

SPARKDRAWN

a solo roleplaying game · your imagination, a deck of cards, two dice, a pen

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WHAT YOU NEED

A 52-card deck, no jokers. Two d6. A notebook, something to write with, and your imagination.

You play. The deck provides everything else.

SETUP

- MAKE SOMEONE** — a name, and *I am the one who* _____. Spread **3 / 2 / 2 / 1** across the four. Pick a Source. Four Harm boxes, three Spark boxes, and room for Scars.
- SHUFFLE** — the deck is your clock.
- DEAL THE SPREAD** — three face up: the Draw, the Wall, the Prize. Read them together and write down where you are.
- SET THE PRESSURE** — one d6 on the table showing **6**. The other stays loose.
- BEGIN** — start your first **Turn**.

THE FOUR

THE AXIS	YOUR STAT	A THREAT IS	THE WORLD HOLDS	POWER DOMAIN
♠ PRESSURE <i>threat, time, force</i>	GRIT	Hunter <i>it pursues</i>	Danger	Force <i>break, burn, push</i>
♥ PEOPLE <i>bonds, need, feeling</i>	HEART	Binder <i>it has a claim on you</i>	Faction	Voice <i>minds, feelings, command</i>
♦ THINGS <i>resources, tools, treasure</i>	CRAFT	Hoarder <i>it won't let go</i>	Prize	Matter <i>make, unmake, change</i>
♣ PLACE <i>terrain, structure, the world's own logic</i>	WITS	Warden <i>it won't let you pass</i>	Site	World <i>place, distance, ways</i>

Base every reading of a card's suit on this table. Learn it, and you've learned the game.

SPARK

Need inspiration? Let the deck provide. Draw 2 cards, keep the most interesting card for the fiction. Write it down. Add 1 Spark (up to 3 max).

Spend 1 Spark to: flip one more card and keep it · bump a result one band (up or down) · overrule a suit.

We all need inspiration sometimes. Being out of ideas should never be a reason to stop. Reward yourself for exploring the limits of your imagination.

THE TURN

- SAY** — what you do, and what's at risk.
- FLIP** — flip cards equal to your rating in the axis you lean on. Keep one. Your choice.
- WRITE** — one line in the notebook.

That's the whole loop. Combat or not, it's always the same.

THE FLIP

The kept card's **rank** says how it went. Its **suit** says what it's about.

- A-4** it goes wrong
5-9 yes, but · no, but
10-K it goes well

Discard cards you don't keep. No card goes back in the deck until you shuffle. The deck only gets smaller.

Not enough cards left to flip? Shuffle and finish the flip.

POWER

Your **Source** is one **domain** — a single suit, read off The Four — and one **origin**.

INHERITED it runs in you · **BARGAINED** something gave it, and it wants paying · **TAKEN** it isn't yours · **MADE** you built it, slowly · **MARKED** it happened to you

No spell list. Name an effect inside your domain and flip that rating.

Using Power always ticks the Pressure Die.

That is the entire cost.

Power never fails. It goes sideways. On *wrong*, it happens anyway — flip again to learn how. You wanted the door open. It opened, and so did every other door in the building.

Against a threat, both apply. On *wrong* the effect still happens *and* the threat still lands on you — fill a Harm box. It works, in a bad way.

THREATS

Threats can come at any time from the fiction. When the fiction dictates a threat, **deal a card. Suit** is what it wants — read it off The Four. **Rank** is its **Grip**.

2-5 Grip 1 · **6-9** Grip 2 · **10-K** Grip 3 · **A** Grip 4, and it has a name

You say when. The deck says what. The pressure landing on a face is the one threat you don't choose.

Flip against it as normal. **Well:** strip 1 Grip. **Yes-but:** strip 1, and it costs you. **Wrong:** it lands on you — fill a Harm box. Grip to zero and it's done.

HARM · OUT · SCARS

Four boxes. At four you are **Out** — which is not over.

♠ it takes you somewhere · ♥ someone intervenes, and now you owe them · ♦ you lose what you were carrying · ♣ you wake, and the place has changed

Deal a card to learn what defeat was. Take the Quiet. Take a **Scar** — drop a rating by 1, minimum 1 — and clear all Harm. Go on.

You start with 8 dots and can't fall below 4. So you have exactly four defeats in you. A fifth would leave nothing: that is where the story ends, and you write it.

THE PRESSURE DIE

A d6 on the table, showing **6**.

Every ♠ you flip on a Turn ticks it down one — kept or not. Set those spades aside **face up** in a row. **You only flip on a Turn.** Cards *dealt* or *drawn* for anything else never tick it.

At **0**, the pressure lands. The spades in the row are **what it's made of** — read them together and write the line. Then deal one: **face cards mean a face.** J Q K A — something arrives in the flesh; read it as a threat. A number card — no body comes; the situation itself worsens. Nothing on your sheet moves. The world does, and it stays moved.

Discard the spades. Reset to 6.

If the deck runs out as the pressure lands, shuffle and settle the Spread first, then deal for the arrival. What was closing in on you follows you across.

THE QUIET

Alone, off the road, nothing pressing. Put the deck down and **speak alone** — write in your character's own voice, first person. Not what happened. What you think about what happened.

Clear all Harm. Take 1 Spark. Once per shuffle.

THE SPREAD

Every time you shuffle, deal three face up:

THE DRAW what pulls you · **THE WALL** what stands in the way · **THE PRIZE** what's at the end

Suit is what it is. Rank is how strong.

Facts, not threats. The three have no Grip and nothing to strip. The Wall is the premise; a threat is what walks out of it.

Break a scene whenever the fiction wants one. That costs nothing and needs no cards — write the break and carry on down the same deck.

When the deck runs out, shuffle — then keep the Spread if it's still live, or deal a new three.

Shuffling is not a scene break.

THE ORACLE

Ask the world a yes-or-no question and deal a card.

Red is yes. Black is no. Rank is how much.

THE DICE

Two d6. One is the **Pressure Die**. The other answers *how much* — how many, how far, how long. It decides nothing; it's there to scale an effect if you need it.