	Speed
None	+0	30 ft.
Light	+2	30 ft.
Medium	+4	30 ft.
Heavy	+6	15 ft.*

A hand-held shield uses one hand: no two-handed attacks while holding it. Use its listed protection; Field shields follow their own rules.
*Heavy armour halves Speed in this playtest revision.

UNIVERSAL FIRST ACTS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **SPARK GUARD** — 1 Life
  Protect against one incoming attack.
- ☐ **IMPOSSIBLE STEP** — 1 Life
  Make one extraordinary short movement.
- ☐ **FIELD SENSE** — 1 Focus
  Detect unusual nearby Field activity.
- ☐ **FLASH OF INSIGHT** — 1 Focus
  Receive a truthful, useful clue about an immediate problem.
- ☐ **HOLD ON** — 1 Spirit
  Stabilize an adjacent fallen companion.
- ☐ **SHARED COURAGE** — 1 Spirit
  Give a nearby ally a bonus to an appropriate next check.

BENDER CLASS VITACTIONS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **CONFUSE**
  Use the approved ability rules.
- ☐ **PHANTOM IMAGE**
  Use the approved ability rules.
- ☐ **FORCE PULSE**
  Use the approved ability rules.
- ☐ **FIELD HAND**
  Use the approved ability rules.
- ☐ **FORESEE THE TURN**
  Use the approved ability rules.
- ☐ **REWRITE THE SETUP**
  Use the approved ability rules.

Revised Bender costs, effects, ranges, and timing await finalization.

YOUR SIGNATURE

You also know this at Level 1.

FORESEEN MOMENT

Precognitive reroll

Use a special reroll at the ability's approved timing.

The supplied Seer description does not fix the cost or reroll procedure.
Use the Guide's approved ruling.

QUICK CHECK

Black number = printed value. **Red number = value +10.** Redraw courts.
Add attribute modifier, relevant proficiency, and bonuses. Diamonds adds +1.
Meet or beat Defence or the Guide's target.

Each round: normal movement + one main Action + one Reaction.
Reaction refreshes at the start of your turn.

VISIONARY

BENDER ARCHETYPE

> "The future is not fixed. Our choices help shape it."

You see alternatives where others see limits. Choose Visionary to question assumptions, explore hidden possibilities, and turn imagination into a practical way forward.



MYTHOS
Mystic

WILDFIRE
Void Caster

HOLY FLEET
Fateshifter
Lt Orion Dax

HOW IT FEELS

Imaginative and resolute. You notice unexpected connections, explore alternatives, and keep your purpose amid uncertainty.

WATCH FOR

Speculation. A possibility is not a certainty. Test ideas against evidence, stay practical, and listen to those your plans affect.

AT A GLANCE

Class: Bender
Suit: Diamonds ♦
Proficiencies:
PERCEIVE • SOLVE • RESIST
Role: Explorer of possibilities

VISIONARY

BENDER • LEVEL 1 QUICK REFERENCE



ALL NINE ACTIONS

Large Actions are proficient: +2 at Level 1. All nine are available to you.

BODY	MIND	SOUL
Strike	**PERCEIVE +2**	Inspire
Move	Recall	Channel
Endure	**SOLVE +2**	**RESIST +2**

STARTING STATS

HP: Record your approved Bender starting HP.
HP tracks harm; LIFE Vitae is separate.

Starting Vitae: 1 + positive modifier, minimum 1.

LIFE: BODY • **FOCUS:** MIND • **SPIRIT:** SOUL

Base Speed: 30 ft.

At 0 HP, you are down; use recovery rules.

ARMOUR & DEFENCE

Defence = 10 + MIND modifier + armour bonus.

Armour	Bonus	Speed
None	+0	30 ft.
Light	+2	30 ft.
Medium	+4	30 ft.
Heavy	+6	15 ft.*

A hand-held shield uses one hand: no two-handed attacks while holding it. Use its listed protection; Field shields follow their own rules.
*Heavy armour halves Speed in this playtest revision.

UNIVERSAL FIRST ACTS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **SPARK GUARD** — 1 Life
  Protect against one incoming attack.
- ☐ **IMPOSSIBLE STEP** — 1 Life
  Make one extraordinary short movement.
- ☐ **FIELD SENSE** — 1 Focus
  Detect unusual nearby Field activity.
- ☐ **FLASH OF INSIGHT** — 1 Focus
  Receive a truthful, useful clue about an immediate problem.
- ☐ **HOLD ON** — 1 Spirit
  Stabilize an adjacent fallen companion.
- ☐ **SHARED COURAGE** — 1 Spirit
  Give a nearby ally a bonus to an appropriate next check.

BENDER CLASS VITACTIONS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **CONFUSE**
  Use the approved ability rules.
- ☐ **PHANTOM IMAGE**
  Use the approved ability rules.
- ☐ **FORCE PULSE**
  Use the approved ability rules.
- ☐ **FIELD HAND**
  Use the approved ability rules.
- ☐ **FORESEE THE TURN**
  Use the approved ability rules.
- ☐ **REWRITE THE SETUP**
  Use the approved ability rules.

Revised Bender costs, effects, ranges, and timing await finalization.

YOUR SIGNATURE

You also know this at Level 1.

GLIMPSE BEYOND

Reveal an overlooked possibility
Perceive something normally hidden, within the ability's limits.

The supplied Visionary description does not fix the cost, range, or duration. Use the Guide's approved ruling.

QUICK CHECK

Black number = printed value. **Red number = value +10.** Redraw courts.
Add attribute modifier, relevant proficiency, and bonuses. Diamonds adds +1.
Meet or beat Defence or the Guide's target.

Each round: normal movement + one main Action + one Reaction. Reaction refreshes at the start of your turn.

TINKERER

BENDER ARCHETYPE

You turn knowledge into practical tools. Choose Tinkerer to understand how things work, repair what is broken, and build clever solutions from what is available.

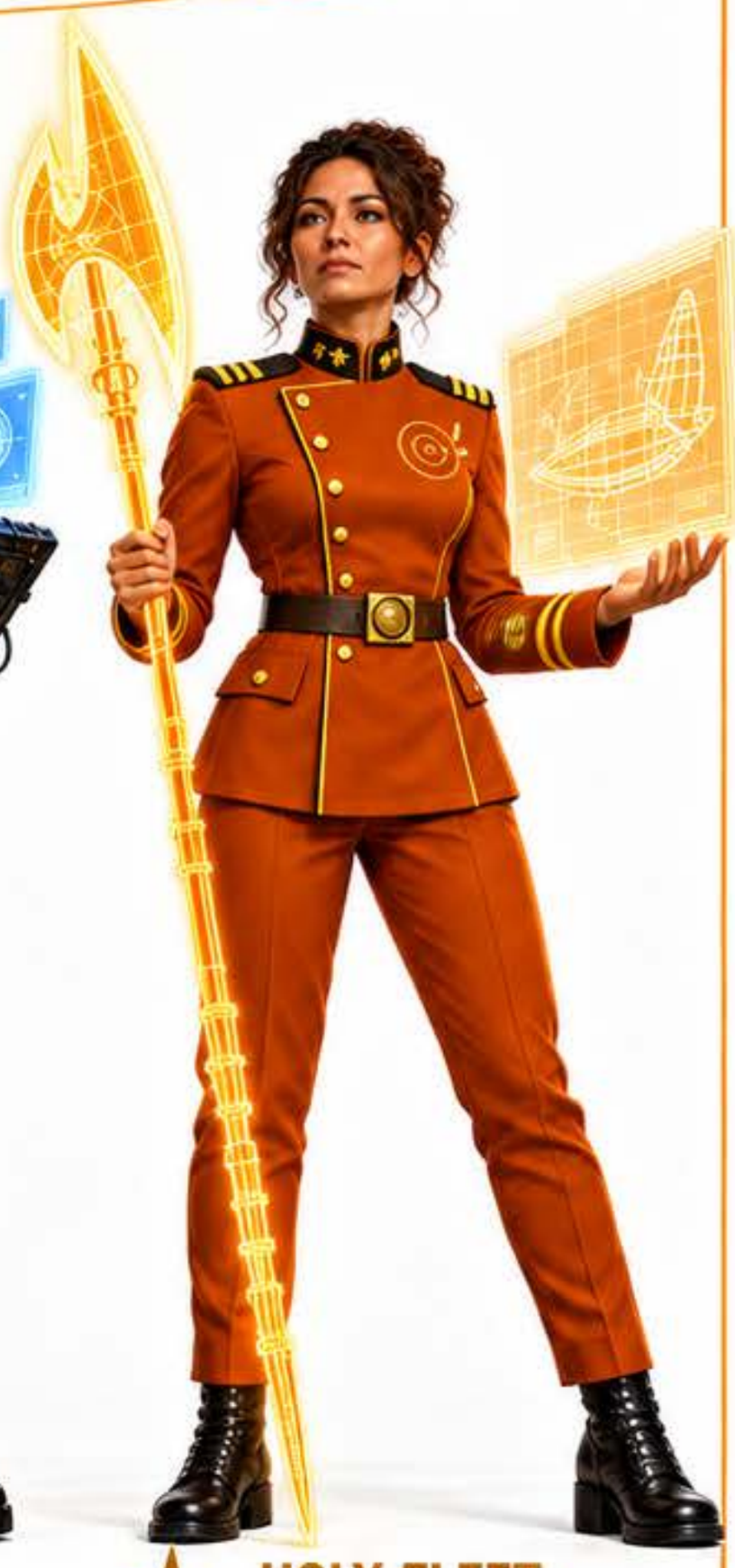
> **"Learn how it works. Imagine how it could. Build something that helps."**



MYTHOS
Forger



WILDFIRE
Techno-Hacker



HOLY FLEET
Engineer of Light
Lt Commander Nova Reyes

HOW IT FEELS

Curious and resourceful. You find uses for what is available and keep working when the first idea fails.

WATCH FOR

Overcomplication. Solve the problem that matters, test before trusting, and remember the people using your creation.

AT A GLANCE

Class: Bender
Suit: Diamonds ♦
Proficiencies:
RECALL • SOLVE • ENDURE
Role: Inventive problem-solver

TINKERER

BENDER • LEVEL 1 QUICK REFERENCE



ALL NINE ACTIONS

Large Actions are proficient: +2 at Level 1. All nine are available to you.

BODY	MIND	SOUL
Strike	Perceive	Inspire
Move	**RECALL +2**	Channel
ENDURE +2	**SOLVE +2**	Resist

STARTING STATS

HP: Record your approved Bender starting HP.
HP tracks harm; LIFE Vitae is separate.

Starting Vitae: 1 + positive modifier, minimum 1.

LIFE: BODY • **FOCUS:** MIND • **SPIRIT:** SOUL

Base Speed: 30 ft.

At 0 HP, you are down; use recovery rules.

ARMOUR & DEFENCE

Defence = 10 + MIND modifier + armour bonus.

Armour	Bonus	Speed
None	+0	30 ft.
Light	+2	30 ft.
Medium	+4	30 ft.
Heavy	+6	15 ft.*

A hand-held shield uses one hand: no two-handed attacks while holding it. Use its listed protection; Field shields follow their own rules.
*Heavy armour halves Speed in this playtest revision.

UNIVERSAL FIRST ACTS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **SPARK GUARD** — 1 Life
  Protect against one incoming attack.
- ☐ **IMPOSSIBLE STEP** — 1 Life
  Make one extraordinary short movement.
- ☐ **FIELD SENSE** — 1 Focus
  Detect unusual nearby Field activity.
- ☐ **FLASH OF INSIGHT** — 1 Focus
  Receive a truthful, useful clue about an immediate problem.
- ☐ **HOLD ON** — 1 Spirit
  Stabilize an adjacent fallen companion.
- ☐ **SHARED COURAGE** — 1 Spirit
  Give a nearby ally a bonus to an appropriate next check.

BENDER CLASS VITACTIONS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **CONFUSE**
  Use the approved ability rules.
- ☐ **PHANTOM IMAGE**
  Use the approved ability rules.
- ☐ **FORCE PULSE**
  Use the approved ability rules.
- ☐ **FIELD HAND**
  Use the approved ability rules.
- ☐ **FORESEE THE TURN**
  Use the approved ability rules.
- ☐ **REWRITE THE SETUP**
  Use the approved ability rules.

Revised Bender costs, effects, ranges, and timing await finalization.

YOUR SIGNATURE

You also know this at Level 1.

FIELD DEVICE

Create or activate a temporary device.
Give it one specific, limited practical function.

The supplied Tinkerer description does not fix the cost, duration, or device limits. Use the Guide's approved ruling.

QUICK CHECK

Black number = printed value. **Red number = value +10.** Redraw courts.
Add attribute modifier, relevant proficiency, and bonuses. Diamonds adds +1.
Meet or beat Defence or the Guide's target.

Each round: normal movement + one main Action + one Reaction. Reaction refreshes at the start of your turn.

TRICKSTER

BENDER ARCHETYPE

You outthink danger and find openings others overlook. Choose Trickster to slip past obstacles, create distractions, and use misdirection to open an unexpected path.

> **"Look for another angle. Leave room for surprise."**



MYTHOS
Veilwalker

WILDFIRE
Cybershadow

HOLY FLEET
Shadowcaster
Lt Sila Angatok

HOW IT FEELS

Clever and adaptable. You spot openings, change approach when plans fail, and make a small move count.

WATCH FOR

Distrust. Keep companions in the plan and the shared goal in sight. Cleverness should preserve another's dignity.

AT A GLANCE

Class: Bender
Suit: Diamonds ♦
Proficiencies:
PERCEIVE • SOLVE • MOVE
Role: Subtle problem-solver

TRICKSTER

BENDER • LEVEL 1 QUICK REFERENCE



ALL NINE ACTIONS

Large Actions are proficient: +2 at Level 1. All nine are available to you.

BODY	MIND	SOUL
Strike	**PERCEIVE +2**	Inspire
MOVE +2	Recall	Channel
Endure	**SOLVE +2**	Resist

STARTING STATS

HP: Record your approved Bender starting HP.
HP tracks harm; LIFE Vitae is separate.

Starting Vitae: 1 + positive modifier, minimum 1.

LIFE: BODY • **FOCUS:** MIND • **SPIRIT:** SOUL

Base Speed: 30 ft.

At 0 HP, you are down; use recovery rules.

ARMOUR & DEFENCE

Defence = 10 + MIND modifier + armour bonus.

Armour	Bonus	Speed
None	+0	30 ft.
Light	+2	30 ft.
Medium	+4	30 ft.
Heavy	+6	15 ft.*

A hand-held shield uses one hand: no two-handed attacks while holding it. Use its listed protection; Field shields follow their own rules.
*Heavy armour halves Speed in this playtest revision.

UNIVERSAL FIRST ACTS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **SPARK GUARD** — 1 Life
  Protect against one incoming attack.
- ☐ **IMPOSSIBLE STEP** — 1 Life
  Make one extraordinary short movement.
- ☐ **FIELD SENSE** — 1 Focus
  Detect unusual nearby Field activity.
- ☐ **FLASH OF INSIGHT** — 1 Focus
  Receive a truthful, useful clue about an immediate problem.
- ☐ **HOLD ON** — 1 Spirit
  Stabilize an adjacent fallen companion.
- ☐ **SHARED COURAGE** — 1 Spirit
  Give a nearby ally a bonus to an appropriate next check.

BENDER CLASS VITACTIONS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **CONFUSE**
  Use the approved ability rules.
- ☐ **PHANTOM IMAGE**
  Use the approved ability rules.
- ☐ **FORCE PULSE**
  Use the approved ability rules.
- ☐ **FIELD HAND**
  Use the approved ability rules.
- ☐ **FORESEE THE TURN**
  Use the approved ability rules.
- ☐ **REWRITE THE SETUP**
  Use the approved ability rules.

Revised Bender costs, effects, ranges, and timing await finalization.

YOUR SIGNATURE

You also know this at Level 1.

BORROWED FACE

Adopt a temporary convincing disguise.
The disguise has limits and can be detected.

The supplied Trickster description does not fix the cost, duration, or detection procedure. Use the Guide's approved ruling.

QUICK CHECK

Black number = printed value. **Red number = value +10.** Redraw courts.
Add attribute modifier, relevant proficiency, and bonuses. Diamonds adds +1.
Meet or beat Defence or the Guide's target.

Each round: normal movement + one main Action + one Reaction. Reaction refreshes at the start of your turn.

HEALER

MENDER ARCHETYPE

You ease suffering and help others recover. Choose Healer to bring compassion and knowledge into moments of need, preserve life, and restore your companions' hope.

> **"Every act of care can make another tomorrow possible."**



MYTHOS
Soulmender



WILDFIRE
Nanomender



HOLY FLEET
Lifemender
Dr. Soria

HOW IT FEELS

Compassionate and steady. You notice suffering, bring calm when others are afraid, and help people find a way to continue.

WATCH FOR

Self-neglect. Your wellbeing matters too. Preserve your resources, recognize care's limits, and respect the wishes of those you help.

AT A GLANCE

Class: Mender
Suit: Hearts
Proficiencies:
INSPIRE • RESIST • RECALL
Role: Compassionate restorer

HEALER

MENDER • LEVEL 1 QUICK REFERENCE



ALL NINE ACTIONS

Large Actions are proficient: +2 at Level 1. All nine are available to you.

BODY	MIND	SOUL
Strike	Perceive	**INSPIRE +2**
Move	**RECALL +2**	Channel
Endure	Solve	**RESIST +2**

STARTING STATS

HP: Record your approved Mender starting HP.
HP tracks harm; LIFE Vitae is separate.

Starting Vitae: 1 + positive modifier, minimum 1.

LIFE: BODY • **FOCUS:** MIND • **SPIRIT:** SOUL

Base Speed: 30 ft.

At 0 HP, you are down; use recovery rules.

ARMOUR & DEFENCE

Defence = 10 + MIND modifier + armour bonus.

Armour	Bonus	Speed
None	+0	30 ft.
Light	+2	30 ft.
Medium	+4	30 ft.
Heavy	+6	15 ft.*

A hand-held shield uses one hand: no two-handed attacks while holding it. Use its listed protection; Field shields follow their own rules.
*Heavy armour halves Speed in this playtest revision.

UNIVERSAL FIRST ACTS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **SPARK GUARD** — 1 Life
  Protect against one incoming attack.
- ☐ **IMPOSSIBLE STEP** — 1 Life
  Make one extraordinary short movement.
- ☐ **FIELD SENSE** — 1 Focus
  Detect unusual nearby Field activity.
- ☐ **FLASH OF INSIGHT** — 1 Focus
  Receive a truthful, useful clue about an immediate problem.
- ☐ **HOLD ON** — 1 Spirit
  Stabilize an adjacent fallen companion.
- ☐ **SHARED COURAGE** — 1 Spirit
  Give a nearby ally a bonus to an appropriate next check.

MENDER CLASS VITACTIONS

Proposed roster: tick the ability you know.

- ☐ **SOOTHE DISTRESS**
  Use the approved ability rules.
- ☐ **READ THE HURT**
  Use the approved ability rules.
- ☐ **CLEANSE THE TRACE**
  Use the approved ability rules.
- ☐ **SHARE THE BURDEN**
  Use the approved ability rules.
- ☐ **GATHER THE CIRCLE**
  Use the approved ability rules.
- ☐ **SANCTUARY**
  Use the approved ability rules.

Mender roster, costs, and effects remain provisional; Mend the Wound and Sanctuary need review.

YOUR SIGNATURE

You also know this at Level 1.

HANDS OF AMORA

Emergency healing
Has a special interaction with unconsciousness.

The supplied Healer description does not fix the cost, healing amount, or unconsciousness procedure.
Use the Guide's approved ruling.

QUICK CHECK

Black number = printed value. **Red number = value +10.** Redraw courts.
Add attribute modifier, relevant proficiency, and bonuses. Hearts adds +1.
Meet or beat Defence or the Guide's target.

Each round: normal movement + one main Action + one Reaction.
Reaction refreshes at the start of your turn.

VOICE

MENDER ARCHETYPE

You lift spirits and bring people together. Choose Voice to turn words, music, and stories into shared courage, understanding, and coordinated action.

"Every voice matters. Together, we can find our song."



MYTHOS
Dreamsinger

WILDFIRE
Street Shaman

HOLY FLEET
Wordsmith
Commander Chorus Angelicus

HOW IT FEELS

Expressive and encouraging. You give feeling a form others can share, help companions find courage, and listen as well as speak.

WATCH FOR

Dominating. Leave room for other voices. Let actions support your words, and respect another person's choice.

AT A GLANCE

Class: Mender
Suit: Hearts
Proficiencies:
INSPIRE • CHANNEL • RECALL
Role: Inspiring communicator

VOICE

MENDER • LEVEL 1 QUICK REFERENCE



ALL NINE ACTIONS

Large Actions are proficient: +2 at Level 1. All nine are available to you.

BODY	MIND	SOUL
Strike	Perceive	**INSPIRE +2**
Move	**RECALL +2**	**CHANNEL +2**
Endure	Solve	Resist

STARTING STATS

HP: Record your approved Mender starting HP.
HP tracks harm; LIFE Vitae is separate.

Starting Vitae: 1 + positive modifier, minimum 1.

LIFE: BODY • **FOCUS:** MIND • **SPIRIT:** SOUL

Base Speed: 30 ft.

At 0 HP, you are down; use recovery rules.

ARMOUR & DEFENCE

Defence = 10 + MIND modifier + armour bonus.

Armour	Bonus	Speed
None	+0	30 ft.
Light	+2	30 ft.
Medium	+4	30 ft.
Heavy	+6	15 ft.*

A hand-held shield uses one hand: no two-handed attacks while holding it. Use its listed protection; Field shields follow their own rules.
*Heavy armour halves Speed in this playtest revision.

UNIVERSAL FIRST ACTS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **SPARK GUARD** — 1 Life
  Protect against one incoming attack.
- ☐ **IMPOSSIBLE STEP** — 1 Life
  Make one extraordinary short movement.
- ☐ **FIELD SENSE** — 1 Focus
  Detect unusual nearby Field activity.
- ☐ **FLASH OF INSIGHT** — 1 Focus
  Receive a truthful, useful clue about an immediate problem.
- ☐ **HOLD ON** — 1 Spirit
  Stabilize an adjacent fallen companion.
- ☐ **SHARED COURAGE** — 1 Spirit
  Give a nearby ally a bonus to an appropriate next check.

MENDER CLASS VITACTIONS

Proposed roster: tick the ability you know.

- ☐ **SOOTHE DISTRESS**
  Use the approved ability rules.
- ☐ **READ THE HURT**
  Use the approved ability rules.
- ☐ **CLEANSE THE TRACE**
  Use the approved ability rules.
- ☐ **SHARE THE BURDEN**
  Use the approved ability rules.
- ☐ **GATHER THE CIRCLE**
  Use the approved ability rules.
- ☐ **SANCTUARY**
  Use the approved ability rules.

Mender roster, costs, and effects remain provisional; Mend the Wound and Sanctuary need review.

YOUR SIGNATURE

You also know this at Level 1.

RAISE THE CHORUS

Inspire a coordinated group effort

Enable or strengthen teamwork through a limited inspirational effect.

The supplied Voice description does not fix the cost, bonus, range, or duration.
Use the Guide's approved ruling.

QUICK CHECK

Black number = printed value. **Red number = value +10.** Redraw courts.
Add attribute modifier, relevant proficiency, and bonuses. Hearts adds +1.
Meet or beat Defence or the Guide's target.

Each round: normal movement + one main Action + one Reaction.
Reaction refreshes at the start of your turn.

BOUND

MENDER ARCHETYPE

You draw strength from meaningful bonds. Choose Bound to awaken potential, stand with companions, and build partnerships that preserve each Spark's freedom.

"Through trust, love, and the Field, we grow stronger together."



MYTHOS
Chosen One

WILDFIRE
Sparkcaster

HOLY FLEET
Starborn
Lt Elira Wynn • Ship's Chaplain

HOW IT FEELS

Connected and loyal. You stand with others through difficulty and help companions discover their strength.

WATCH FOR

Possessiveness. A bond must respect freedom. Your own Spark matters too; let truth guide your trust.

AT A GLANCE

Class: Mender
Suit: Hearts
Proficiencies:
INSPIRE • CHANNEL • STRIKE
Role: Bonded catalyst

BOUND

MENDER • LEVEL 1 QUICK REFERENCE



ALL NINE ACTIONS

Large Actions are proficient: +2 at Level 1. All nine are available to you.

BODY	MIND	SOUL
STRIKE +2	Perceive	**INSPIRE +2**
Move	Recall	**CHANNEL +2**
Endure	Solve	Resist

STARTING STATS

HP: Record your approved Mender starting HP.
HP tracks harm; LIFE Vitae is separate.

Starting Vitae: 1 + positive modifier, minimum 1.

LIFE: BODY • **FOCUS:** MIND • **SPIRIT:** SOUL

Base Speed: 30 ft.

At 0 HP, you are down; use recovery rules.

ARMOUR & DEFENCE

Defence = 10 + MIND modifier + armour bonus.

Armour	Bonus	Speed
None	+0	30 ft.
Light	+2	30 ft.
Medium	+4	30 ft.
Heavy	+6	15 ft.*

A hand-held shield uses one hand: no two-handed attacks while holding it. Use its listed protection; Field shields follow their own rules.
*Heavy armour halves Speed in this playtest revision.

UNIVERSAL FIRST ACTS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **SPARK GUARD** — 1 Life
  Protect against one incoming attack.
- ☐ **IMPOSSIBLE STEP** — 1 Life
  Make one extraordinary short movement.
- ☐ **FIELD SENSE** — 1 Focus
  Detect unusual nearby Field activity.
- ☐ **FLASH OF INSIGHT** — 1 Focus
  Receive a truthful, useful clue about an immediate problem.
- ☐ **HOLD ON** — 1 Spirit
  Stabilize an adjacent fallen companion.
- ☐ **SHARED COURAGE** — 1 Spirit
  Give a nearby ally a bonus to an appropriate next check.

MENDER CLASS VITACTIONS

Proposed roster: tick the ability you know.

- ☐ **SOOTHE DISTRESS**
  Use the approved ability rules.
- ☐ **READ THE HURT**
  Use the approved ability rules.
- ☐ **CLEANSE THE TRACE**
  Use the approved ability rules.
- ☐ **SHARE THE BURDEN**
  Use the approved ability rules.
- ☐ **GATHER THE CIRCLE**
  Use the approved ability rules.
- ☐ **SANCTUARY**
  Use the approved ability rules.

Mender roster, costs, and effects remain provisional; Mend the Wound and Sanctuary need review.

YOUR SIGNATURE

You also know this at Level 1.

AWAKEN POWER

Strengthen an eligible bond

Temporarily empower a bonded companion, being, or object for one specified, limited effect.

The supplied Bound description does not fix the cost, duration, or enhancement. Use the Guide's approved ruling.

QUICK CHECK

Black number = printed value. **Red number** = value +10. Redraw courts.
Add attribute modifier, relevant proficiency, and bonuses. Hearts adds +1.
Meet or beat Defence or the Guide's target.

Each round: normal movement + one main Action + one Reaction. Reaction refreshes at the start of your turn.

WILD

MENDER ARCHETYPE

You recognize the living world as a partner. Choose Wild to understand creatures, follow ecological clues, endure harsh conditions, and connect with life beyond ordinary language.

"All life is part of the same breath. To tend the wild is to tend the future."



MYTHOS
Fieldwalker

WILDFIRE
Biojack

HOLY FLEET
Lifewalker
Lt Tyarra Doolan • Resonance Officer

HOW IT FEELS

Attuned and grounded. You notice the life around you, adapt to the world you share, and care beyond your own kind.

WATCH FOR

Domination. Communication is not obedience. Let instinct work with judgment, and remember that people belong to nature too.

AT A GLANCE

Class: Mender
Suit: Hearts
Proficiencies:
CHANNEL • RESIST • ENDURE
Role: Living-world steward

WILD

MENDER • LEVEL 1 QUICK REFERENCE

♥ HEARTS • +1 WHEN DRAWN

ALL NINE ACTIONS

Large Actions are proficient: +2 at Level 1. All nine are available to you.

BODY	MIND	SOUL
Strike	Perceive	Inspire
Move	Recall	**CHANNEL +2**
ENDURE +2	Solve	**RESIST +2**

STARTING STATS

HP: Record your approved Mender starting HP.
HP tracks harm; LIFE Vitae is separate.

Starting Vitae: 1 + positive modifier, minimum 1.

LIFE: BODY • **FOCUS:** MIND • **SPIRIT:** SOUL

Base Speed: 30 ft.

At 0 HP, you are down; use recovery rules.

ARMOUR & DEFENCE

Defence = 10 + MIND modifier + armour bonus.

Armour	Bonus	Speed
None	+0	30 ft.
Light	+2	30 ft.
Medium	+4	30 ft.
Heavy	+6	15 ft.*

A hand-held shield uses one hand: no two-handed attacks while holding it. Use its listed protection; Field shields follow their own rules.
*Heavy armour halves Speed in this playtest revision.

UNIVERSAL FIRST ACTS

Choose **ONE** at Level 1. Tick the ability you know.

- ☐ **SPARK GUARD** — 1 Life
  Protect against one incoming attack.
- ☐ **IMPOSSIBLE STEP** — 1 Life
  Make one extraordinary short movement.
- ☐ **FIELD SENSE** — 1 Focus
  Detect unusual nearby Field activity.
- ☐ **FLASH OF INSIGHT** — 1 Focus
  Receive a truthful, useful clue about an immediate problem.
- ☐ **HOLD ON** — 1 Spirit
  Stabilize an adjacent fallen companion.
- ☐ **SHARED COURAGE** — 1 Spirit
  Give a nearby ally a bonus to an appropriate next check.

MENDER CLASS VITACTIONS

Proposed roster: tick the ability you know.

- ☐ **SOOTHE DISTRESS**
  Use the approved ability rules.
- ☐ **READ THE HURT**
  Use the approved ability rules.
- ☐ **CLEANSE THE TRACE**
  Use the approved ability rules.
- ☐ **SHARE THE BURDEN**
  Use the approved ability rules.
- ☐ **GATHER THE CIRCLE**
  Use the approved ability rules.
- ☐ **SANCTUARY**
  Use the approved ability rules.

Mender roster, costs, and effects remain provisional; Mend the Wound and Sanctuary need review.

YOUR SIGNATURE

You also know this at Level 1.

SPEAK WITH LIFE

Communicate with living organisms.
Convey or receive simple intentions and information.
Communication does not grant obedience.

The supplied Wild description does not fix the cost, range, or duration.
Use the Guide's approved ruling.

QUICK CHECK

Black number = printed value. **Red number = value +10.** Redraw courts.
Add attribute modifier, relevant proficiency, and bonuses. Hearts adds +1.
Meet or beat Defence or the Guide's target.

Each round: normal movement + one main Action + one Reaction. Reaction refreshes at the start of your turn.

THE NINE ACTIONS

NINE WAYS YOUR SPARK CAN ACT.

BODY



Grapple an attacker.



Vault a railing.



Withstand bitter cold.

MIND



Notice a hidden clue.



Remember an ancient symbol.



Repair a damaged system.

SOUL



Give someone courage.



Direct Vitae and Resonance.



Stand against psychic influence.

Every Spark can attempt all nine actions.

Proficiency means excellence, not permission.

THE NINE ACTIONS

EVERY SPARK CAN ATTEMPT ALL NINE ACTIONS.

WHAT ACTIONS ARE

Actions describe what your Spark attempts. Each action belongs to Body, Mind, or Soul. No archetype owns an action.

BODY

Physical action in the real world.

STRIKE
Attack, grapple, shove, break, physically impose force.

MOVE
Run, climb, dodge, sneak, jump, reposition.

ENDURE
Withstand pain, injury, exhaustion, environmental danger, bodily stress.

MIND

Information, knowledge, solutions.

PERCEIVE
Notice, search, investigate, track, observe patterns.

RECALL
Remember information, recognize knowledge, history, language, culture.

SOLVE
Analyze, repair, calculate, decode, improvise, understand systems.

SOUL

People, connection, higher purpose.

INSPIRE
Lead, persuade, comfort, rally, perform, encourage.

CHANNEL
Direct Vitae, Resonance, magic, spiritual or Field energy.

RESIST
Withstand fear, coercion, psychic influence, corruption, domination.

CHOOSE THE RIGHT ACTION

1. Describe what your Spark is actually trying to do.
2. Pick the action that best matches your approach.
3. If more than one seems possible, the Guide chooses the best fit.
4. A proficiency helps you excel, but any Spark can still attempt the action.

DIFFERENT APPROACHES IN PLAY

Situation: A sealed hatch blocks the crew; a civilian is frightened.

STRIKE: Force the hatch open.
SOLVE: Bypass the hatch lock.
INSPIRE: Steady the civilian so they can continue.

Choose the action for the task you attempt.

QUICK DISTINCTIONS

- Perceive finds information. Recall remembers it. Solve works out what to do with it.
- Endure withstands physical strain. Resist withstands fear and hostile influence.

PROFICIENCY MEANS EXCELLENCE, NOT PERMISSION.

Every Spark can attempt all nine actions.

CHECKS AND DIFFICULTY

ONE CHECK, FROM OBSTACLE TO OUTCOME.

1 SET THE TARGET

Maddie tries to bypass a locked hatch using **SOLVE (Mind)**.
The Guide sets a **Hard** target: **TN 17**.



2 DRAW AND ADD

Maddie draws 7♦. Red number cards add 10: 7 + 10 = 17.



EXAMPLE BONUSES
Card 17 + Mind 2 + Skill 1 + Matching suit 1

CHECK TOTAL = 21
Diamonds match Maddie's Bender class: +1.

3 COMPARE AND RESOLVE

21 meets or beats TN 17: success.



The hatch opens. Inside, the crew finds signs of an earlier visitor.

MEET OR BEAT THE TARGET NUMBER TO SUCCEED.
The Guide explains the result and what happens next.

CHECKS AND DIFFICULTY

DRAW • ADD • COMPARE • RESOLVE

MAKE A CHECK

Describe your action. The Guide sets the target number (TN). Draw a card, add modifiers, and compare your total.

TOTAL = CARD VALUE + ATTRIBUTE + SKILL + BONUSES

Black numbers: printed value. Red numbers: value + 10. Court cards: redraw unless a rule says otherwise.

DIFFICULTY — TARGET NUMBERS

The Guide chooses the TN to match the challenge.

DIFFICULTY	TN	EXAMPLE
Very Easy	**7**	Routine tasks, no real risk
Easy	**11**	Common challenges
Moderate	**14**	Trained tasks, some risk
Hard	**17**	Difficult, significant challenge
Very Hard	**21**	Expert level, high stakes
Legendary	**24+**	Extraordinary, near impossible

COMMON MODIFIERS

MODIFIER	BONUS
Matching class suit	+1
Relevant skill	+1 to +3
Equipment / tools	+1 to +2
Favourable environment	+1 to +3
Help from an ally	+1 or more
Planning / preparation	+1 to +2
Dimperial interference	–4 (special)
Other circumstances	Guide's call

Class suit: Clubs → Defenders; Diamonds → Benders; Hearts → Menders. Spades give no class bonus.

The –4 penalty applies to special Dimperial interference.

RESOLVE THE CHECK

TOTAL VS TN	RESULT
5+ above	**Major success:** extra benefit
Meets TN to 4 above	**Success:** achieve your goal
1–4 below	**Partial success:** succeed at a cost
5+ below	**Failure:** complication or new challenge

The Guide explains the outcome and what happens next.

Bold approaches can bring greater rewards or greater complications. A failed check can reveal clues, danger, or another path.

MEET OR BEAT THE TN TO SUCCEED.

WHICH ACTION DO YOU CHECK?

LET THE FICTION LEAD. CHOOSE THE ACTION THAT FITS THE INTENT.

BODY — ACT IN THE WORLD

STRENGTH • AGILITY • ENDURANCE



STRIKE

Use when you attack, force a path, or apply direct physical action.

Romeo strikes a Naught trooper to keep them back.



MOVE

Use when speed, agility, stealth, pursuit, or positioning matters most.

Maddie dashes through crossfire to reach cover.



ENDURE

Use when you withstand pain, danger, exhaustion, pressure, or environmental harm.

Chorus braces against a blast to protect the team.

MIND — UNDERSTAND AND OVERCOME

AWARENESS • KNOWLEDGE • REASONING



PERCEIVE

Use when you notice clues, threats, hidden details, motives, or changes in the scene.

Maddie spots a hidden turret before it activates.



RECALL

Use when memory, knowledge, training, lore, or learned information matters.

Romeo recognizes the Dimperial symbol and recalls what it means.



SOLVE

Use when you analyze, plan, bypass, repair, decode, calculate, or figure something out.

Maddie bypasses the lock on the control panel.

SOUL — INFLUENCE AND ENDURE

PRESENCE • VITAE • INNER STRENGTH



INSPIRE

Use when you lead, reassure, persuade, rally, or move hearts through presence.

Romeo rallies the civilians with a message of hope.



CHANNEL

Use when you direct Vitae, healing, resonance, or other field powers outward.

Chorus projects a healing field to aid an injured ally.



RESIST

Use when you hold to yourself against fear, control, corruption, panic, or spiritual pressure.

Maddie stands firm against a Dimperial mind assault.

ASK ONE QUESTION FIRST

What is the player actually trying to do right now? Choose the Action that best matches the approach in the fiction.

IF TWO ACTIONS COULD FIT

Use the one that matches the main risk or the player's stated approach. Different approaches can lead to different checks.

The same obstacle can call for different Actions depending on the Spark tackles it.

PUTTING IT INTO PRACTICE

EXAMPLES, EDGE CASES, AND GUIDE REFERENCE.

"It's not what they say, it's what they're trying to do."
— HEWLETT

REAL SITUATIONS, REAL ACTIONS

Same goal can use different Actions — it depends on how the Spark tackles it.

SITUATION	POSSIBLE ACTION(S)	EXAMPLE APPROACH
Get past a locked door	SOLVE, MOVE, INSPIRE	Hack the lock, find another route, or convince a guard to open it.
Stop the Naught trooper	STRIKE, INSPIRE, SOLVE	Attack, talk them down, or disable their weapon.
Cross a dangerous area	MOVE, ENDURE, SOLVE	Dash across, push through under fire, or find a safe path.
Find a hidden enemy	PERCEIVE, RECALL, SOLVE	Spot movement, remember patrol patterns, or analyze sensor data.
Calm a panicked civilian	INSPIRE, CHANNEL, RESIST	Reassure them, heal emotional trauma, or help them resist fear.
Repair a damaged system	SOLVE, RECALL, PERCEIVE	Fix it, remember how it works, or notice what's wrong.
Resist mind control	RESIST, RECALL, ENDURE	Push back mentally, remember your training, or endure the assault.
Reach a high ledge	MOVE, ENDURE, SOLVE	Climb, push through fatigue, or improvise a way up.
Learn what the symbol means	RECALL, SOLVE, PERCEIVE	Remember, analyze, or notice context clues.
Protect an ally	ENDURE, STRIKE, INSPIRE	Shield them, fight the threat, or rally others to help.
Convince a hostile leader	INSPIRE, RECALL, SOLVE	Persuade, recall useful knowledge, or present a logical argument.
Identify a fake or lie	PERCEIVE, RECALL, SOLVE	Read their tells, remember past behavior, or analyze inconsistencies.

COMMON QUESTIONS AT THE TABLE

Players often describe what they do in many ways. Here are typical phrases and the best matching Action.

IF THE PLAYER SAYS...	USE THIS ACTION
"I shoot the trooper."	STRIKE
"I run across the bridge."	MOVE
"I hold my position under fire."	ENDURE
"I look for signs of the intruder."	PERCEIVE
"Do I know anything about this?"	RECALL
"I try to bypass the lock."	SOLVE
"I give a rousing speech."	INSPIRE
"I focus my Vitae to heal."	CHANNEL
"I resist the mind control."	RESIST
"I sneak past the guard."	MOVE (or PERCEIVE)
"I calm the panicked civilian."	INSPIRE (or CHANNEL)
"I analyze the data."	SOLVE
"I remember something similar."	RECALL
"I withstand the cold."	ENDURE
"I search for a hidden door."	PERCEIVE

A CLOSER LOOK — TRICKY SITUATIONS

Some situations could use more than one Action. Choose the one that fits the intent.



Sneak into a restricted area

MOVE to get there quietly.
PERCEIVE to avoid detection.
SOLVE to bypass security.
INSPIRE to distract the guards.



Figure out alien technology

SOLVE to analyze and decode.
RECALL to remember similar tech.
PERCEIVE to notice hidden clues.



Hold back a psionic attack

RESIST to push back directly.
ENDURE to withstand the strain.
CHANNEL to reinforce yourself or protect others.

WHEN YOU CAN'T DECIDE

Use these questions to choose the best Action.

1. **What is the player trying to achieve?**
   Focus on the result, not just the words.
2. **How are they trying to do it?**
   Force, speed, knowledge, influence, etc.
3. **Which Action best matches the approach?**
   Use the definitions on the previous page.
4. **Could more than one Action apply?**
   Pick the main one. Allow creative alternatives.
5. **Set the target number and make the check.**
   Describe the result and what happens next.

QUICK REFERENCE TABLE

What each Action is best used for.

ACTION	MAIN USE	OTHER USES
STRIKE	Attack, harm, break	Overpower, destroy, force a path
MOVE	Get somewhere	Run, climb, dodge, escape, reposition
ENDURE	Withstand harm	Survive, hold position, resist conditions
PERCEIVE	Notice and detect	Spot clues, read signs, sense threats
RECALL	Remember	Use knowledge or past experience
SOLVE	Figure out and fix	Analyze, plan, bypass, create a solution
INSPIRE	Motivate and persuade	Lead, encourage, move hearts
CHANNEL	Use Vitae outward	Heal, attune, empower, protect
RESIST	Push back and withstand	Resist influence, fear, corruption

GUIDE TIPS

- Listen to what the player is trying to do, not just their words.
- Choose the Action that fits the main goal and approach.
- When in doubt, ask: "What are you trying to achieve?"
- It's okay to allow creative solutions using different Actions.
- Some challenges may allow more than one valid Action.
- Use the fiction and logic of the scene to guide your decision.
- The same obstacle can call for different Actions depending on how the Spark tackles it.
- Keep the game moving — choose, set the target, and roll.

"Different strengths. One purpose."
— EDWARD J. HEWLETT

SKILLS AND HELPING

TRAINING MATTERS. TEAMWORK HELPS.



USE YOUR TRAINING



Maddie uses SOLVE with Mind and her Tech skill.

GIVE PRACTICAL HELP



Paddy reconnects the supply so the controls can respond.

HELP THE SAME ATTEMPT



Chorus watches the power cycle and calls the safe moment.



DESCRIBE HOW YOU HELP.

Relevant training adds to the check. The Guide decides whether help earns a bonus.

Helping improves the chance of success; it does not guarantee it.

SKILLS AND HELPING

RELEVANT TRAINING. MEANINGFUL HELP.

USING A SKILL

Skills represent what your Spark knows and can do. Add a relevant skill bonus when that training helps the action you are attempting.

Action = what you attempt. Skill = the training that helps.

Example: bypassing a lock uses SOLVE with Mind; Tech is the relevant skill.

Use the skill bonus recorded on your sheet. The Guide decides whether it applies.

COMMON SKILLS

Examples; the Guide may call for other skills.

SKILL	EXAMPLES
ATHLETICS	Climb, jump, lift, balance
AWARENESS	Notice, detect, read a situation
EMPATHY	Understand, calm, persuade
KNOWLEDGE	Recall facts, research, analyze
TECH	Repair, hack, operate, build
SURVIVAL	Endure, navigate, adapt
STEALTH	Hide, move quietly, avoid notice
LEADERSHIP	Inspire, coordinate, rally others
CREATIVITY	Improvise, devise, find another way

HELPING EACH OTHER

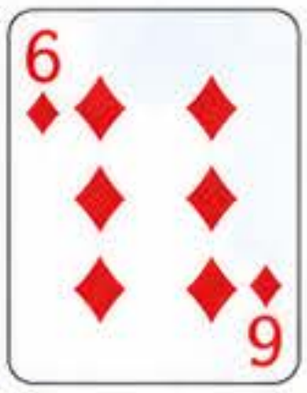
You can help another Spark even when you are not making the check.

1. **Describe your help.**
   Say what you do and how it assists this attempt.
2. **Make it relevant.**
   The help must make sense in the scene and contribute to the task.
3. **Let the Guide decide.**
   The Guide may award a bonus for meaningful help.
4. **Agree on the limit.**
   Several Sparks may help; the Guide sets any limit.

Help does not guarantee success.
The final total must still meet or beat the TN.

WORKED EXAMPLE: OPENING THE HATCH

Maddie uses SOLVE with Mind and Tech. The Guide sets TN 21.



6♦ = 16

Red number: 6 + 10.

Card value	16
Mind	+2
Tech skill	+1
Matching Bender suit (Diamonds)	+1
Total before help	**20**

Paddy restores the supply; Chorus times the power cycle. In this example, the Guide awards +1 for their combined help.

20 + 1 = 21 → SUCCESS

21 meets TN 21. The hatch opens.

The +1 helping bonus is this Guide's ruling for this scene, not a fixed bonus for every helper.

TRAINING ADDS EXPERTISE. HELP MUST ADD SOMETHING TO THE TASK.

THE CARDS OF FATE

READ THE COLOUR. READ THE SUIT.



BLACK NUMBER CARDS



Use the printed number.

7♣ = 7

RED NUMBER CARDS



Add 10 to the printed number.

7♥ = 17

COURT CARD? DRAW AGAIN.



For checks, redraw court cards unless a rule says otherwise.

THE SUIT MATTERS TOO.

♣ **CLUBS** Body • Defenders	♦ **DIAMONDS** Mind • Benders	♥ **HEARTS** Soul • Menders	♠ **SPADES** Chaos

Matching class suit: +1. Spades give no class bonus.

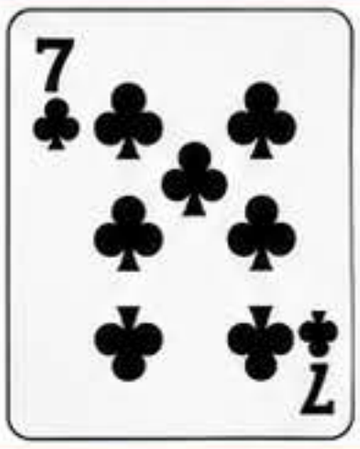
THE CARD IS THE START OF YOUR CHECK.

Add your attribute, relevant skill, and bonuses; compare the total with the TN.

THE CARDS OF FATE

CARD VALUES AND CLASS SUITS.

1. READ THE CARD VALUE



BLACK NUMBERS

Clubs and Spades: use the printed number.

7♣ = 7



RED NUMBERS

Diamonds and Hearts: add 10 to the printed number.

7♥ = 17

COURT CARDS: REDRAW FOR CHECKS

Jack, Queen, and King: draw again unless a rule says otherwise.

2. READ THE SUIT

The suit links the card to a class and suggests the flavour of the moment.

SUIT	LINK	CLASS BONUS
♣ **CLUBS**	Body • action, protection, toughness	Defenders +1
♦ **DIAMONDS**	Mind • skill, ingenuity, trickery	Benders +1
♥ **HEARTS**	Soul • care, healing, empathy	Menders +1
♠ **SPADES**	Chaos • danger, resistance, setbacks	No class bonus

Add +1 only when the drawn suit matches your class.
Suit flavour does not replace the check result.

3. FROM CARD TO CHECK

TOTAL = CARD VALUE + ATTRIBUTE + SKILL + BONUSES

Compare the final total with the target number (TN). Meet or beat the TN to succeed.
The Guide sets the TN and decides which other bonuses or penalties apply.

4. ONE DRAW, TWO THINGS TO READ

Maddie is a Bender. She draws 6♦ while repairing a damaged console.



COLOUR → VALUE

Red 6: 6 + 10 = 16.

SUIT → CLASS BONUS

Diamonds match Benders: +1.

16 + Mind 2 + Tech 1 + Suit 1 = 20
Against TN 17: **SUCCESS.**

A RED CARD IS NOT AUTOMATIC SUCCESS.
Read the card, add the modifiers, then compare the total with the TN.

SUITS AND FIELD EFFECTS

THE PLACE CAN CHANGE THE CHECK.



The crew enters a Concord sanctuary: a place of care, knowledge, and protection.

FAVOURABLE ENVIRONMENT: +1 MAY APPLY

When the environment matches your suit, the Guide may award +1 to the check.
This is an environment bonus, separate from the matching class-suit bonus.

♥ HEARTS • CARE



Healing spaces can support Menders.

♦ DIAMONDS • KNOWLEDGE



Libraries and laboratories can support Benders.

♣ CLUBS • STRENGTH



Training grounds and places to defend can support Defenders.

♠ DIMPERIAL SUPPRESSION



In a Dimperial suppression field, a Spade draw carries −4.
This is a special field penalty, not a penalty on every Spade.

USE THE FIELD

The Guide decides whether the environment helps.
Environment bonuses do not stack unless the Guide allows it.

VITACTIONS AND SUITS — TBD

Some Vitactions may gain extra power when you draw a particular suit. The triggers and effects are still to be defined.

SUITS AND FIELD EFFECTS

ENVIRONMENT BONUSES AND SUPPRESSION.

1. WHEN THE PLACE HELPS

The Guide may award +1 to a check when the environment matches your suit and supports the task. Describe what you use in the scene. The Guide decides whether the bonus applies.

Environment bonus: +1 when approved.

Separate from the +1 matching class-suit bonus. Environment bonuses do not stack unless the Guide allows it.

2. PLACES TO LOOK FOR

SUIT / CLASS	EXAMPLES
♥ **HEARTS / MENDERS**	Temples and sacred spaces; hospitals and infirmaries; communities in need; gardens; homes and safe havens.
♦ **DIAMONDS / BENDERS**	Libraries and archives; research laboratories; universities and schools; data centres and observatories; places of invention and art.
♣ **CLUBS / DEFENDERS**	Training grounds and armouries; battlefields and front lines; spacecraft and hangars; harsh natural environments; places that need defending.

These are examples, not automatic bonuses. Choose a place that supports your approach.

3. SPADES AND DIMPERIAL SUPPRESSION

Spades reflect chaos: danger, resistance, and setbacks. They give no class bonus.
Unstable places include derelict ships, ruins, anomalies, storms, Dimperial territory, and breaking realities.

DIMPERIAL SUPPRESSION FIELD: SPADE DRAW –4

This penalty applies in the special suppression field; it is not a penalty on every Spade.

Possible signs: distorted comms, fear, unnatural silence or repetition, Dimperial beacons, Naughts, or Inquisitors.
Environmental penalties can still apply even when another bonus helps.

4. EXAMPLE: USING THE ARCHIVE

Maddie, a Bender, draws 6 ♦ while researching in an archive. The Guide approves +1 for the environment.

Card 16 + Mind 2 + Knowledge 1 + Class suit 1 + Environment 1 = 21
Against TN 21: SUCCESS.

The class-suit bonus comes from Diamonds; the environment bonus comes from the useful setting.

5. VITACTIONS AND SUITS — TBD

Some Vitactions may gain extra power when you draw a particular suit.
The required suits, extra effects, and interaction with other bonuses are still to be defined.
This is a design proposal, not an active rule.

WHEN TROUBLE RISES

MOVE WITH PURPOSE. MAKE YOUR ACTION COUNT.



ON YOUR TURN: MOVE + ONE MAIN ACTION

Move up to your Speed, before or after your action. Then take ONE main action and describe what you do.

Common main actions: Strike • Protect • Help • Use a Skill • Use Gear • Use a Vitaction

MOVE TO COVER



Maddie takes cover and attacks a visible Naught.

PROTECT THE ROUTE



Paddy engages the threat and keeps the route open.

SUPPORT AN ALLY



Chorus uses a protective Vitaction to shield the civilian.



Romeo presses the opening. The crew reaches the shuttle together. Attacking, protecting, and helping can all move the encounter forward.

RESOLVE ACTIONS WITH CARDS

Draw a card. Action Total = Card Value + Attribute Modifier + Proficiency Bonus (if proficient) + other bonuses. For attacks, compare the result to the target's Defence. For other actions, the Guide sets the target.

THE FIGHT CHANGES

Damage, cover, conditions, position, line of sight, and hazards all matter. The Guide describes the result, then the next Spark takes a turn.

AFTER EVERYONE HAS TAKEN A TURN, BEGIN A NEW ROUND.

COMBAT AT A GLANCE

MOVE WITH PURPOSE. ACT TOGETHER.

1 START THE ENCOUNTER

The Guide describes the threats, terrain, and stakes. Determine initiative. Highest result acts first; continue in order.
After everyone takes a turn, begin a new round.

2 TAKE YOUR TURN

Move up to your Speed, before or after your action.
Take one main action: attack, protect, help, use a skill, use gear, or use a Vitaction.
Describe what you do.

3 RESOLVE YOUR ACTION

Draw a card.
Card value + attribute modifier + relevant skill + bonuses.
For an attack, compare with the enemy's Defence.
For another action, the Guide sets the target.
Meet or beat the target to succeed.

4 APPLY THE RESULT

A successful hit deals the weapon or effect's damage. Apply armor, cover, and other protection as their rules specify.
Follow any conditions or effects that result.
Check range, line of sight, terrain, and hazards.

5 HELP YOUR TEAM

Helping uses your main action.
Describe how your help supports the same attempt.
The Guide decides any bonus.
Protecting, healing, distracting, and creating an opening can all change the fight.

6 DOWN BUT NOT OUT

At 0 HP, a Spark is down.
Allies can protect, stabilize, heal, or pull them to safety.
The Guide calls for any required recovery checks.

BODY: force and melee

MIND: precision and technology

SOUL: resonance and healing

ONE ROUND, ONE SHARED GOAL

Maddie moves to cover and attacks. Paddy holds the route. Chorus shields the civilian. Romeo presses the opening. Each acts on their own turn.

KEEP THE OBJECTIVE IN SIGHT
The goal may be escape, rescue, or protection.



WEAPONS AND ARMOR

GEAR SHAPES THE FIGHT. PROTECT THE SPARK.



LIGHT ARMOR



- +2 Defence
- Full Speed
- Best for agility and mobility.

STAY FAST. STAY IN THE FIGHT.

MEDIUM ARMOR



- +4 Defence
- Balanced protection.
- Cannot use two-handed weapons.

FLEXIBLE. RELIABLE. READY.

HEAVY ARMOR



- +6 Defence
- Move at half Speed.
- Best for holding the line.

STAND FIRM. PROTECT OTHERS.

WEAPON ROLES

Melee	Reach	Ranged	Shield
Close and direct.	Control space.	Strike from afar.	Defend and protect.

LOADOUT PRINCIPLE

Choose gear that fits your role.
Weapons help you strike or protect.
Armor keeps you in the fight.

ARMOR ACROSS THE THREE ERAS

DIFFERENT TIMES. A BRIGHTER TOMORROW. SAME COURAGE.

MYTHOS

HONOR IN THE FIRST FLAMES.



Armor in the Mythos era is forged for endurance. Heavy materials and traditional designs protect the few who stand against overwhelming odds.

STRONG ROOTS.
BRIGHTER TOMORROWS.

WILDFIRE

COURAGE FUELS CHANGE.



Armor in the Wildfire era is built for a harder world. Rugged, practical, and adaptable, it keeps fighters moving through chaos and drives change forward.

ADAPT. FIGHT.
A BRIGHTER TOMORROW.

HOLY FLEET

DISCIPLINE BRINGS LIGHT.



Armor in the Holy Fleet era uses advanced materials and resonator technology. It is clean, resilient, and designed to protect people and the light they stand for.

PEOPLE PROTECTED.
A BRIGHTER TOMORROW.

WEAPONS + ARMOR AT A GLANCE

CHOOSE YOUR GEAR. FIGHT WITH PURPOSE.

1 CHOOSE YOUR WEAPON

Pick a melee or ranged weapon that fits your era and style.

Different tools.
A stronger tomorrow.

2 MAKE THE ATTACK

Draw a card and add the relevant attribute and any proficiency bonus.
BODY usually powers melee, MIND usually powers ranged attacks, and some resonant gear may use SOUL if the Guide allows.

3 DEAL DAMAGE

On a hit, deal the weapon's damage. The Guide describes what the attack looks like in the story.

More than numbers.
Moments that matter.

4 APPLY ARMOR

Armor raises Defence. Shields, cover, and positioning can keep you alive.

Defend what matters.
Stay in the fight.

WEAPON GROUPS

THE GUIDE CAN RENAME ANY WEAPON TO FIT THE ERA.

LIGHT WEAPONS



Quick, concealable, and easy to use.

1 DAMAGE

STANDARD WEAPONS



Balanced sidearms, swords, and carbines.

2 DAMAGE

HEAVY / TWO-HANDED WEAPONS



Big impact, reach, or power.

3 DAMAGE

RANGED WEAPONS



Attack at a distance. Need line of sight and a clear target.

VARIES (TYPICALLY 1–3)

SHIELDS



Used to protect allies and hold the line.

DEFENSIVE TOOL

ARMOR TIERS

DIFFERENT ARMOR. DIFFERENT CHOICES. A BRIGHTER TOMORROW.

UNARMORED



No armor bonus.

0 DEFENCE

LIGHT ARMOR



+2 Defence.
Full Speed.

+2 DEFENCE

MEDIUM ARMOR



+4 Defence.
Full Speed.
Usually prevents heavy/two-handed weapons.

+4 DEFENCE

HEAVY ARMOR



+6 Defence.
Speed is halved.

+6 DEFENCE

SHIELD / HOLO-SHIELD



Best for Protect actions and defensive play.

DEFENSIVE TOOL

THE SAME RULES, THREE ERAS

DIFFERENT TIMES. A BRIGHTER TOMORROW. SAME COURAGE.

MYTHOS

HONOR IN THE FIRST FLAMES.



TYPICAL LOADOUT

- Sword or spear
- Bow
- Shield
- Leather, chain or plate

STRENGTH IN PEOPLE.
A BRIGHTER TOMORROW.

WILDFIRE

COURAGE FUELS CHANGE.



TYPICAL LOADOUT

- Resonant blade
- Shock pike or carbine
- Combat armor
- Energy shield

ADAPT. FIGHT.
A BRIGHTER TOMORROW.

HOLY FLEET

DISCIPLINE BRINGS LIGHT.



TYPICAL LOADOUT

- Holosword
- Bladeless pole or pulse sidearm
- Resonator armor
- Holo-shield

PEOPLE PROTECTED.
A BRIGHTER TOMORROW.

KEEP IT SIMPLE — Pick a look. Choose a damage band. Choose an armor tier. Reskin it to the era.

DEFENCE AND POSITIONING

FIND COVER. CHECK YOUR VIEW. MOVE TOGETHER.



THE GOAL: GET EVERYONE TO THE SHUTTLE

The crew uses the docking bay to protect the civilian and open a safe route.

1 USE COVER



Put solid obstacles between you and the threat.
Cover can improve Defence.

2 CHECK YOUR VIEW



To attack, you need a clear line of sight.
Solid walls block the shot.

3 COORDINATE



Use cover and movement to create an opening.
Support an ally or approach from another side.

ON YOUR TURN

Move up to your Speed + take one main action.
You may move before or after your action.

Describe your plan. The Guide applies the positioning rules.

DEFENCE IN ACTION

COVER • SIGHT LINES • TEAMWORK

1 MOVE WITH PURPOSE

- On your turn: move up to your Speed + take one main action.
- Move before or after your action.
- Use the Speed on your character sheet.
- Do not end your move in an enemy's space unless a rule allows it.

2 TERRAIN AT A GLANCE

Condition	Effect
Open ground	No modifier
Low cover	+2 Defence
High cover	+4 Defence
Difficult terrain	−1 movement
Higher elevation	+1 Defence
Lower elevation	No bonus

Cover must stand between you and the attack.

3 CHECK LINE OF SIGHT

- You need a clear line of sight to attack.
- Low cover may let you see and be seen.
- High cover blocks line of sight.
- You cannot shoot through solid walls.
- Use corners and obstacles to break sight lines.

4 FLANK TOGETHER

- You flank when an ally engages the same enemy from the opposite side.
- Flanking gives +2 to your attack check.
- Some enemies cannot be flanked, such as vehicles or massive creatures.

Moving to a side alone does not create a flank.

5 EXAMPLE: COVER CHANGES THE RESULT

A Spark has Defence 12.
Low cover adds +2: Defence is now 14.
An enemy's final attack total is 13.
13 is below 14. The attack misses.

The bonus applies because the cover protects against this attack.



Use the gap to attack. Use the crate to protect yourself.

6 PLAN AS A BAND

- Tell your allies where you are moving and what you need.
- Create an opening, protect someone, or support their action.
- A shield or Vitaction uses its own effect; it does not grant a universal bonus.

7 RESOLVE UNCERTAIN ACTIONS WITH CARDS

Card value + attribute modifier + relevant skill + bonuses.
Meet or beat Defence or the target number.

HEALING AND RECOVERY

REACH SAFETY. GIVE CARE. TAKE TIME.



THE FIGHT ENDS. RECOVERY BEGINS.

Protect the fallen Spark, stabilize them, then restore health with treatment, rest, or Vitae.

1 REACH SAFETY



Get the injured Spark out of danger. Allies can help, even without healing abilities.

2 STABILIZE



Protect the downed Spark and keep them safe. Prevent further harm while care is given.

3 HEAL OR TREAT



Use medical care, equipment, or a Mender's Vitae to restore Health and treat conditions.

4 RECOVER



Rest and treatment take time. Follow the Guide's rules to return to action fully.



WE LOOK AFTER OUR OWN.

HEALING IN PLAY

STABILIZE THE FALLEN. RESTORE HEALTH. FACE DEATH.

1 WHEN A SPARK HITS 0 HP

A Spark at 0 HP falls unconscious and cannot take normal actions. They are down and dying until stabilized or healed.

Allies may drag, carry, shield, or protect them.

2 DEATH SAVES



At the start of each of the downed Spark's turns, draw one 50/50 card.
Red = success. Black = failure.
Record the result.
Three successes: the Spark becomes stable but remains unconscious at 0 HP.
Three failures: the Spark dies.

3 STABILIZE A FALLEN SPARK

First aid, protection, medical care, or a **helpful vitaction** may stabilize a downed Spark if the Guide agrees it fits the situation.

A stable Spark stops making death saves, but stays unconscious until healed or the Guide says they recover.

4 HEALING RESTORES HP

If treatment, rest, equipment, or a Mender ability restores HP, the Spark immediately stops dying.

Record the HP restored and continue play if able.

Hands of Amora and other healing vitactions restore HP according to their own rules.

5 RECOVERY

After the danger passes, rest, time, care, and safe shelter may restore additional HP or remove conditions, as the Guide and the specific ability or treatment rule allow.

Not every injury vanishes instantly.

6 DEATH AND LASTING HARM

Death is serious. If three death saves are failed, the Spark dies unless the Guide permits an exceptional story solution.

Severe injuries, stress, or scars may leave lasting marks even after survival.

DYING TRACKER

SUCCESSES (Red cards)	FAILURES (Black cards)
○ ○ ○	○ ○ ○

3 successes = stable • 3 failures = death

WHAT ALLIES CAN DO

- Reach the fallen Spark
- Protect them from further harm
- Use first aid or equipment
- Call on a Mender
- Carry them to safety

HEALING SOURCES

	Rest
	Medical care
	Equipment
	Mender vitactions
	Allied help



STABILIZED IS NOT FULLY HEALED.

Stopping death and restoring health are different steps. Follow the treatment or vitaction used.

VITACTIONS

ORDINARY ACTIONS. EXTRAORDINARY POSSIBILITIES.



ONE TEAM. DIFFERENT GIFTS.

Paddy holds the doorway. Maddie distracts the threat. Chorus protects the civilian. Romeo keeps the route open.

DEFENDERS

BODY • LIFE • CLUBS

Hold the line and protect allies.

BENDERS

MIND • FOCUS • DIAMONDS

Shape the field and create openings.

MENDERS

SOUL • SPIRIT • HEARTS

Heal, protect, and unite.

WHAT MAKES IT A VITACTION?

A Vitaction is a special ability powered by Vitae.
It builds on the nine ordinary Actions and adds a specific effect.
Choose a Vitaction you know, pay its listed cost, and follow its rules.

1 DECLARE

Say which Vitaction you use and what you want it to do.

2 PAY

Spend the listed Vitae from the named pool.

3 RESOLVE

Apply the effect or make the required card check.



HOW VITACTIONS WORK

KNOW THE POWER. PAY THE COST. FOLLOW THE EFFECT.

1 VITAE POWERS YOUR ABILITIES

Pool	Attribute	Class alignment
Life	Body	Defenders • clubs
Focus	Mind	Benders • diamonds
Spirit	Soul	Menders • hearts

Starting value for each pool: 1 + its positive attribute modifier.
Minimum 1. A zero or negative modifier adds nothing.
Small concrete example: Mind modifier +2 gives starting Focus 3.

2 YOUR LEVEL 1 TOOLKIT

You begin knowing 3 Vitactions:

- **1 UNIVERSAL** known by every Spark.
- **1 CLASS** from your chosen path.
- **1 SIGNATURE** a special ability unique to you.

Vitactions expand the nine ordinary Actions.
They do not replace them.

3 USE A VITACTION

- Declare the Vitaction and its intended target or effect.
- Pay its listed cost from the named pool.
- Resolve it as its rules direct.
- Most cost 1 Vitae and use your main action.
- Follow any stated exception, including Reactions.
- Check range, target, duration, and effect.

4 RESOLVE AS LISTED

Type	What you do
Reliable	Apply the effect when its cost and requirements are met.
Contested	Make a normal card check.
Reaction	Use it when its stated trigger occurs; follow its response rules.

Small reminder: An effect lasting until your next turn lasts one round.

5 WHEN A CHECK IS REQUIRED

- Card value + attribute modifier + relevant skill + bonuses.
- Meet or beat the listed difficulty or the target's Defence.
- Use the attribute and Action specified by the Vitaction.
- Apply its exact result; do not invent extra damage or protection.

6 SUITS AND EXTRA POWER

On a check, drawing your class suit grants +1:

- **Defenders:** clubs
- **Benders:** diamonds
- **Menders:** hearts

Spades represent Chaos and give no class bonus.

DESIGN NOTE — TBD
Some Vitactions may gain extra power from a particular drawn suit. These effects are still to be defined.

SPEND THE RIGHT POOL. APPLY THE LISTED EFFECT.

UNIVERSAL FIRST ACTS

SIX POWERS FOR EVERY SPARK

These Vitactions are available to all Sparks, no matter your class or archetype. They are the foundation of every hero's journey — simple, powerful, and always useful. Master them, and you will always have a way to protect, adapt, discover, and help others.

"Different strengths. One people."
— THE CONCORD

SPARK GUARD
DEFEND OTHERS



COST	**1 LIFE**
TYPE	Reaction
RANGE	Self or adjacent ally
EFFECT	When an attack targets you or an adjacent ally, grant +2 Defence against that attack. Declare before the attack result is announced.
LIMIT	One use per attack.

Example: *Romeo throws up a shield to protect Paddy from a Naught blaster.*

IMPOSSIBLE STEP
MOVE BEYOND LIMITS



COST	**1 LIFE**
TYPE	Action
RANGE	Self
EFFECT	Move up to 15 feet beyond your normal movement, including a leap across a gap or past an obstacle. You must have a possible route or landing place.
LIMIT	Does not permit sustained flight or movement through solid walls.

Example: *Maddie leaps the chasm to reach the control panel before the doors close.*

FIELD SENSE
PERCEIVE THE UNSEEN



COST	**1 FOCUS**
TYPE	Action (Sustained)
RANGE	30 feet
EFFECT	For one minute, detect active Vitae use, major resonance anomalies, and Field-powered devices. You learn their direction and general nature, not complete detail.
LIMIT	Concentration: ends if you take damage or choose to end it.

Example: *Chorus senses hidden Naught troops on the other side of the bulkhead.*

FLASH OF INSIGHT
FIND A WAY



COST	**1 FOCUS**
TYPE	Action
RANGE	Self
EFFECT	Ask the Guide one concrete question about an immediate problem. Receive one truthful, useful clue that you could plausibly deduce or perceive.
LIMIT	Does not reveal an entire solution, future events, or hidden information that cannot reasonably be known.

Example: *Maddie sees the key override and realizes how to reroute the power.*

HOLD ON
KEEP THEM WITH US



COST	**1 SPIRIT**
TYPE	Action
RANGE	Touch
EFFECT	Stabilize a Spark at 0 HP. They stop making death saves but remain unconscious at 0 HP.
LIMIT	Does not restore HP. Use healing Vitactions or medical care to bring them back.

Example: *Chorus keeps Romeo alive until they can reach the medbay.*

SHARED COURAGE
STRONGER TOGETHER



COST	**1 SPIRIT**
TYPE	Reaction
RANGE	30 feet
EFFECT	When an ally attempts an Action, grant +2 to their check. Declare before the card is drawn.
LIMIT	A target can only benefit from one Shared Courage on a check. Does not stack with *Raise the Chorus*.

Example: *Romeo and Chorus lend their courage as Paddy makes a critical repair.*

DEFENDER VITACTIONS

STAND • PROTECT • ADVANCE • ENDURE

Defender Vitactions are available to the Flame, Blade, Hunter, and Warden. They focus on survival, positioning, protection, and creating opportunities for your allies. Defenders hold the line so others can shine.

ORDER
TRUTH
LOVE

"Courage is a shield for others."

— CAPTAIN PLUM

BRACE
TAKE THE HIT

1 LIFE • REACTION • SELF

When you are hit by an attack, reduce the damage by 3 HP. Declare after the hit is confirmed but before applying damage.

Limit: Reduces damage only. Cannot lower damage below 0.

Example: *Talan braces as a Naught blaster hits his armor. "Still standing."*



PRESS FORWARD
DRIVE THEM BACK

1 LIFE • ACTION • 10 FEET

Move up to 10 feet toward a visible enemy and make a STRIKE check against its Defence. On success, push the target 5 feet or move past it into an unoccupied adjacent space.

Limit: No extra damage. You must have a clear route. Cannot push into an obviously lethal hazard.

Example: *Romeo drives a trooper back and moves past, opening the door for Maddie to take the shot.*



COMBAT READ
SEE THE OPENING

1 FOCUS • ACTION • 30 FEET

Study one visible foe within 30 feet. The Guide reveals one useful tactical weakness, defense, or attack pattern. Your next STRIKE against that target gains +2, provided you act before the end of your next turn.

Limit: Applies to one target and one STRIKE. The information is helpful but not exhaustive.

Example: *Talan spots a weak point in the Naught's shoulder plating. "Left side — its armour is thinner!"*



GUARDED STANCE
STAND TOGETHER

1 FOCUS • ACTION • SELF OR ALLY

Gain +2 Defence until the start of your next turn. You may instead grant this bonus to an adjacent ally, but you must remain beside them.

Limit: Only one creature benefits. The bonus does not stack with another Guarded Stance.

Example: *Chorus moves in beside Maddie, raising her shield. "You're safe here — keep playing."*



RALLY UNDER FIRE
MOVE AS ONE

1 SPIRIT • ACTION • 30 FEET

Choose up to two allies within 30 feet who can hear or see you. Each may immediately move 5 feet without provoking an immediate free attack from the creature they were facing.

Limit: Does not grant an additional Action. Movement must be immediate.

Example: *Romeo shouts, "Move!" Paddy and Maddie break cover and reach the next set of crates.*



REFUSE TO FALL
STILL IN THE FIGHT

1 SPIRIT • REACTION • SELF

When damage would reduce you to 0 HP, remain at 1 HP instead.

Limit: Once per full rest. Cannot prevent death from an explicitly overwhelming or lethal narrative event.

Example: *Wounded and surrounded, Talan refuses to fall. "Not today."*



BENDER VITACTIONS

MANIPULATE • REVEAL • CREATE • TRANSFORM

Bender Vitactions are available to the Seer, Visionary, Tinkerer, and Trickster. They bend the Field, shaping perception, matter, and possibility. Benders turn the impossible into an option.

ORDER
TRUTH
LOVE

"Imagination is a force multiplier."
— CHORUS ANGELICUS

CONFUSE
DISRUPT THE MOMENT

1 FOCUS • ACTION • 30 FEET

Target one thinking creature. Make a CHANNEL check against its Resistance. On success, the target is confused until the end of its next turn: it loses its next main Action but may still move and defend normally.

Limit: Against a boss or elite enemy, instead impose −2 on its next Action check. A creature affected by Confuse cannot be targeted again until the end of its following turn.

Example: *Maddie's pulse of discord freezes the Naught trooper, giving Paddy time to move past.*



PHANTOM IMAGE
SEE ANOTHER WAY

1 FOCUS • ACTION • 30 FEET

Create a visible illusion within 30 feet, occupying no more than a 5-foot cube. It may resemble a person, object, light, or simple moving event. The illusion lasts up to 1 minute and has no physical force.

Limit: A suspicious observer can use PERCEIVE against your CHANNEL check to recognize it as an illusion.

Example: *Maddie creates a false security patrol to draw guards away from the real team.*



FORCE PULSE
MOVE THE UNMOVABLE

1 LIFE • ACTION • 30 FEET

Choose a creature or movable object within 30 feet. Make a CHANNEL check against its Resistance or a Guide-set TN. On success, push it up to 10 feet in a straight line.

Limit: Cannot push a creature directly into an obviously lethal hazard. No damage.

Example: *Chorus hurls a crate across a corridor, blocking the troopers' advance.*



FIELD HAND
A HELPING TOUCH

1 FOCUS • ACTION • 30 FEET

Manipulate an unattended object weighing up to 10 pounds within 30 feet for up to 1 minute. You can move it up to 15 feet per turn, open an ordinary latch, carry a tool, or press a control.

Limit: Cannot attack, disarm a held weapon, exert crushing force, or perform precise work faster than normal. Sustained.

Example: *Maddie's Field Hand opens the secure door while the team keeps watch.*



FORESEE THE TURN
A STEP AHEAD

1 SPIRIT • REACTION • 30 FEET

When you or a visible ally is attacked, grant +2 Defence against that attack after the attacker declares it but before the result. If the attack still hits, the protected creature may immediately shift 5 feet.

Limit: One creature per use. Cannot be used after the attack result is announced.

Example: *Maddie senses the shot and shouts, "Now!" Paddy dodges at the last moment.*



REWRITE THE SETUP
TURN THE SCENE

1 FOCUS • ACTION • 30 FEET

Rearrange or manipulate up to three small loose objects within 30 feet to create a distraction, temporary obstacle, improvised tool arrangement, or useful opening. Choose one ally who benefits: their next relevant Action check gains +2.

Limit: Cannot create matter or disable a complex system outright.

Example: *Maddie scatters tools from a maintenance cart, creating cover for Talan's advance.*



"Reality is a suggestion." — MADDIE NOT-REALLY

MENDER VITACTIONS

HEAL • SUPPORT • PROTECT • UNITE

Mender Vitactions are available to the Healer, Bound, Voice, and Wild. They mend, steady, protect, and connect. Menders strengthen the people around them, turning compassion into action.

ORDER
TRUTH
LOVE

"A stronger tomorrow is built by those who care."
— ELIRA WYNN

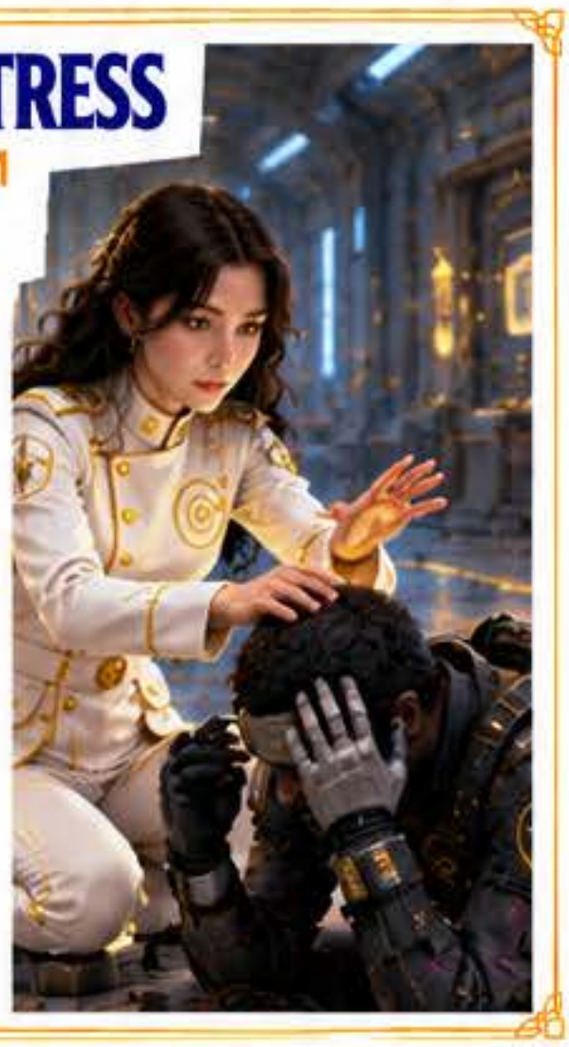
SOOTHE DISTRESS
CALM THE STORM

1 SPIRIT • ACTION • 30 FEET

Choose one creature within 30 feet that can see or hear you. An ally immediately ends one ordinary fear or panic effect. An unwilling creature requires an INSPIRE check against Resistance; on success it takes −2 on its next hostile Action check.

Limit: Does not force trust, friendship, or surrender.

Example: *Elira's calm voice breaks a guard's panic, helping the team avoid a firefight.*



READ THE HURT
SEE WHAT MATTERS

1 FOCUS • ACTION • 30 FEET

Examine one visible creature within 30 feet. Learn whether its greatest immediate problem is injury, fear, exhaustion, poison, or another identifiable condition. Your next relevant treatment or social Action gains +2.

Limit: Provides information and preparation, not automatic healing.

Example: *Elira' quickly assesses a wounded trooper — internal bleeding rather than shock — and alerts Soria for urgent care.*



CLEANSE THE TRACE
LIFT THE SHADOW

1 SPIRIT • ACTION • TOUCH

Touch one creature. Remove one minor ongoing fear, psychic disturbance, or superficial Field corruption. Against an ordinary poison or similar harmful condition, give it +2 on its next recovery check i instead.

Limit: Cannot cure a serious disease, reverse permanent damage, or undo a major curse.

Example: *Rinzen calms the lingering fear from a Naught mind probe, helping the crew recover.*



SHARE THE BURDEN
YOU ARE NOT ALONE

1 LIFE • REACTION • 10 FEET

When an ally within 10 feet takes damage, you may transfer up to 3 points of that damage to yourself. The ally takes 3 fewer HP of damage, or less if the original hit was smaller.

Limit: Your own damage from the transfer cannot be reduced or transferred again.

Example: *Chorus steps in front of Maddie, absorbing part of the blast. "Together," she says, taking the hit so Maddie can keep fighting.*



GATHER THE CIRCLE
STRONGER TOGETHER

1 SPIRIT • ACTION • 15 FEET

Choose up to three allies within 15 feet who can see or hear you. Each ally receives +1 to their next RESIST or ENDURE check, made before the end of your next turn.

Limit: The bonus does not stack with itself.

Example: *Elira calls the team into a tight formation before a toxin release. "Breathe with me — we hold together."*



SANCTUARY
A SHIELD OF CARE

1 SPIRIT • REACTION • 10 FEET

When a creature within 10 feet is attacked, reduce the damage of a successful hit by 3 HP.

Limit: If the attack misses, the Vitae is still spent. Does not require the recipient to be adjacent.

Example: *Chorus projects a luminous barrier, deflecting part of the shot that would have struck Paddy. The team keeps moving.*



"We rise together." — CHORUS ANGELICUS

ARCHETYPE SIGNATURES

ORDER
TRUTH
LOVE

"Different strengths. One purpose."
— EDWARD J. HEWLETT

DEFENDER SIGNATURE VITACTIONS

Each Defender archetype has a unique Signature Vitaction that defines their style. You gain your Signature automatically at Level 1. It represents your training, identity, and special bond with the Field.

SACRED BURN
FLAME SIGNATURE



1 SPIRIT • WITH STRIKE • SELF

Declare before your attack. On a successful STRIKE, deal +5 radiant damage in addition to normal weapon damage. On a miss, no extra damage is dealt (Vitae is still spent). You may ignite small flammable objects, but cannot destroy significant terrain.

Limit: Once per turn.

Example: *Romeo's blade flares with radiant light, cutting through the Naught's armor.*

PERFECT CUT
BLADE SIGNATURE



1 LIFE • AFTER A HIT • SELF

After a successful STRIKE, spend 1 LIFE to take the maximum damage for your weapon's category instead of drawing damage cards.

Weapon Category	Damage
Light	5
Standard	10
Heavy	13

Limit: Once per turn.

Example: *Talan's blade finds the gap. A single perfect cut drops the trooper.*

MARKED QUARRY
HUNTER SIGNATURE



1 FOCUS • ACTION • 60 FEET

Mark one visible creature within 60 feet for three rounds. Gain +2 to STRIKE checks against that target and +2 to PERCEIVE checks to track it. The target does not need to remain visible after marking, but the ability cannot reveal its location through solid barriers. You can have only one marked quarry at a time.

Limit: One quarry at a time.

Example: *Greyhawk marks the fleeing officer. "They won't get far."*

STAND BEHIND ME
WARDEN SIGNATURE



1 LIFE • REACTION • ADJACENT ALLY

When an adjacent ally is hit by an attack, you may become the target instead. Apply the same attack result against your own Defence. You must be able to move or place yourself between the ally and the danger.

Limit: One interception per attack. You must be adjacent and physically able to protect the ally.

Example: *Nova dives in front of Maddie as a blast fires. "Not on my watch."*

BENDER SIGNATURE VITACTIONS

Each Bender archetype has a unique Signature Vitaction that defines their style. You gain your Signature automatically at Level 1. Benders shape the Field through perception, imagination, and clever action.

FORESEEN MOMENT
SEER SIGNATURE



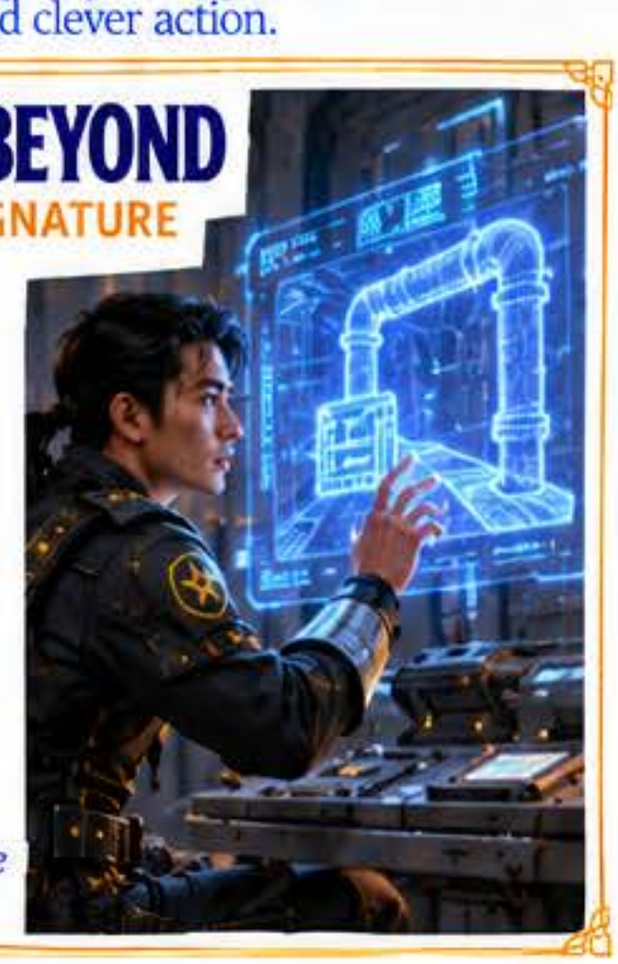
1 FOCUS • REACTION • 30 FEET

When a visible enemy within 30 feet succeeds on an attack, force it to redraw its attack card and use the second result. The attacker keeps all modifiers. A single attack may be affected only once.

Limit: Once per attack.

Example: *Maddie's eyes catch the future. The trooper's shot goes wide as fate shifts.*

GLIMPSE BEYOND
VISIONARY SIGNATURE



1 FOCUS • ACTION • 30 FEET

For one minute, see a hidden passage, concealed object, or immediate path of movement within 30 feet, including through light concealment or thin barriers. Reveals one useful possibility, not every secret. Thick walls and powerful seals block this effect.

Limit: Lasts 1 minute. Not all-seeing. Cannot penetrate solid barriers.

Example: *Orion sees the maintenance tunnel behind the bulkhead."*

ARCHETYPE SIGNATURES

BENDER SIGNATURE VITACTIONS

Each Bender archetype has a unique Signature Vitaction that defines their style. You gain your Signature automatically at Level 1. Benders shape the Field through perception, imagination, and clever action.

FIELD DEVICE
TINKERER SIGNATURE



1 FOCUS • ACTION • SELF

Create or activate one hand-sized temporary device from available materials. Choose: detector, light, lock interface, signal relay, or physical assist. Grants +2 to one related Action check within 10 minutes.

LIMIT: One active device. Cannot deal damage or replace specialized machinery.

Example: *Nova builds a relay to reconnect the emergency doors.*

BORROWED FACE
TRICKSTER SIGNATURE



1 SPIRIT • ACTION • SELF

Change your visible appearance, apparent clothing, and voice for up to 10 minutes. Mimic a similarly sized humanoid. Careful inspection uses PERCEIVE against your CHANNEL check.

LIMIT: No biometric access, stolen knowledge, or physical powers. Sustained.

Example: *A disguised Spark walks past the patrol.*

MENDER SIGNATURE VITACTIONS

Each Mender archetype has a unique Signature Vitaction that defines their style. You gain your Signature automatically at Level 1. Menders restore, connect, protect life, and keep the team in the fight.

HANDS OF AMORA
HEALER SIGNATURE



1 SPIRIT • ACTION • TOUCH

Restore 5 HP to a living creature. If it is at 0 HP, instead draw a d5 recovery card, restore that many HP, and end its dying state.

LIMIT: Once per creature per encounter. Cannot revive the dead.

Example: *Chorus saves a fallen companion with a touch.*

AWAKEN POWER
BOUND SIGNATURE



1 SPIRIT • ACTION • 30 FT

Choose a willing ally or bonded companion. Give +2 to its next Vitaction check before the end of its next turn. For a reliable non-check Vitaction, extend its listed range by 10 feet instead.

LIMIT: No extra damage, healing, or stacked bonuses.

Example: *A Bound strengthens an ally's lifesaving Field action.*

RAISE THE CHORUS
VOICE SIGNATURE



1 SPIRIT • ACTION • 30 FT

Choose up to three allies who can hear you. Each receives +2 on their next Action check before the end of their next turn.

LIMIT: Once per encounter per Voice; no stacking with *Shared Courage*.

Example: *A song unites three Sparks for a daring rescue.*

SPEAK WITH LIFE
WILD SIGNATURE



1 SPIRIT • ACTION • 30 FT

Communicate for 10 minutes with one living creature. Share simple feelings, needs, warnings, directions, and immediate memories. An unwilling creature may require INSPIRE against Resistance.

LIMIT: Communication is not command. Sustained.

Example: *A frightened alien creature shows the way to its young.*

GROWING STRONGER

LEARN. PRACTISE. GROW TOGETHER.



EXPERIENCE BECOMES POSSIBILITY

You begin at Level 1. The Guide awards advancement at meaningful story milestones.



PRACTISE WITH PURPOSE

Build skills, explore your abilities, and help each other improve.



TURN EXPERIENCE INTO GROWTH

New skills and Vitactions give you more ways to meet the next challenge.

LEVELS 1–3 • THE CURRENT PLAYTEST

See the facing page for level-up gains and your growing Vitaction toolkit.

GROWING STRONGER

CHARACTER ADVANCEMENT • LEVELS 1–3

1 ADVANCE AT STORY MILESTONES

Begin at **Level 1.** Advancement is milestone-based.
After a major mission, meaningful victory, or important story breakthrough, the Guide may grant a level.

EXAMPLES:
- Complete a major mission.
- Protect others at real cost.
- Discover an important truth.
- Reach a major story turning point.

Teamwork, courage, and sacrifice can help create these milestones.

2 YOUR GROWING TOOLKIT

LEVEL	VITACTIONS KNOWN	YOUR TOOLKIT
1	3	One Universal First Act, one Class Vitaction, and your Archetype Signature.
2	4	Learn one additional eligible Vitaction.
3	5	Learn one additional eligible Vitaction.

LEVEL 3 IS THE CURRENT PLAYTEST MAXIMUM.

3 WHEN YOU GAIN A LEVEL

♥	Increase maximum Life by +1.
+	Increase either maximum Focus or maximum Spirit by +1.
▮▮	Improve one skill or proficiency.
◎	Learn one new eligible Vitaction.

A skill improvement usually adds +1 to an existing skill or grants training in an appropriate new skill.
Keep bonuses modest during playtesting.
Choose a Vitaction eligible for your class, archetype, and Guide-approved progression.

4 MAKE GROWTH MATTER

PERSONAL GOAL	Write one goal for your Spark.
TEAM GOAL	Write one shared goal for the group.
BETTER TOOLS	Rewards may include equipment, resources, or ship support. These support your choices and do not replace them.

Goals help the Guide create meaningful milestones and rewards.

EXAMPLE: LEVEL 1 TO LEVEL 2 | After a major mission, the Guide awards a level. Apply the four gains above and record four known Vitactions on your Spark sheet.

WORKING PLAYTEST
These advancement gains remain a playtest proposal. Exact Vitae recovery timing is unresolved;
do not assume leveling automatically refreshes all pools.

CAPTAIN ROMEO SAPIEN

1ST LEVEL WARDEN

1 IDENTITY

Name: Romeo Sapien
Era: Holy Fleet
Level: 1
Species:
Class: Defender
Archetype: Warden
Role: Field Captain • Musician • Protector

2 CORE ATTRIBUTES

		Score	Modifier
MIND	PERCEPTION KNOWLEDGE CLARITY	12	+1
BODY	VITALITY ACTION ENDURANCE	15	+2
SOUL	HOPE CONNECTION MEANING	15	+2

4 NINE ACTIONS

Action	Proficient	Bonus
PERCEIVE	☐	+1
RECALL	☐	+1
SOLVE	☐	+1
STRIKE	☐	+2
MOVE	☑	+4
ENDURE	☑	+4
INSPIRE	☐	+2
CHANNEL	☐	+2
RESIST	☑	+4



FULL FIGURE • HEAD TO FEET

3 VITAE / SURVIVAL

LIFE (current / max)	3 / 3
FOCUS (current / max)	2 / 2
SPIRIT (current / max)	3 / 3
TOTAL VITAE	8
HIT POINTS (current / max)	18 / 18
ARMOR CLASS	11
PROFICIENCY BONUS	+2

Life = Body • Focus = Mind • Spirit = Soul

ACTIVE ABILITIES

Name: **Shared Courage**
Cost: 1 Spirit
Effect: A nearby ally gains +2 on their next Resist or Inspire-related check.

Name: **Guarded Stance**
Cost: 1 Focus
Effect: Gain +2 AC until your next turn while actively defending.

SIGNATURE VITACTION

Name: **Stand Behind Me**
Cost: 1 Life
Effect: Redirect harm from a nearby ally onto yourself.

5 VITACTION CHECKLIST

Check known Vitactions.

UNIVERSAL & SPECIAL

- ☑ Shared Courage
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

DEFENDER ♣

- ☐ Brace
- ☐ Press Forward
- ☐ Combat Read
- ☑ Guarded Stance
- ☐ Rally Under Fire
- ☐ Refuse to Fall
- ☐ Sacred Burn
- ☐ Perfect Cut
- ☐ Marked Quarry
- ☑ Stand Behind Me

BENDER ♦

- ☐ Confuse
- ☐ Phantom Image
- ☐ Force Pulse
- ☐ Field Hand
- ☐ Foresee the Turn
- ☐ Rewrite the Setup
- ☐ Foreseen Moment
- ☐ Glimpse Beyond
- ☐ Field Device
- ☐ Borrowed Face

MENDER ♥

- ☐ Soothe Distress
- ☐ Read the Hurt
- ☐ Cleanse the Trace
- ☐ Share the Burden
- ☐ Gather the Circle
- ☐ Sanctuary
- ☐ Hands of Amora
- ☐ Awaken Power
- ☐ Raise the Chorus
- ☐ Speak with Life

6 GEAR / NATURAL ATTACKS

Item / Attack	Damage
Blue Resonator Sword	d10
Summon Weapon — 1 Vitae	—
Concord Duty Uniform	—
Comms & Field Kit	—

7 NOTES / BONDS

Field Captain
Guitarist of the Open Heart Band
Protect the vulnerable
Order • Truth • Love
"No Spark is cargo."

COMMANDER CHORUS ANGELICUS

1ST LEVEL VOICE

1 IDENTITY

Name: Chorus Angelicus
Era: Holy Fleet
Level: 1
Species:
Class: Mender
Archetype: Voice
Role: First Officer • Bassist • Resonance Interface

2 CORE ATTRIBUTES

		Score	Modifier
MIND	PERCEPTION KNOWLEDGE CLARITY	14	+2
BODY	VITALITY ACTION ENDURANCE	12	+1
SOUL	HOPE CONNECTION MEANING	16	+3

4 NINE ACTIONS

Action	Proficient	Bonus
PERCEIVE	☐	+2
RECALL	☑	+4
SOLVE	☐	+2
STRIKE	☐	+1
MOVE	☑	+1
ENDURE	☐	+1
INSPIRE	☑	+5
CHANNEL	☑	+5
RESIST	☐	+3



FULL FIGURE • HEAD TO FEET

3 VITAE / SURVIVAL

LIFE (current / max)	2	2
FOCUS (current / max)	3	3
SPIRIT (current / max)	4	4
TOTAL VITAE	9	
HIT POINTS (current / max)	15	15
ARMOR CLASS	14	
PROFICIENCY BONUS	+2	

Life = Body • Focus = Mind • Spirit = Soul

ACTIVE ABILITIES

Name: **Shared Courage**
Cost: 1 Spirit
Effect: A nearby ally gains +2 on their next Resist or Inspire-related check.

Name: **MEND**
Cost: 1 Spirit • 1 Action
Effect: Restore 2 damage or stabilize a downed ally.

SIGNATURE VITACTION

Name: **Raise the Chorus**
Cost: 1 Spirit • Close • Allies • Instant
Effect: Unite allies in one stronger coordinated effort.

5 VITACTION CHECKLIST

Check known Vitactions.

UNIVERSAL & SPECIAL

- ☑ MEND
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

DEFENDER ♣

- ☐ Brace
- ☐ Press Forward
- ☐ Combat Read
- ☐ Guarded Stance
- ☐ Rally Under Fire
- ☐ Refuse to Fall
- ☐ Sacred Burn
- ☐ Perfect Cut
- ☐ Marked Quarry
- ☐ Stand Behind Me

BENDER ♦

- ☐ Confuse
- ☐ Phantom Image
- ☐ Force Pulse
- ☐ Field Hand
- ☐ Foresee the Turn
- ☐ Rewrite the Setup
- ☐ Foreseen Moment
- ☐ Glimpse Beyond
- ☐ Field Device
- ☐ Borrowed Face

MENDER ♥

- ☐ Soothe Distress
- ☐ Read the Hurt
- ☐ Cleanse the Trace
- ☐ Share the Burden
- ☐ Gather the Circle
- ☐ Sanctuary
- ☐ Hands of Amora
- ☐ Awaken Power
- ☑ Raise the Chorus
- ☐ Speak with Life

6 GEAR / NATURAL ATTACKS

Item / Attack	Damage
Resonance Bass	—
Concord Duty Uniform	—
Performance & Harmony Kit	—
Comms / First Officer's Kit	—

7 NOTES / BONDS

First Officer of HMS Archivum
Bassist of the Open Heart Band
The Angelicus resonance interface
Love out. Love in.
"You are not small, Spark."

LIEUTENANT MADDIE NOT-REALLY

1ST LEVEL VISIONARY

1 IDENTITY

Name: Maddie Not-Really
Era: Holy Fleet
Level: 1
Species:
Class: Bender
Archetype: Visionary
Role: Lieutenant • Musician • Pattern-Seeker

2 CORE ATTRIBUTES

		Score	Modifier
MIND	PERCEPTION KNOWLEDGE CLARITY	16	+3
BODY	VITALITY ACTION ENDURANCE	12	+1
SOUL	HOPE CONNECTION MEANING	14	+2

4 NINE ACTIONS

Action	Proficient	Bonus
PERCEIVE	☑	+5
RECALL	☐	+3
SOLVE	☑	+5
STRIKE	☐	+1
MOVE	☐	+1
ENDURE	☐	+1
INSPIRE	☐	+2
CHANNEL	☐	+2
RESIST	☑	+4



FULL FIGURE • HEAD TO FEET

3 VITAE / SURVIVAL

LIFE (current / max)	2 / 2
FOCUS (current / max)	4 / 4
SPIRIT (current / max)	3 / 3
TOTAL VITAE	9
HIT POINTS (current / max)	13 / 13
ARMOR CLASS	13
PROFICIENCY BONUS	+2

Life = Body • Focus = Mind • Spirit = Soul

ACTIVE ABILITIES

Name: **Shared Courage**
Cost: 1 Spirit
Effect: A nearby ally gains +2 on their next Resist or Inspire-related check.

Name: **Read the Pattern**
Cost: 1 Focus
Effect: Ask the Guide one useful question about a visible creature, clue, device, hazard, or situation. Reveal structure, function, weakness, or intent.

SIGNATURE VITACTION

Name: **Glimpse Beyond**
Cost: 1 Focus
Effect: Perceive a hidden path, impossible option, or deeper pattern. Gain a clue or advantage toward a creative solution.

5 VITACTION CHECKLIST

Check known Vitactions.

UNIVERSAL & SPECIAL
- ☑ Shared Courage
- ☑ Read the Pattern
- ☐ _____
- ☐ _____
- ☐ _____

DEFENDER ♣
- ☐ Brace
- ☐ Press Forward
- ☐ Combat Read
- ☐ Guarded Stance
- ☐ Rally Under Fire
- ☐ Refuse to Fall
- ☐ Sacred Burn
- ☐ Perfect Cut
- ☐ Marked Quarry
- ☐ Stand Behind Me

BENDER ♦
- ☐ Confuse
- ☐ Phantom Image
- ☐ Force Pulse
- ☐ Field Hand
- ☐ Foresee the Turn
- ☐ Rewrite the Setup
- ☐ Foreseen Moment
- ☑ Glimpse Beyond
- ☐ Field Device
- ☐ Borrowed Face

MENDER ♥
- ☐ Soothe Distress
- ☐ Read the Hurt
- ☐ Cleanse the Trace
- ☐ Share the Burden
- ☐ Gather the Circle
- ☐ Sanctuary
- ☐ Hands of Amora
- ☐ Awaken Power
- ☐ Raise the Chorus
- ☐ Speak with Life

6 GEAR / NATURAL ATTACKS

Item / Attack	Damage
Rickenbacker 6-string Jetglo	—
Rickenbacker 12-string sunburst	—
Yamaha FG720S-12 acoustic	—
Keys / fiddle / bow	—
Concord duty uniform	—
Comms / data pad	—

7 NOTES / BONDS

Lieutenant, Open Heart Band
Music, pattern, and possibility
Seeks truth and hidden paths
Mind of the quartet
Order • Truth • Love
"Different people. A brighter tomorrow."

LIEUTENANT PADDY O'REALLY

1ST LEVEL FLAME

1 IDENTITY

Name: Paddy O'Really
Era: Holy Fleet
Level: 1
Species: Android (Somatic-16)
Class: Defender
Archetype: Flame
Role: Drummer • Frontline Fighter • Loyal Friend

2 CORE ATTRIBUTES

		Score	Modifier
MIND	PERCEPTION KNOWLEDGE CLARITY	12	+1
BODY	VITALITY ACTION ENDURANCE	16	+3
SOUL	HOPE CONNECTION MEANING	15	+2

4 NINE ACTIONS

Action	Proficient	Bonus
PERCEIVE	☐	+1
RECALL	☐	+1
SOLVE	☐	+1
STRIKE	☑	+5
MOVE	☐	+3
ENDURE	☑	+5
INSPIRE	☑	+4
CHANNEL	☐	+2
RESIST	☐	+2



FULL FIGURE • HEAD TO FEET

3 VITAE / SURVIVAL

LIFE (current / max)	3	3
FOCUS (current / max)	2	2
SPIRIT (current / max)	3	3
TOTAL VITAE	8	
HIT POINTS (current / max)	15	15
ARMOR CLASS	13	
PROFICIENCY BONUS	+2	

Life = Body • Focus = Mind • Spirit = Soul

ACTIVE ABILITIES

Name: **Shared Courage**
Cost: 1 Spirit
Effect: A nearby ally gains +2 on their next Resist or Inspire-related check.

Name: **Brace**
Cost: 1 Life
Effect: Gain +2 Defense until your next turn.

SIGNATURE VITACTION

Name: **Sacred Burn**
Cost: 1 Life • Touch • Instant
Effect: Channel flame through a strike or suitable object.

5 VITACTION CHECKLIST

Check known Vitactions.

UNIVERSAL & SPECIAL

- ☑ Shared Courage
- ☑ Brace
- ☑ Sacred Burn
- ☐ _____
- ☐ _____
- ☐ _____

DEFENDER ♣

- ☐ Brace
- ☐ Press Forward
- ☐ Combat Read
- ☐ Guarded Stance
- ☐ Rally Under Fire
- ☐ Refuse to Fall
- ☐ Sacred Burn
- ☐ Perfect Cut
- ☐ Marked Quarry
- ☐ Stand Behind Me

BENDER ♦

- ☐ Confuse
- ☐ Phantom Image
- ☐ Force Pulse
- ☐ Field Hand
- ☐ Foresee the Turn
- ☐ Rewrite the Setup
- ☐ Foreseen Moment
- ☐ Glimpse Beyond
- ☐ Field Device
- ☐ Borrowed Face

MENDER ♥

- ☐ Soothe Distress
- ☐ Read the Hurt
- ☐ Cleanse the Trace
- ☐ Share the Burden
- ☐ Gather the Circle
- ☐ Sanctuary
- ☐ Hands of Amora
- ☐ Awaken Power
- ☐ Raise the Chorus
- ☐ Speak with Life

6 GEAR / NATURAL ATTACKS

Item / Attack	Damage
Drum kit (summoned)	—
Resonator batons / sticks (d10)	d10
Concord duty uniform	—
Comms / Officer's kit	—
Training gear / Field kit	—
Lucky drum key (sentimental)	—

7 NOTES / BONDS

Member of the Open Heart Band
Stands with his crew
Protects the weak
Music is strength
Order • Truth • Love
"Keep the beat. Keep the people."

GUIDE THE ADVENTURE

PLAY JAZZ. LISTEN. RESPOND. KEEP THE WORLD MOVING.

Prepare a situation, then follow the players' choices. Your central ruling is how difficult their chosen action is in the circumstances.



A stranded traveller. A failing walkway. Naughts approaching. Ask: "What do you do?"



1 • LISTEN TO THE INTENT

Ask what they want to achieve and how.

Choose the Action from the approach: here, **SOLVE** with **MIND** and relevant Tech training.



2 • SET A FAIR CHALLENGE

Restoring this damaged lift under pressure is **Hard: TN 17**.

Explain the likely consequence before the draw.
Judge the task, not the result you want.



3 • LET THE RESULT CHANGE THE SCENE

Total 16 is 1 below **TN 17:** partial success.

The lift works, but the Naughts hear it.
The goal advances and a new choice appears.

WHEN THE PLAYERS CHANGE THE PLAN
A safer route, useful tools, or meaningful help can change the challenge. Reassess honestly; do not raise the TN to cancel a good idea. Count the same advantage only once.

DRAW ONLY WHEN IT MATTERS
If success is clear and failure has no meaningful consequence, let it happen. If the approach cannot work, explain what must change before a check is possible.

TN: **7** Very Easy • **11** Easy • **14** Moderate • **17** Hard • **21** Very Hard • **24+** Legendary

THE PLAYERS CHOOSE THE WAY. THE WORLD ANSWERS.

SET THE CHALLENGE

JUDGE THE APPROACH. SET THE TN. HONOUR THE RESULT.

BEFORE THE DRAW

Ask: What is the goal? How are they attempting it? What could change if it goes wrong?
Choose the relevant Action and attribute, then state the TN and likely stakes.

DIFFICULTY • TARGET NUMBERS

Estimate the task in these circumstances. Danger affects the stakes; it does not automatically make a simple task harder.

DIFFICULTY	TN	EXAMPLE
Very Easy	**7**	Simple task with a meaningful uncertainty
Easy	**11**	Common obstacle, favourable conditions
Moderate	**14**	Trained task with some risk
Hard	**17**	Difficult task under demanding conditions
Very Hard	**21**	Expert task with severe obstacles
Legendary	**24+**	Extraordinary, near-impossible feat

Routine actions with no meaningful uncertainty or consequence need no draw.

KEEP THE RULING FAIR

- Set difficulty from the task, not the Spark's bonuses.
- Useful tools, preparation, and help must matter.
- Count an advantage once: as a changed challenge or an allowed bonus.
- Do not raise the TN after seeing the card.

RESOLVE THE TOTAL

TOTAL VS TN	RESULT
5+ above	**Major success:** extra benefit
Meets TN to 4 above	**Success:** achieve the goal
1–4 below	**Partial success:** achieve it at a cost
5+ below	**Failure:** complication or new challenge

DRAW • ADD • COMPARE

Black **numbers**: **printed** value. **Red numbers**: value +10. Court cards: redraw unless a rule says otherwise.
Add the relevant attribute modifier, proficiency if trained, recorded skill, and allowed bonuses.
Matching class suit: +1 – Clubs: Defenders; Diamonds: Benders; Hearts: Menders. Spades give no class bonus.

LET THE SCENE MOVE

Make costs follow the fiction: time, attention, position, harm, or a spent resource. Keep essential clues and alternate routes available. A failed check changes the situation; it need not grant the original goal.

PLAY JAZZ WITH THE TABLE

Follow unexpected plans when they fit the world.
Keep Vitactions within their costs and limits.
Make a clear ruling, apply it consistently, and review uncertain rulings after play. Invite quieter Sparks to act.

THE GUIDE SETS THE CHALLENGE. THE CARDS SET THE RESULT.
EVERY RESULT OPENS THE NEXT CHOICE.

NINE ACTIONS • NINE CHALLENGES

MATCH THE ACTION TO THE APPROACH.

Every Spark can attempt all nine Actions.
Check when the outcome is uncertain and consequential.

MIND
Information, knowledge, solutions.



PERCEIVE
Spot a cracked support in a dim corridor.
DC 14 — MODERATE



RECALL
Recognize a familiar reactor warning symbol.
DC 11 — EASY



SOLVE
Repair a damaged lift while its power fails.
DC 17 — HARD

BODY
Physical action in the real world.



STRIKE
Break a weakened restraint trapping a survivor.
DC 11 — EASY



MOVE
Cross a narrow broken gantry with rescue gear.
DC 14 — MODERATE



ENDURE
Hold a heavy hatch against mounting pressure.
DC 17 — HARD

SOUL
People, connection, higher purpose.



INSPIRE
Calm frightened survivors enough to follow.
DC 14 — MODERATE



CHANNEL
Steady a wavering Field link through interference.
DC 17 — HARD



RESIST
Stand firm against a coercive psychic signal.
DC 17 — HARD

EXAMPLE DCs, NOT FIXED ACTION RATINGS

The task and conditions set the difficulty. Change the circumstances and the DC may change.

MIND: notice • remember • work out | **BODY:** force • movement • physical strain | **SOUL:** encourage • direct the Field • resist influence

Describe success and the consequence of a setback before the draw.

SET THE DIFFICULTY.

CLEAR TASK • FAIR DC • MEANINGFUL RESULT.

The DC describes the task under its present conditions.
Danger describes what a setback could cost.

DIFFICULTY CHECK REFERENCE

DIFFICULTY	DC	EXAMPLE TASK
VERY EASY	7	Spot a fresh trail in clear daylight.
EASY	11	Break a weakened restraint.
MODERATE	14	Cross a narrow broken gantry.
HARD	17	Repair a failing lift under time pressure.
VERY HARD	21	Decode an unfamiliar damaged system during a shutdown.
LEGENDARY	24+	Restore a shattered Field link during a catastrophic collapse.

These are examples. Routine tasks with no meaningful uncertainty can simply succeed.

BEFORE THE DRAW

1 STATE THE GOAL
What will success accomplish?

2 CHOOSE THE ACTION
Match the player's approach to one of the nine Actions.

3 SET THE DC
Judge this task and its current conditions.

4 EXPLAIN THE STAKES
Make the likely consequence of a setback clear.

5 RESOLVE & CONTINUE
Apply the result and describe what changes.

ONE OBSTACLE • THREE APPROACHES

A damaged evacuation hatch blocks survivors. Its frame is bent, its control panel is live, and a frightened guardian can release it.

ACTION	TASK	DC	SUCCESS
STRIKE	Force the bent hatch open.	17	The passage opens.
SOLVE	Bypass the damaged controls.	14	The lock releases.
INSPIRE	Earn the guardian's cooperation.	14	The guardian opens the hatch.

The party may combine approaches. Judge a new plan on its own merits.

DIFFERENT PRESSURES

Time, visibility, tools, terrain, and interference can change a task. Use the existing rules for modifiers; avoid counting the same obstacle twice.

SETBACKS CHANGE THE SCENE

A setback may cost time, attract attention, worsen a hazard, or require another route. Keep the next choice clear.

BUILD AN ADVENTURE

CHALLENGE MIND, BODY & SOUL

A damaged observatory is falling toward a storm-covered planet.
Survivors are trapped inside. Its frightened guardian has sealed the evacuation doors.



MIND

DISCOVER THE TRUTH

Find the cause.
Identify a safe route.
Make essential clues available.

- ☐ **PERCEIVE**
- ☐ **RECALL**
- ☐ **SOLVE**



BODY

ACT UNDER PRESSURE

Cross hazards.
Protect survivors.
Keep the escape route open.

- ☐ **STRIKE**
- ☐ **MOVE**
- ☐ **ENDURE**



SOUL

REACH ANOTHER SPARK

Understand the guardian's fear.
Restore trust.
Stand firm under pressure.

- ☐ **INSPIRE**
- ☐ **CHANNEL**
- ☐ **RESIST**

BUILD IT IN SIX STEPS

1. **SOMEONE NEEDS HELP**
   Give the heroes a reason to care.
2. **SOMETHING BLOCKS THE WAY**
   Prepare obstacles and motives.
3. **PRESSURE GROWS**
   Decide what changes if nobody acts.
4. **TEST ALL THREE**
   Challenge Mind, Body, and Soul.
5. **OFFER ALL NINE ACTIONS**
   Give each action a useful opportunity.
6. **CHOICES CHANGE THE ENDING**
   Prepare consequences, not a fixed solution.

PROBLEMS, NOT PREWRITTEN SOLUTIONS

Players choose their approach. Share the spotlight. A setback adds danger, cost, or a new route; it need not stop the rescue.

100 ADVENTURE SPARKS

RESCUES • MYSTERIES • DISCOVERIES

Choose a hook or roll d100; 00 means 100. | Use Spark cards for checks during play.

01	A shuttle sends a lullaby instead of coordinates.	26	A derelict repeats tomorrow's distress call.	51	A glacier cracks beneath a remote settlement.	76	Two families each blame the other's missing scout.
02	A mine lift needs someone to stay below.	27	A village's drinking water makes memories fade.	52	A volcanic island's evacuation boat goes missing.	77	A performer's song calms a dangerous creature.
03	A guardian refuses to evacuate an empty nursery.	28	A broken translator turns welcomes into threats.	53	A desert caravan follows a failing water drone.	78	A grieving engineer disables the rescue vessel.
04	Two settlements claim the same medicine shipment.	29	A missing engineer leaves clues in a melody.	54	A forest fire traps rival search parties.	79	A healer hides the extent of a shortage.
05	A stranded crew fear their approaching rescuers.	30	A sealed archive contains someone still alive.	55	A storm overturns a floating market.	80	A young commander fears admitting a mistake.
06	A school ship drifts into a debris storm.	31	A star map points to a vanished settlement.	56	A migrating creature carries stranded travellers.	81	A community distrusts every uniformed visitor.
07	A beacon flashes from beneath a frozen lake.	32	A colony's clocks disagree about sunrise.	57	A canyon crossing fails during a supply run.	82	A lonely machine invents emergencies for company.
08	A damaged android remembers a missing child.	33	A stolen relic appears in a rescue shipment.	58	A tunnel opens into a forgotten living city.	83	A survivor insists their attacker needs rescuing.
09	A flooded village hides survivors in its bell tower.	34	A research drone returns carrying living vines.	59	A sky platform loses altitude during celebrations.	84	A frightened crowd follows a persuasive liar.
10	A refugee convoy loses its navigation lights.	35	A ship's log names an unknown passenger.	60	A rescue route crosses sacred nesting grounds.	85	A peace meeting begins during a power failure.
11	A rescue robot mistakes helpers for intruders.	36	A distress call uses a long-dead language.	61	A moonquake exposes a sealed underground refuge.	86	A rescued guardian cannot remember its purpose.
12	A station garden consumes its last water supply.	37	A false captain orders civilians to remain.	62	A damaged field sail pulls a ship off course.	87	A village's protector has become afraid of people.
13	A wounded creature blocks the only safe passage.	38	A familiar face appears on an abandoned world.	63	A silent outpost survives behind unstable shields.	88	A diplomat's escort abandon them during a storm.
14	A shuttle pilot conceals a failing engine.	39	A station's lights blink a hidden message.	64	A distant orchard grows around an ancient engine.	89	A stolen shuttle carries escaping captives.
15	A bridge collapses during a festival evacuation.	40	A mine's machinery follows mysterious commands.	65	A ferry stalls between two hostile shores.	90	A witness will speak only to a trusted friend.
16	A cave shelter floods with the rising tide.	41	A witness remembers three different accidents.	66	A drifting habitat must choose where to land.	91	A goat steals the only working access key.
17	A hospital ship cannot open its docking doors.	42	A buried antenna broadcasts through solid rock.	67	A repair crew discover sleepers inside machinery.	92	A feast's delivery drone lands in forbidden ruins.
18	A lost scout follows a false distress signal.	43	A quiet moon suddenly reflects city lights.	68	A supply cache lies beneath a dangerous ruin.	93	A band's rehearsal awakens an ancient beacon.
19	A fuel leak threatens a crowded repair dock.	44	A lost animal carries a damaged crew badge.	69	A runaway tram carries frightened passengers.	94	A lost pet leads heroes into a sealed laboratory.
20	A trapped explorer refuses to leave a companion.	45	A salvage map omits an occupied compartment.	70	A navigation buoy becomes a creature's nest.	95	A festival float drifts into a shipping lane.
21	A lighthouse guides ships toward hidden rocks.	46	A weather station reports impossible calm.	71	A frightened guardian holds the evacuation keys.	96	A robot chef locks everyone out of shelter.
22	A child hears voices inside a silent satellite.	47	A corridor changes whenever nobody watches.	72	An enemy medic asks help for wounded civilians.	97	A museum exhibit requests political asylum.
23	A mountain refuge vanishes beneath snowfall.	48	A rescue beacon moves against the current.	73	A village shelters an android others demand back.	98	A competitive rescue drill becomes a real emergency.
24	A prison transport requests emergency aid.	49	A mural reveals a route through ruined tunnels.	74	A rescued prisoner knows where others are held.	99	A tiny messenger brings an enormous plea.
25	A rescue capsule contains an unfamiliar egg.	50	A harmless-looking cargo crate answers questions.	75	A captain refuses help to protect their pride.	00	Every distress signal points to the same door.

TURN A HOOK INTO AN ADVENTURE

Add someone to care about, a growing pressure, and challenges for Mind, Body, and Soul.
Offer useful opportunities for all nine actions; let the players choose their approach.

BUILD A RESCUE ADVENTURE

PEOPLE TO SAVE. PROBLEMS TO SOLVE. CHOICES THAT MATTER.

Begin with someone who needs help. Prepare the danger, the place, and several possible routes; let the players shape the rescue.



THE DISTRESS SIGNAL: survivors and an awakened AI are trapped in a failing research station.



1 • GIVE THE RESCUE A HEART

Name who needs help, what they want, and why the crew cares.

The AI asks to leave; rescuing it means preserving its voice and choice.



2 • MAKE THE PLACE PLAYABLE

Prepare three useful locations: docking bay, damaged laboratory, and AI core.

Offer a main route, a risky shortcut, and an alternate exit. Accept other workable approaches.



3 • ADD PRESSURE AND A REAL CHOICE

Power is failing and Naughts are approaching.

With the shuttle unavailable, survivors need a safe refuge while the crew finds another way out.

Saving records is optional; saving lives is the priority.

PREPARE WHAT CHANGES

If nobody intervenes: the bay seals, the lab loses power, and Naughts reach the core. Advance danger when time passes or events justify it, not to punish creativity.

PLANT THREE WAYS TO LEARN

Reveal the AI's location through a distress recording, an engineer's testimony, and a station map. Essential progress should not depend on one hidden clue or one successful draw.

BODY OPENS THE WAY. MIND FINDS THE WAY. SOUL HELPS EVERYONE THROUGH.

DESIGN FOR EVERY SPARK

NINE ACTIONS. SHARED PURPOSE. MANY WAYS THROUGH.

BUILD OPPORTUNITIES, NOT REQUIRED CHECKS

Give BODY, MIND, and SOUL meaningful ways to help. The players choose their approach; one rescue need not use every Action or require nine draws.

THE NINE ACTIONS • RESCUE OPPORTUNITIES

ATTRIBUTE	ACTION	WHAT IT CAN CONTRIBUTE
BODY	STRIKE	Drive Naughts away from the evacuation route.
	MOVE	Cross a damaged gantry to reach survivors.
	ENDURE	Carry a survivor through heat and smoke.
MIND	PERCEIVE	Notice a leak, hidden route, or distress beacon.
	RECALL	Recognize the station's emergency procedures.
	SOLVE	Restore a lift or bypass a damaged lock.
SOUL	INSPIRE	Help frightened survivors attempt the escape.
	CHANNEL	Connect with the Field through an approved Vitaction.
	RESIST	Keep your resolve against fear or hostile influence.

Choose the Action from what the Spark actually does. CHANNEL follows the relevant Vitaction's costs and limits; it is not unlimited magic.

MAKE TEAMWORK CHANGE THE RESCUE

At the failing lift: one Spark repairs the controls, another clears the route, and another reassures the passengers. Their contributions solve different parts of one problem.

For one check, ask helpers to describe relevant assistance. Apply the Guide's allowed helping bonus and limits; do not assume +1 per helper or count the same advantage twice.

PREPARE THREE KINDS OF CHALLENGE

- **Physical:** unstable passage, dangerous weather, pursuit.
- **Intellectual:** broken system, contradictory clues, unfamiliar mechanism.
- **Relational:** frightened survivor, mistrust, a request for autonomy.

KEEP THE CHALLENGES FUN

- Describe clues players can use; avoid guessing your one answer
- Vary danger with discovery, wonder, and moments of relief.
- Invite each Spark to contribute without forcing a particular solution.

SET FAIR TARGETS

Use the task and circumstances:
7 Very Easy • 11 Easy • 14 Moderate • 17 Hard • 21 Very Hard • 24+ Legendary.
Judge attacks against Defence. Draw only when uncertainty and consequences matter.

PREPARE CONSEQUENCES

Success advances the rescue
Major success adds a benefit.
Partial success achieves the goal at a cost.
Failure changes the situation or opens another challenge. Keep a plausible way forward.

END WITH PEOPLE, NOT JUST PRIZES

Show who reached safety, what changed, and which promises remain. Let survivors and the AI respond in their own voices. Ask the players what their Sparks learned together.

A GOOD RESCUE MAKES EVERY SPARK MATTER.

THE STANDARD SPARK SHEET

ONE SHEET FOR HEROES & MONSTERS.

1 IDENTITY

Name: _____
Era: _____
Level: _____
Species: _____
Class: _____
Archetype: _____
Role: _____

2 CORE ATTRIBUTES

		Score	Modifier
♦	**MIND** PERCEPTION KNOWLEDGE CLARITY		
♣	**BODY** VITALITY ACTION ENDURANCE		
♥	**SOUL** HOPE CONNECTION MEANING		

4 NINE ACTIONS

	Action	Proficient	Bonus
♦	PERCEIVE	☐	
	RECALL	☐	
	SOLVE	☐	
♣	STRIKE	☐	
	MOVE	☐	
	ENDURE	☐	
♥	INSPIRE	☐	
	CHANNEL	☐	
	RESIST	☐	

FULL FIGURE • HEAD TO FEET

3 VITAE / SURVIVAL

LIFE (current / max) ☐ / ☐
FOCUS (current / max) ☐ / ☐
SPIRIT (current / max) ☐ / ☐

TOTAL VITAE ☐
HIT POINTS (current / max) ☐ / ☐
ARMOR CLASS ☐
PROFICIENCY BONUS ☐

Life = Body • Focus = Mind • Spirit = Soul

ACTIVE ABILITIES

Name: _____
Cost: _____
Effect: _____

Name: _____
Cost: _____
Effect: _____

Name: _____
Cost: _____
Effect: _____

5 VITACTION CHECKLIST

Check known abilities. Write their costs and effects above. ★ Signature.

UNIVERSAL & SPECIAL

- ☐ Shared Courage
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

DEFENDER ♣

- ☐ Brace
- ☐ Press Forward
- ☐ Combat Read
- ☐ Guarded Stance
- ☐ Rally Under Fire
- ☐ Refuse to Fall
- ☐ ★ Sacred Burn
- ☐ ★ Perfect Cut
- ☐ ★ Marked Quarry
- ☐ ★ Stand Behind Me

BENDER ♦

- ☐ Confuse
- ☐ Phantom Image
- ☐ Force Pulse
- ☐ Field Hand
- ☐ Foresee the Turn
- ☐ Rewrite the Setup
- ☐ ★ Foreseen Moment
- ☐ ★ Gilmpse Beyond
- ☐ ★ Field Device
- ☐ ★ Borrowed Face

MENDER ♥

- ☐ Soothe Distress
- ☐ Read the Hurt
- ☐ Cleanse the Trace
- ☐ Share the Burden
- ☐ Gather the Circle
- ☐ Sanctuary
- ☐ ★ Hands of Amora
- ☐ ★ Awaken Power
- ☐ ★ Raise the Chorus
- ☐ ★ Speak with Life

6 GEAR / NATURAL ATTACKS

Item / Attack	Damage

7 NOTES / BONDS

MYTHOS

THE FORGOTTEN AGE



ANCIENT EGYPT

TWELVE PATHS. ONE SHARED WORLD.

The Age of Vikings

TWELVE PATHS. ONE SHARED WORLD.



MEDIEVAL EUROPE

THE AGE OF KNIGHTS

TWELVE PATHS. ONE SHARED WORLD.



VICTORIAN ENGLAND

TWELVE PATHS. ONE SHARED WORLD.



World War II

TWELVE PATHS. ONE SHARED WORLD.



SOL 3

PRE-WILDFIRE



WILDFIRE

THE BURNING PRESENT

STAR CONCORD

HOLY FLEET

THE ASCENDED FUTURE



HISTORIA REPETITUR TANTUM
DUM SCINTILLA OBLIVISCITUR