
Spark and Shadows

Some people in the world have something special about them; a **Spark** which motivates them, driving them to take great risks and perform remarkable deeds. Such people are unable or unwilling to lead ordinary lives, and are driven out into the world to affect change.

With every Spark, there comes a **Shadow**. Your Shadow is a personal flaw, a dark reflection of your Spark which holds you back.

Those with a Spark and Shadow are set apart from the common populace, granting them an uncommon drive to change the world. Characters with Sparks have **3 Vitals**, allowing them to sustain 3 Injuries before becoming incapacitated.

Choosing your Purpose

As a Player, your character will begin with a Spark and a Shadow (or you will find one quickly). When you create your character, choose one Spark and a matching Shadow from the list below. You may also create your own unique Spark and Shadow, using the examples below as a model.

Wanderlust

You are driven to seek every answer and see what is around every corner. You are loathe to remain still for too long.

Curiosity: You are unwilling to leave any stone unturned or question unanswered, especially for such paltry reasons as safety.

Restlessness: You are unwilling to sit down and engage in planning, negotiation, diplomacy, etiquette, maintenance, or any number cautious or mundane tasks

Commitment: Fear of being locked down to any one lot in life cripples you. You are occasionally driven to abandon or alienate those closest to you by this fear.

Ambition

You are driven by dreams of fame, fortune, power, or recognition. A simple life is not enough for you, and you must take risks and make bold decisions to achieve greatness.

Pride: You are destined for greatness, and you will suffer no insult to your skill and talent. You do not surrender and rarely acknowledge defeat.

Opportunity: Every opportunity is critical, and you hate to turn any down. No gain is too small, and you find a way to benefit from every situation, regardless of risk or propriety.

Elitism: The simple and mundane are beneath you. You loathe to perform any task that does not advance your goals, especially for strangers.

Sensation

The only motivation you need is the action, thrill, and adventure. The excitement is intoxicating, and you can imagine doing little else with your life.

Eagerness: You are willing (and often eager) to take on any task without caution, compensation, or explanation.

Violence: The thrill of a fight is your real motivator. While happy to turn your skills toward a good cause, you can't stand to resolve any problem without at least someone getting beaten up.

Adulation: The gratefulness and adoration of others is intoxicating. Nothing is too grandiose, and you won't tolerate going unrecognized for your efforts.

Tragedy

A terrible event from your past destroyed any hope you had of leading a simple life, and it continues to guide your actions to this day.

Trauma: Any circumstance that reminds you of your trauma brings out the worst in you. Anger, paranoia, and irrational distrust are the frequent results. You seldom get a good night's sleep.

Revenge: You will see those who are responsible pay for their crime, and nothing will stand in your way.

Fear: Terrible memories flood your mind when confronted with your fears, leading to overcautiousness or outright panic.

Belonging

You have always felt like an outcast. You wander the world, some part of your heart hoping to find a place that feels like home.

Solitude: You don't need anyone else, and feel the constant need to prove that to yourself and others. You may push away anyone who gets too close, or actively reject camaraderie or companionship.

Resentment: You still resent those who cast you out or made you feel alone, and hold little regard for them or any who remind you of them

Desperation: You cling desperately to what friends or community you have, paranoid for their loss and convinced you will never find friendship again.

Purpose

You have a duty, made a promise, or have some impossible goal that leads you down roads which others would be unwilling to take.

Impatience: If a task or job does not directly support your purpose, you see no reason for it. Your goal is urgent, and you will not be delayed.

Imperative: Your purpose is so important that the lives and problems of others are meaningless in comparison.

Dogma: You do not question your purpose. You have the utmost certainty in your goals and methods, and resent being called into question.