

SPARKDRAWN

genre seeds · character and scene ideas, dealt from the deck

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WHAT THIS IS

Four genres, each read off the same four suits as the rest of the game. A character seed and an opening situation for every suit, plus a table of names dealt straight off the deck instead of picked by hand.

This changes no rules and no names. A genre lends a picture of what The Four looks like in its world — never a new word for it. A Hunter is a Hunter in every genre below.

THE FOUR

These names do not change. Every genre page below repeats them, and only adds a phrase showing what one looks like there.

THREAT	WORLD	POWER
♠ Hunter <i>it pursues</i>	Danger <i>the shape the trouble takes</i>	Force <i>break, burn, push</i>
♥ Binder <i>it has a claim on you</i>	Faction <i>who else wants something</i>	Voice <i>minds, feelings, command</i>
♦ Hoarder <i>it won't let go</i>	Prize <i>what everyone is reaching for</i>	Matter <i>make, unmake, change</i>
♣ Warden <i>it won't let you pass</i>	Site <i>where it is all happening</i>	World <i>place, distance, ways</i>

NEED A NAME?

Each genre below carries its own table of thirteen. Deal one card — rank only, suit doesn't matter here — and read the name off the matching row. Ace is low.

HOW TO USE A SEED

Deal a card for a **Character**: its suit picks the seed, and that suit is the character's strongest stat. Deal again for a **Situation** the same way — it's what's already moving when they walk on. Neither is a rule. Reroll, mix suits across categories, or just read down the list and take the one that catches.

NOIR

Wet streets, a client who isn't telling you everything, and a city that keeps its own books. Somebody always knows more than they're saying — including you.

THE FOUR

THREAT	WORLD	POWER
♠ Hunter <i>a tail you can't shake</i>	Danger <i>the clock on the case</i>	Force <i>muscle, a blackjack</i>
♥ Binder <i>someone who fronted your bail</i>	Faction <i>the outfit that runs the docks</i>	Voice <i>the word that carries</i>
♦ Hoarder <i>a fence who won't sell it back</i>	Prize <i>the take, the payoff</i>	Matter <i>the angle, the fix</i>
♣ Warden <i>the beat cop on the corner</i>	Site <i>a joint that never closes</i>	World <i>every street, by heart</i>

CHARACTERS

- ♠ **Percy Malone**, ex-arson-investigator turned insurance snoop. He reads a burned room the way other people read a face. Something about the last job he worked for the department is still following him.
- ♥ **Nadine Cross**, a bail bondsman who knows everyone's secrets because she's fronted bail for half of them. She collects favors instead of cash, and somebody just called one in.
- ♦ **Vera Nakamura**, a pawnshop appraiser who can price anything at a glance and never asks where it came from — until the night a ring comes across her counter that she recognizes.
- ♣ **Sal Marchetti**, a night cabbie who's driven every street in the city for twenty years and remembers every fare. He picked up a passenger last week who was never seen again.

SITUATIONS

- ♠ A name from an old case shows up on tonight's police-band chatter — attached to a body.
- ♥ Someone you owe walks into your office and asks for the one favor you can't refuse.
- ♦ A safe-deposit box, opened after a death, holds nothing but a key to a second box nobody knew existed.
- ♣ The building on the deed doesn't exist on any city map filed after 1958.

A	Nadine Cross	8	Walt Kowalski
2	Gene Whitfield	9	Dot Reyes
3	Frank Delgado	10	Sal Marchetti
4	Percy Malone	J	Lou Petrakis
5	Ruth Okafor	Q	Otis Brandt
6	Ada Kowalczyk	K	Iris Bell
7	Vera Nakamura		

FANTASY

Swords rust, courts scheme, and the old magic never really left — it just started charging interest. You've got a blade, a debt, or a gift you didn't ask for, and the road doesn't care which.

THE FOUR

THREAT	WORLD	POWER
♠ Hunter <i>something with antlers, following</i>	Danger <i>the reckoning coming due</i>	Force <i>a blade, a broken gate</i>
♥ Binder <i>an oath sworn to the dying</i>	Faction <i>the court, and who owes whom</i>	Voice <i>charm, command, the true name</i>
♦ Hoarder <i>a dragon that counts its coins</i>	Prize <i>the relic under the hill</i>	Matter <i>the working, the wrought thing</i>
♣ Warden <i>a ward set on the door</i>	Site <i>the hold, the crossing</i>	World <i>the way between two roads</i>

CHARACTERS

- ♠ **Baldur Wren**, a hedge-knight who lost his lord's banner in a rout and has been outrunning the shame of it ever since. Something with antlers has been following his fires at night.
- ♥ **Dunmore Sedge**, a court taster who swore an oath to a dying queen and has spent a decade paying it off in favors he never gets to refuse.
- ♦ **Ninet Cray**, a relic-broker who deals honestly in stolen things. She's just taken delivery of something that isn't finished being stolen.
- ♣ **Meret Alder**, a waystone-keeper who tends a crossing between two roads that shouldn't meet. Lately, something's been using it from the other side.

SITUATIONS

- ♠ The banner you abandoned on the battlefield turns up nailed to your door, and it isn't rotted at all.
- ♥ The oath you swore names a task that was never actually spoken aloud — and now someone else claims to know what it was.
- ♦ A merchant offers to buy something you don't remember owning, at a price too fair to be honest.
- ♣ The road behind you has stopped leading back the way you came.

A	Brys Ashwood	8	Ninet Cray
2	Corwen Marsh	9	Tamsin Vell
3	Fenwick Loam	10	Meret Alder
4	Sorel Farrow	J	Iolanthe Dray
5	Petra Holt	Q	Baldur Wren
6	Aelwyn Cade	K	Rasgar Thorne
7	Dunmore Sedge		

SCI-FI

The frontier is a supply chain with delusions of freedom. Every system belongs to someone, every route is metered, and the void outside the hull doesn't send invoices — it just collects.

THE FOUR

THREAT	WORLD	POWER
♠ Hunter <i>a drive signature, closing</i>	Danger <i>the countdown on the hull</i>	Force <i>overload, vent, blow the bolts</i>
♥ Binder <i>a contract with teeth in it</i>	Faction <i>the syndicate that holds the lane</i>	Voice <i>the uplink, the open channel</i>
♦ Hoarder <i>a salvage claim nobody filed</i>	Prize <i>the cargo in the hold</i>	Matter <i>the fabricator, the printed part</i>
♣ Warden <i>a lockdown with no override</i>	Site <i>the station, the ring, the dark</i>	World <i>the jump, the route, the map</i>

CHARACTERS

- ♠ **Sable Achebe**, a former warrant-drone tech who knows exactly how they're tracked, because she used to build the trackers. One of her old units is still active, and it isn't hers anymore.
- ♥ **Reyna Osei** signed an indenture contract to pay for her brother's medical transport. The debt keeps growing every time she asks who owns it now.
- ♦ **Tycho Marek**, a salvage captain with a wreck full of cargo nobody will let him keep. The manifest says it belongs to a company that stopped existing years ago.
- ♣ **Tobin Vasquez-Lin**, a station navigator who knows every route the charts don't show. Lately, one of those routes has started showing up on the charts anyway.

SITUATIONS

- ♠ A bounty ship pings your transponder with a name that isn't yours — but it's the name on your forged papers.
- ♥ Your indenture contract gets sold overnight, and the new owner already knows things about you the old one never did.
- ♦ Salvage rights on a derelict get contested by a company registry that shows the ship destroyed forty years ago.
- ♣ The station AI locks a section that, according to every schematic you have, doesn't exist.

A	Reyna Osei	8	Callum Adeyemi
2	Wren Petrossian	9	Kian Ndiaye
3	Idris Kalani	10	Jax Amara
4	Tycho Marek	J	Priya Solokov
5	Sable Achebe	Q	Denny Okonkwo
6	Tobin Vasquez-Lin	K	Noor Bashir
7	Marisol Tran		

HORROR

Something followed you home, or you never really left. The world still looks the same — the wrongness is in what it lets you notice, and what it doesn't.

THE FOUR

THREAT	WORLD	POWER
♠ Hunter <i>the thing that stalks the halls</i>	Danger <i>the omen, and it repeats</i>	Force <i>a frenzy you can't call back</i>
♥ Binder <i>a bond you signed as a child</i>	Faction <i>the circle that still meets</i>	Voice <i>a whisper that gets obeyed</i>
♦ Hoarder <i>a curse on what you took</i>	Prize <i>the find, the awful little object</i>	Matter <i>the rot, and what it makes</i>
♣ Warden <i>a keeper who tends the door</i>	Site <i>the house, and it is awake</i>	World <i>the threshold, and what crosses</i>

CHARACTERS

- ♠ **Corinne Ashby**, a night-shift paramedic who's started arriving at addresses before the call comes in. She hasn't told anyone. She's not sure how to.
- ♥ **Wilhelmina Ott** inherited her grandmother's house, and with it, a weekly visitor who insists they've always been family.
- ♦ **Graham Sutter**, an estate liquidator who kept one item from a house clearance instead of selling it. He can't remember which room he put it in, or stop looking.
- ♣ **Petra Lindqvist**, a locksmith who's been called to the same house four times this year for a door that keeps re-locking itself from the inside.

SITUATIONS

- ♠ You wake up already dressed for somewhere you don't remember agreeing to go.
- ♥ A relative you've never met arrives at the funeral, and everyone else seems to recognize them.
- ♦ Something you inherited keeps turning up in rooms you didn't leave it in.
- ♣ A door in a house you know well opens onto a hallway that isn't there in daylight.

A	Wilhelmina Ott	8	Owen Marsh
2	Dorian Lachance	9	Petra Lindqvist
3	Ruth Callahan	10	Faye Ondrej
4	Bartholomew Nye	J	Marcus Teague
5	Corinne Ashby	Q	Silas Vance
6	Graham Sutter	K	Delia Frost
7	Ines Whitlock		