Quiet Revolution Quickstart Bundle

This quickstart bundle contains everything you will need to play a 4-hour one-shot game of the Spark RPG in the modern Montréal police drama setting of Quiet Revolution.

Setting Overview (Read aloud)
Montréal is the second largest city in Canada and its cultural capital. It’s the political heart of the francophone province of Québec. It’s the second largest French-speaking city in the world, just after Paris. It’s an economic powerhouse, with a Gross Domestic Product of over one hundred billion dollars a year and population just under four million.

Its citizens come from every corner of the world, bringing a variety of languages, faiths, and traditions. Ethnic minorities and immigrants bring a cultural richness and diversity to the city. Organized crime prey upon an open-minded, tolerant society. The city has its own share of problems though. That cosmopolitan diversity has led to tension in the streets between different linguistic, religious, and cultural groups. That open-minded and tolerant society gives organized crime the opportunity to thrive.

As members of the Montréal Police force, you’re asked to resolve problems within the community. Your unit is assigned to the most sensitive cases, where tact and discretion can make all the difference. You research, negotiate, arbitrate, and investigate. Protect the innocent citizens of the city from the criminal element. Find a way to keep the city safe. Nothing is simple in this city, and there are no easy answers.

Character Personalization
There are five pre-generated characters included in the package, one per potential player. Each player gets a chance to personalize those characters to an extent before play begins.

Each character has two Beliefs pre-defined, and one that the player creates at the start of the episode. Go around the table, giving each player the opportunity to create a single declarative, subjective, and controversial statement of Belief. As they do so, the GM writes these on the Belief Sheet.

Each character has two Relationship Questions that their players need to answer. Go around the table, giving each person a chance to state their answer aloud to the group. As a GM, you might want to write these down. If the question involves another PC, the other player can veto inappropriate answers.

Advancing the Factions
Once you have finished the characters, you play the Advancement phase. You will have one Faction and associated Agenda per person in the game, including the GM. For this session, each player rolls their Spark attribute die. In descending order, each player chooses one Agenda which will fail, and explains how it does. The remaining Agenda was successfully completed and will drive the game session.

2+ Players The Catholic Conservatives Campaign to support politicians against same-sex marriage.
2+ Players The Student Movement Launch an attention-grabbing protest downtown.
3+ Players Organized Crime Smuggle automatic weapons into Montréal.
5 Players The Sovereignty Movement Challenge federal legislation that conflicts with Québec values.
GM:

**SETTING BELIEF 1**
Absolute power corrupts the best natures

**SETTING BELIEF 2**
You are your culture

**SETTING BELIEF 3**
The world must change

PLAYER 1: Aleko Borislav

- It's all my fault that Louis is dead
- We are borrowing this world from our children

PLAYER 2: Martin Morin

- Alcohol is a demon who preys on the weak
- People are inherently good

PLAYER 3: Charlotte Bélanger

- Only God can forgive my sins
- The world is full of hungry shadows

PLAYER 4: Sgt Badia Ahmed

- Abhor nothing but hate
- My people must be protected at all costs

PLAYER 5: William MacDonald

- Language is a wall that divides society
- Law is simply a tool to enforce power
### SETTING BELIEF 1
Absolute power corrupts the best natures

### SETTING BELIEF 2
You are your culture

### SETTING BELIEF 3
The world must change

### ATTRIBUTES

- **Body**
- **Heart**
- **Mind**
- **Spark**

### GM:

**Quiet Revolution**
Montréal Police Drama

### INFLUENCE POOL

Gain influence when you challenge one of your Beliefs, or all three of someone else's Beliefs have been challenged.

Spend Influence when you win a Conflict, or when you Inspire someone to change one of their Beliefs.

### FACES

<table>
<thead>
<tr>
<th>Name</th>
<th>Faction</th>
<th>Strengths</th>
<th>Weakness</th>
</tr>
</thead>
<tbody>
<tr>
<td>The Honourable Lucien Lavoie, PM of Québec</td>
<td>Government of the Day</td>
<td>Public Opinion, Sovereignty</td>
<td>Election Irregularities</td>
</tr>
<tr>
<td>Father Gabriel Paradis</td>
<td>The Catholic Conservatives</td>
<td>Oratory, Faithful followers</td>
<td>Arthritis</td>
</tr>
<tr>
<td>Marie-Lourdes Mervil, Student Union President</td>
<td>The Student Movement</td>
<td>Activism, Social Media</td>
<td>Poverty</td>
</tr>
<tr>
<td>Luigi Dizzuto, The Sicilian Don</td>
<td>Organized Crime</td>
<td>Sicilian Mafia, Legally Untouchable</td>
<td>Criminal Rivals</td>
</tr>
<tr>
<td>Judith Cohen</td>
<td>Society of Religious Understanding</td>
<td>Radiant Smile, Diplomatic</td>
<td>Overly Trusting</td>
</tr>
<tr>
<td>Pierre Bergeron</td>
<td>The Sovereignty Movement</td>
<td>Constitutional Law, Political Connections</td>
<td>Political Enemies</td>
</tr>
</tbody>
</table>

Latest SPARK RPG resources are available from http://www.genesisoflegend.com/
SPARK
Overview of a Scene

FRAMING
1. Everyone rolls their Spark die. In descending order, each player chooses one of the following options.

2. The person with the highest score chooses to seize the Platform, Tilt or Question.

3. The person with the second highest score chooses one of the two remaining options.

4. The person with the third highest score chooses what remains.

5. Every player who does not frame part of the scene may control Major NPCs.

COLLABORATION
1. The GM is the first person to speak.

   • Anyone is able to make basic statements that may not be contradicted; simple actions, reflection, dialogue or questions.

   • Anyone is able to make provocative declarations that may trigger conflicts; actions that affect other characters, take a character out a scene, force someone to act, force someone to answer a question or establish a new fact about the setting. Anyone may start a Conflict after a declaration by saying “We are in Conflict”

   • If the question has been answered, anyone may end the scene by saying “And we move on.”

CONFLICT
1. Each person chooses to propose a declaration, support a declaration, or abstain.

2. Each person proposing a declaration selects their relevant attribute die, increase one-step per person supporting them.

3. Each person rolling adds a +1 bonus if a Broad Talent applies, +2 if a Common Talent applies and +3 if a Deep Talent applies (Max of +6 for one of each)

4. Roll dice.

5. Anyone can spend influence to gain +1 per point, or suffer Harm to gain +2 per level.

6. The person with the highest score gets their declaration and must pay the price of victory (1 Influence or gain 1 Harm)

7. In case of a tie, the tied individuals repeat steps 2–5. Whoever wins this new roll gets both their declarations, and pays double the price of victory. Repeat for further ties.

CLOSING
1. Examine each Belief with an Influence token and determine if it’s been challenged.

2. Give the tokens to the owners of those challenged Beliefs.

3. If all three of someone’s Beliefs are empty, give everyone else one Influence and refill that portion of the Belief sheet.

4. Remove on Harm from each person’s attribute, if applicable.

SCENE DYNAMICS

Latest SPARK RPG resources are available from http://www.generionlegend.com/
Player: 
Character: Aleko Borislav
Setting: Quiet Revolution
Concept: Renegade cop on probation

**BELIEF 1**
It’s all my fault that Louis is dead.

**BELIEF 2**
We are borrowing this world from our children

**BELIEF 3**

**ATTRIBUTES**

**INFLUENCE POOL**
Gain influence when you challenge one of your Beliefs, or all three of someone else's Beliefs have been challenged.

Spend Influence to gain a +1 bonus after a roll, when you win a Conflict, or when you Inspire another character to change one of their Beliefs.

**BROAD TALENTS (+1)**

<table>
<thead>
<tr>
<th>I</th>
<th>Law</th>
</tr>
</thead>
<tbody>
<tr>
<td>II</td>
<td>Criminals</td>
</tr>
</tbody>
</table>

**COMMON TALENTS (+2)**

<table>
<thead>
<tr>
<th>II</th>
<th>Firearms</th>
</tr>
</thead>
<tbody>
<tr>
<td>III</td>
<td>Mental Illness</td>
</tr>
<tr>
<td>IV</td>
<td>Pursuit</td>
</tr>
</tbody>
</table>

**DEEP TALENTS (+3)**

| III | Forceful Arrests |
| VI | Intimidating Suspects |

What favour did another PC do for you?

What do you miss most about your marriage with your ex-wife Charlotte?

Latest SPARK RPG resources are available from http://www.generislegends.com/
SPARK
Overview of a Scene

FRAMING
1. Everyone rolls their Spark die. In descending order, each player chooses one of the following options.
2. The person with the highest score chooses to seize the Platform, Tilt or Question.
3. The person with the second highest score chooses one of the two remaining options.
4. The person with the third highest score chooses what remains.
5. Every player who does not frame part of the scene may control Major NPCs.

COLLABORATION
1. The GM is the first person to speak.
   • Anyone is able to make basic statements that may not be contradicted; simple actions, reflection, dialogue or questions.
   • Anyone is able to make provocative declarations that may trigger conflicts; actions that affect other characters, take a character out a scene, force someone to act, force someone to answer a question or establish a new fact about the setting. Anyone may start a Conflict after a declaration by saying “We are in Conflict”
   • If the question has been answered, anyone may end the scene by saying “And we move on.”

CONFLICT
1. Each person chooses to propose a declaration, support a declaration, or abstain.
2. Each person proposing a declaration selects their relevant attribute die, increase one-step per person supporting them.
3. Each person rolling adds a +1 bonus if a Broad Talent applies, +2 if a Common Talent applies and +3 if a Deep Talent applies (Max of +6 for one of each)
4. Roll dice.
5. Anyone can spend influence to gain +1 per point, or suffer Harm to gain +2 per level.
6. The person with the highest score gets their declaration and must pay the price of victory (1 Influence or gain 1 Harm)
7. In case of a tie, the tied individuals repeat steps 2-5. Whoever wins this new roll gets both their declarations, and pays double the price of victory. Repeat for further ties.

CLOSING
1. Examine each Belief with an Influence token and determine if it’s been challenged.
2. Give the tokens to the owners of those challenged Beliefs.
3. If all three of someone’s Beliefs are empty, give everyone else one Influence and refill that portion of the Belief sheet.
4. Remove on Harm from each person’s attribute, if applicable.

Scene Dynamics

Latest SPARK RPG resources are available from http://www.genesinlegend.com/
Player: [Blank]

Character: Martin Morin

Setting: Quiet Revolution

Concept: Country cop in the big city

BELIEF 1
Alcohol is a demon that preys on the weak

BELIEF 2
People are inherently good.

BELIEF 3

INFLUENCE POOL
Gain influence when you challenge one of your Beliefs, or all three of someone else’s Beliefs have been challenged.

Spend Influence to gain a +1 bonus after a roll, when you win a Conflict, or when you Inspire another character to change one of their Beliefs.

ATTRIBUTES

BROAD TALENTS (+1)

| I | Law |
| I | Investigation |

COMMON TALENTS (+2)

| II | Police |
| II | English |
| II | Running |

DEEP TALENTS (+3)

| III | Hate crimes |
| III | Alcoholics |

What common friend or foe do you and another PC share?

Why do you trust a PC with your life?
**SPARK**

**Overview of a Scene**

---

**FRAMING**

1. Everyone rolls their Spark die. In descending order, each player chooses one of the following options.

2. The person with the highest score chooses to seize the Platform, Tilt or Question.

3. The person with the second highest score chooses one of the two remaining options.

4. The person with the third highest score chooses what remains.

5. Every player who does not frame part of the scene may control Major NPCs.

---

**CONFLICT**

1. Each person chooses to propose a declaration, support a declaration, or abstain.

2. Each person proposing a declaration selects their relevant attribute die, increase one step per person supporting them.

3. Each person rolling adds a +1 bonus if a Broad Talent applies, +2 if a Common Talent applies and +3 if a Deep Talent applies (Max of +6 for one of each).

4. Roll dice.

5. Anyone can spend Influence to gain +1 per point, or suffer Harm to gain +2 per level.

6. The person with the highest score gets their declaration and must pay the price of victory (1 Influence or gain 1 Harm).

7. In case of a tie, the tied individuals repeat steps 2–5. Whoever wins this new roll gets both their declarations, and pays double the price of victory. Repeat for further ties.

---

**COLLABORATION**

1. The GM is the first person to speak.

   - Anyone is able to make basic statements that may not be contradicted: simple actions, reflection, dialogue or questions.

   - Anyone is able to make provocative declarations that may trigger conflicts: actions that affect other characters, take a character out of a scene, force someone to act, force someone to answer a question or establish a new fact about the setting. Anyone may start a Conflict after a declaration by saying "We are in Conflict".

   - If the question has been answered, anyone may end the scene by saying "And we move on."

---

**CLOSING**

1. Examine each Belief with an Influence token and determine if it’s been challenged.

2. Give the tokens to the owners of those challenged Beliefs.

3. If all three of someone’s Beliefs are empty, give everyone else one Influence and refill that portion of the Belief sheet.

4. Remove one Harm from each person’s attribute, if applicable.

---

**SCENE DYNAMICS**

1. Everyone rolls their Spark die. In descending order, each player chooses one of the following options.

2. The person with the highest score chooses to seize the Platform, Tilt or Question.

3. The person with the second highest score chooses one of the two remaining options.

4. The person with the third highest score chooses what remains.

5. Every player who does not frame part of the scene may control Major NPCs.

---

**CONFLICT**

1. Each person chooses to propose a declaration, support a declaration, or abstain.

2. Each person proposing a declaration selects their relevant attribute die, increase one step per person supporting them.

3. Each person rolling adds a +1 bonus if a Broad Talent applies, +2 if a Common Talent applies and +3 if a Deep Talent applies (Max of +6 for one of each).

4. Roll dice.

5. Anyone can spend Influence to gain +1 per point, or suffer Harm to gain +2 per level.

6. The person with the highest score gets their declaration and must pay the price of victory (1 Influence or gain 1 Harm).

7. In case of a tie, the tied individuals repeat steps 2–5. Whoever wins this new roll gets both their declarations, and pays double the price of victory. Repeat for further ties.

---

**COLLABORATION**

1. The GM is the first person to speak.

   - Anyone is able to make basic statements that may not be contradicted: simple actions, reflection, dialogue or questions.

   - Anyone is able to make provocative declarations that may trigger conflicts: actions that affect other characters, take a character out of a scene, force someone to act, force someone to answer a question or establish a new fact about the setting. Anyone may start a Conflict after a declaration by saying "We are in Conflict".

   - If the question has been answered, anyone may end the scene by saying "And we move on."

---

**CLOSING**

1. Examine each Belief with an Influence token and determine if it’s been challenged.

2. Give the tokens to the owners of those challenged Beliefs.

3. If all three of someone’s Beliefs are empty, give everyone else one Influence and refill that portion of the Belief sheet.

4. Remove one Harm from each person’s attribute, if applicable.

---

Latest SPARK RPG resources are available from [http://www.genesislegend.com/](http://www.genesislegend.com/)
Player: 

Character: Charlotte Bélanger

Setting: Quiet Revolution

Concept: Devout Detective

INFLUENCE POOL

Gain influence when you challenge one of your Beliefs, or all three of someone else's Beliefs have been challenged.

Spend Influence to gain a +1 bonus after a roll, when you win a Conflict, or when you Inspire another character to change one of their Beliefs.

BELIEF 1

Only God can forgive my sins

BELIEF 2

The world is full of hungry shadows

BELIEF 3

Why do you trust a PC with your life?

ATTRIBUTES

BROAD TALENTS (+1)

I

Law

II

Sociology

COMMON TALENTS (+2)

II

Christianity

III

Hate Crimes

DATA ANALYSIS

DEEP TALENTS (+3)

III

Islamophobia

IV

Body Language

Body Language

What is more important than your hatred of your ex-husband Aleko?

Latest SPARK RPG resources are available from http://www.genesislegend.com/
Overview of a Scene

**Framing**

1. Everyone rolls their Spark die. In descending order, each player chooses one of the following options.
2. The person with the highest score chooses to seize the Platform, Tilt or Question.
3. The person with the second highest score chooses one of the two remaining options.
4. The person with the third highest score chooses what remains.
5. Every player who does not frame part of the scene may control Major NPCs.

**Collaboration**

1. The GM is the first person to speak.
   - Anyone is able to make basic statements that may not be contradicted; simple actions, reflection, dialogue or questions.
   - Anyone is able to make provocative declarations that may trigger conflicts; actions that affect other characters, take a character out a scene, force someone to act, force someone to answer a question or establish a new fact about the setting. Anyone may start a Conflict after a declaration by saying “We are in Conflict”
   - If the question has been answered, anyone may end the scene by saying “And we move on.”

**Conflict**

1. Each person chooses to propose a declaration, support a declaration, or abstain.
2. Each person proposing a declaration selects their relevant attribute die, increase one-step per person supporting them.
3. Each person rolling adds a +1 bonus if a Broad Talent applies, +2 if a Common Talent applies and +3 if a Deep Talent applies (Max of +6 for one of each)
4. Roll dice.
5. Anyone can spend influence to gain +1 per point, or suffer Harm to gain +2 per level.
6. The person with the highest score gets their declaration and must pay the price of victory (1 Influence or gain 1 Harm)
7. In case of a tie, the tied individuals repeat steps 2–5. Whoever wins this new roll gets both their declarations, and pays double the price of victory. Repeat for further ties.

**Closing**

1. Examine each Belief with an Influence token and determine if it’s been challenged.
2. Give the tokens to the owners of those challenged Beliefs.
3. If all three of someone’s Beliefs are empty, give everyone else one Influence and refill that portion of the Belief sheet.
4. Remove on Harm from each person’s attribute, if applicable.

---

**Scene Dynamics**

Latest SPARK RPG resources are available from http://www.genesislegend.com/
Player: 
Character: Sadia Ahmed
Setting: Quiet Revolution
Concept: Weary Police Sergent

**BELIEF 1**
Abhor nothing but hate.

**BELIEF 2**
My people must be protected at all costs.

**BELIEF 3**

**ATTRIBUTES**

**INFLUENCE POOL**
Gain influence when you challenge one of your Beliefs, or all three of someone else's Beliefs have been challenged.

Spend Influence to gain a +1 bonus after a roll, when you win a Conflict, or when you Inspire another character to change one of their Beliefs.

**BROAD TALENTS (+1)**
- Policing
- Politics

**COMMON TALENTS (+2)**
- Police History
- Police Procedures
- Political Interference

**DEEP TALENTS (+3)**
- Cold Cases
- Officers of the Precinct

Which of your officers are you afraid for?
What personal sacrifice did you make for another PC?

Latest SPARK RPG resources are available from http://www.genesislegend.com/
**SPARK**

**Overview of a Scene**

**FRAMING**
1. Everyone rolls their Spark die. In descending order, each player chooses one of the following options.
2. The person with the highest score chooses to seize the Platform, Tilt or Question.
3. The person with the second highest score chooses one of the two remaining options.
4. The person with the third highest score chooses what remains.
5. Every player who does not frame part of the scene may control Major NPCs.

**COLLABORATION**
1. The GM is the first person to speak.
   - Anyone is able to make basic statements that may not be contradicted; simple actions, reflection, dialogue or questions.
   - Anyone is able to make provocative declarations that may trigger conflicts; actions that affect other characters, take a character out a scene, force someone to act, force someone to answer a question or establish a new fact about the setting. Anyone may start a Conflict after a declaration by saying “We are in Conflict”
   - If the question has been answered, anyone may end the scene by saying “And we move on.”

**CONFLICT**
1. Each person chooses to propose a declaration, support a declaration, or abstain.
2. Each person proposing a declaration selects their relevant attribute die, increase one-step per person supporting them.
3. Each person rolling adds a +1 bonus if a Broad Talent applies, +2 if a Common Talent applies and +3 if a Deep Talent applies (Max of +6 for one of each)
4. Roll dice.
5. Anyone can spend influence to gain +1 per point, or suffer Harm to gain +2 per level.
6. The person with the highest score gets their declaration and must pay the price of victory (1 Influence or gain 1 Harm)
7. In case of a tie, the tied individuals repeat steps 2-5. Whoever wins this new roll gets both their declarations, and pays double the price of victory. Repeat for further ties.

**CLOSING**
1. Examine each Belief with an Influence token and determine if it’s been challenged.
2. Give the tokens to the owners of those challenged Beliefs.
3. If all three of someone’s Beliefs are empty, give everyone else one Influence and refill that portion of the Belief sheet.
4. Remove on Harm from each person’s attribute, if applicable.

**SCENE DYNAMICS**

Latest SPARK RPG resources are available from http://www.generationlegend.com/
Player: 

Setting: Quiet Revolution

Character: William MacDonald

Concept: Charismatic English Lawyer

[INFLUENCE POOL]

Gain influence when you challenge one of your Beliefs, or all three of someone else's Beliefs have been challenged.

Spend Influence to gain a +1 bonus after a roll, when you win a Conflict, or when you Inspire another character to change one of their Beliefs.

[BELIEF 1]
Language is a wall that divides society.

[BELIEF 2]
Law is simply a tool to enforce power.

[BELIEF 3]

[ATTRIBUTES]

[BROAD TALENTS (+1)]

1. Law
2. Persuasion

[COMMON TALENTS (+2)]

1. Criminal Law
2. Constitutional Law
3. Rhetoric

[DEEP TALENTS (+3)]

1. Language Politics
2. Logical Fallacies

Which PC will you never lie to, and why?

What favour did another PC do for you?

Latest SPARK RPG resources are available from http://www.geeniiflegend.com/
SPARK
Overview of a Scene

FRAMING
1. Everyone rolls their Spark die. In descending order, each player chooses one of the following options.
2. The person with the highest score chooses to seize the Platform, Tilt or Question.
3. The person with the second highest score chooses one of the two remaining options.
4. The person with the third highest score chooses what remains.
5. Every player who does not frame part of the scene may control Major NPCs.

COLLABORATION
1. The GM is the first person to speak.
   - Anyone is able to make basic statements that may not be contradicted; simple actions, reflection, dialogue or questions.
   - Anyone is able to make provocative declarations that may trigger conflicts; actions that affect other characters, take a character out a scene, force someone to act, force someone to answer a question or establish a new fact about the setting. Anyone may start a Conflict after a declaration by saying “We are in Conflict”
   - If the question has been answered, anyone may end the scene by saying “And we move on.”

CONFLICT
1. Each person chooses to propose a declaration, support a declaration, or abstain.
2. Each person proposing a declaration selects their relevant attribute die, increase one-step per person supporting them.
3. Each person rolling adds a +1 bonus if a Broad Talent applies, +2 if a Common Talent applies and +3 if a Deep Talent applies (Max of +6 for one of each)
4. Roll dice.
5. Anyone can spend influence to gain +1 per point, or suffer Harm to gain +2 per level.
6. The person with the highest score gets their declaration and must pay the price of victory (1 Influence or gain 1 Harm)
7. In case of a tie, the tied individuals repeat steps 2-5. Whoever wins this new roll gets both their declarations, and pays double the price of victory. Repeat for further ties.

CLOSING
1. Examine each Belief with an Influence token and determine if it’s been challenged.
2. Give the tokens to the owners of those challenged Beliefs.
3. If all three of someone’s Beliefs are empty, give everyone else one Influence and refill that portion of the Belief sheet.
4. Remove on Harm from each person’s attribute, if applicable.

Scene Dynamics

Latest SPARK RPG resources are available from http://www.gensiniiflegend.com/