

# WANDERING Spark

WRITTEN BY NATHAN BLADES - @PHANTOMARTSENT

## An Asymmetrical Sci-Fi Journey Game for a GM and 2 players.

*You are a Wayward Engineer, travelling from city to city doing odd jobs, living meal to meal and driven to keep going by a quest that gnaws away at you.*

*You are an Emancipated Android, released from the servitude you were built under, gathering new and wonderful experiences, making sense of the life you now lead.*

*Your journey together is a free-form jazz improvisation. Will your melodies harmonise, or end up as solos?*

### CREATING CHARACTERS

One player is The Engineer, the other is The Android.

#### Decide together:

- ◇ Your names
- ◇ Your initial occupations
- ◇ How you first met

**The Engineer answers the following questions** – use the suggestions below or follow your own vibe:

- ◇ What significant thing have you left behind?

Your teacher	A locket necklace
A childhood home	Fame and fortune
A false murder charge	A corrupt leader

- ◇ What do you yearn for while on this journey?

Capture an escaped criminal	Perform on the grandest stage
Enter the championship tournament	Learn a song lost to history
Pay off an absurd debt	See their face again

- ◇ What three Directives was The Android given when it was built?

Bring no harm unto others	Protect an object at all costs
Do not express sadness or fear	Obey the corporation's instructions
Keep things immaculate	Always tell the truth

Engineers have three stats: Willpower, Creativity and Charm. Assign the following numbers these stats in any arrangement you like: 10, 20, 30.

#### The Android answers the following questions:

- ◇ What function was installed when you were built?

A mining drill	A concealed firearm
Encyclopedic knowledge of plants	A water storage tank
A riot shield	Weather forecast sensors

- ◇ What function has been installed since your emancipation?

A turntable and speakers	Paint aerosols
Mechanical multi-tools	An extendable sword
Additional arms	A telescope and star chart

- ◇ What three Odd-jobs does The Engineer do while travelling?

Street Busking	Heavy Labour
Hired Killer	Chauffeur
Delivery Driver	Equipment Repair

The Android also has something they're yearning to do. Write it down, but keep it hidden from The Engineer.

The Android also has Willpower, Creativity and Charm. Each has a value of 0.

### DICE MECHANICS

When the outcome of something is uncertain, a player chooses if they are tackling the issue with Willpower, Creativity or Charm, then rolls d100 (2d10). Add the value of that stat to the roll.

If an Engineer's Odd-job, The Android's Functions or The Android's Directive are relevant to the roll, add 15 to the roll for each relevant trait.

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If a Directive would conflict with the task at hand, The Android cannot roll.

- ◇ **50-69** is a partial success.
- ◇ **70-100** is a full success.
- ◇ **>100** is a critical success.

### TEAMWORK

The Engineer and The Android can work together when tackling a roll. Decide who's taking the lead, and both players roll. Whoever rolls higher is used in the final roll result, plus the Skill of whoever is leading.

Bonuses from relevant Odd-jobs, Functions and Directives are also added to the result, if relevant. This counts as both players making a roll.

### DESIRE POINTS

Progress on The Engineer's yearning is measured in Desire Points, representing how close they are to achieving/realising that goal. Once 7 Desire points are accrued, the goal is within reach!

Finding someone with useful information, earning money from jobs, and gathering relevant resources earns Desire Points.

### JOBS AND TRAVELLING

Wandering Spark plays as a series of quick vignettes players travel between different towns, cities and satellite communities, largely connected by highways and wasteland.

In each location, the GM describes the place's general vibe (roll on the table at the bottom of the page if you want a hand).

While in a location, players can do the following actions:

- ◇ **Find Work:** Whether it's washing cars, selling street food or catching criminals; someone in the location is paying surprisingly good money for rough work.
- ◇ **Gather Information:** Has anyone seen the woman in the purple jacket? Dig up key info that could lead to finding your yearning - or the next location to visit.
- ◇ **Shop for Supplies:** Restock on food, fuel, computer components... and likely get into trouble on the way.

The GM works with the players to flesh out the nature of what information they'd be searching for, what supplies are around, etc.

The Engineer has final say on what actions they and The Android pursue - they can split up if need be.

To do any of these actions is a single roll, and Desire points are awarded based on the outcome:

- ◇ A **partial success** earns one Desire Point.
- ◇ A **full success** earns two Desire Points.
- ◇ A **critical success** earns four Desire Points.

1d10	Location Type	Something Lo-Fi	Something Sci-Fi
1	Bustling Metropolis	Street Food Festival	Controlled Weather: Always Raining
2	Historic Town	Trams and Streetcars	All Workers Are Androids
3	Quaint Village	Duellist Arena	Suspended on Giant Struts
4	Desolate City	Open-air Concerts	Underground Behind a Vault Door
5	Outlaw Encampment	Astonishing Landscape View	Made from Recycled Plastic and Glass
6	Resort Town	Gardens of Unusual Plants	Landmarks Rotate with the Sun
7	Nomadic Village	Along the Coast	Has a Virtual Reality Duplicate
8	Disaster-struck City	Famous University Building	Faceless Chrome Statue
9	Heavily-fortified Town	Large Farming Community	Humming Broadcast Tower
10	It's Just London???	River Flowing Through	Solar Panels Line Everything

## WANDERING SPARK - A MICRO RPG

Once both players have rolled and resolved their outcomes, it's time to move on to the next location.

### UNWINDING AND SPARKING MEMORIES

When leaving a location, players can hold a scene of The Engineer and Android as they unwind at day's end.

They might be checking into a motel, sitting around a campfire, speeding down a highway at night. Rolls can be made during these scenes also, if you'd like to weave in some additional uncertainty.

Here, The Android may choose to 'spark a memory'; something about the day's events makes them flash back to their days of service, relating to one of their Directives.

Play out this memory as a scene – The Engineer may act as one of the scene's characters if they like.

Once the scene ends, that Directive is now broken. The Android may no longer use it in a roll, but they may change their Willpower, Creativity or Charm value to 35.

Describe how some of The Android's true personality starts to rise to the surface.

If this is the first time The Android has broken a Directive, that player reveals their hidden yearning; it now has its own Desire Point track.

In future Unwinding scenes, The Engineer and Android can discuss each other's Yearnings to move Desire Points between the two tracks.

### TWO YEARNINGS

From this point on, The Android may pick for themselves what to do in a location. If The Android does an action in a location alone, any Desire Points accrued are added to their own track.

If The Android and Engineer team up on a roll, both players secretly write down who they want to give the Desire Points too.

- ◇ If both players think **the same person should get the Desire Points**, that person gets the points.
- ◇ If both players think **they should get the points**, no Desire points are accrued.
- ◇ If the players **think each other should get the points**, the Desire Points are split in half. If there's an odd number of points, the players roll off against each other with no modifiers - the highest result gets the remainder point.

### ENDING THE GAME

When The Engineer or The Android gain seven Desire Points, the next location they visit is where that Yearning can be realised.

The player who has the Desire Points makes one last roll to see how achieving their Yearning turns out. This roll can be done as Teamwork.

The other player may spend any number of their own Desire Points to increase the value of the roll by 10 per point, describing how they sacrifice their own ambitions to see their partner's actualised.

### MUSIC SUGGESTIONS

- ◇ **Yussef Kamaal** - Black Focus
- ◇ **Yoko Kanno** - Cowboy Bebop
- ◇ **Adrian Younge** - The Electronique Void
- ◇ **Masafumi Takada** - No More Heroes
- ◇ **Nujabes and Fat Jon** - Samurai Champloo: Departure
- ◇ **Shoji Meguro** - Shin Megami Tensei III: Nocturne
- ◇ **Flying Lotus** - Cosmogramma

*This micro RPG was written by Nathan Blades. Find more micro games and scenarios at:*

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