

YSS Yukika II: A Classic SARP Adventure

YSS Yukika II is a [roleplaying](#) plot created February 25, 2024 by [GM Yuuki](#).

YSS Yukika II: A Classic SARP Adventure	
	
Plot Status	active
Seeking Players?	no
Game Master	Yuuki
Plot Faction	Yamatai Star Empire
Characters Wanted	Plot is full. Talk to the GM if interested.
RP Thread	stararmy.com/...

Quick Links

- **Plot OOC Thread:** [YSS Yukika II OOC Thread](#)
- **Interest Check Thread:** [YSS Yukika II: A Classic SARP Adventure](#)
- **RP Forum:** [Hinomaru Sunrises II Forum](#)
- **Plot Planning:** TBD - Plot Plans & Crossover Fun (GMs and FMs only to avoid spoilers)
- **JP Pad:** <https://publishwith.me/YSS-Yukika-II>
- **The Ship:** [YSS Yukika II](#)
- **The Ship Class:** [Nozomi II-class Scout](#)

Plot Overview

The YSS Yukika II is one of the first of the brand-new Nozomi II-class Scout (AKA Yui-8 Recon-Scout Destroyer, AKA Type 46 Nekovalkyrja Scout Ship) delivered to the Fifth Expeditionary Fleet. It is the namesake successor to the legendary YSS Yukika, lost during the First Mishhuvurthyar War. The first command of Motoyoshi Tachiko, who was the Chief Medical Officer of the original Yukika nearly two decades prior. Exploring the wide-open Kosuke Sector, fighting the Mishhuvurthyar wherever they are encountered, and, just maybe, finding love among the stars, the intrepid crew delves ever further into the great unknowns beyond.

Inspired by, and paying tribute to, the classic days of early Star Army, this subplot of Hinomaru Sunrises II will be a player-driven, character-centered collection of stories arranged in an episodic format like classic Sci-Fi television shows like Star Trek and The Orville.

Episodes

- Season 1
 - [Episode 0: Pilot \(Welcome Aboard\)](#)

Rules and Pacing




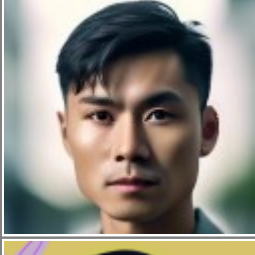

Put the following here in this section:

- Format: [Single Posts](#) or [Joint Posts](#), as appropriate.
- True to the episodic show format, the player-led stories will be told in vignettes and episodes created collaboratively by the entire cast.
 - The Captain is the GM, who will only be providing broad objectives, setting the tone and theme, and approving things and giving feedback, and planning major events.
 - The XO will be the Co-GM and is responsible for coming up with the details of that and coming up with missions to implement the GM's vision from that guidance.
 - Players can have their character focused episodes. Everyone is a potential thread starter and storyteller!
 - The stakes/impact of the stories that each will tell should line up with that outline above.
 - The primary focus will be on the bridge crew and section chiefs, but away missions will also be part of it.
 - **Troupe Style RP:** A stable of NPCs will be available for anyone to use and put in their episodes and post as. Support the other players' character focus stories by playing NPCs! ([Troupe system](#))
 - All characters should be junior Star Army of Yamatai officers (Shoi Kohosei, Shoi, Chui) of typical Yamataian species (Nekovalkyrja, Minkan, and Yamataian Human/Nepleslian, in order of preference- maybe Elves?).
 - This is an easy-paced, no-rush, part-time commitment. Come in for the episodes you want to play, stay out of the ones you don't or can't! No pressure! No minimum activity demand!
 - This plot will be UNRATED.
 - In Character Actions = In Character Consequences

Characters and Players

The [YSS Yukika II Crew](#):

#	Headshot Pic	Page	Character Owner	Character Status	Plots
1		Shinono Yuki	aitoseigi	Active Player Character	YSS Yukika II: A Classic SARP Adventure
2		Roy Savage	nameless	Active Player Character	Hanako Shall Resist, YSS Yukika II: A Classic SARP Adventure
3		Hiyori Kitamura	Air Admiral	Active Player Character	YSS Yukika II: A Classic SARP Adventure
4		Radcliff Yingzi	Demibear	Active Player Character	YSS Yukika II: A Classic SARP Adventure
5		Karasu Ryuu	Hollander	Active Player Character	YSS Yukika II: A Classic SARP Adventure
6		Calliope Cardinal	Lizalopod	Active Player Character	YSS Yukika II: A Classic SARP Adventure
7		Ulla Vester	Miss Story	Active Player Character	YSS Yukika II: A Classic SARP Adventure

#	Headshot Pic	Page	Character Owner	Character Status	Plots
8		Cytari Akhai	Nakshatra	Active Player Character	YSS Yukika II: A Classic SARP Adventure
9		Tsuguka Tae	Primitive Polygon	Active Player Character	YSS Yukika II: A Classic SARP Adventure
10		Hiro Nakamitsu	Waffles	Active Player Character	YSS Yukika II: A Classic SARP Adventure
11		Toson Ushiba	Wildcard	Active Player Character	YSS Yukika II: A Classic SARP Adventure
12		Motoyoshi Tachiko	Yuuki	Active Player Character	17th Kasairyuu Power Armor Wing, Banzai!! , Hinomaru Sunrises , Hinomaru Sunrises II , Resolutions Of The Ghost , Resurgence Of Yamatai , YSS Yukika II: A Classic SARP Adventure

Player Reference

Below is a list of references for the players, with general info as well as specific information for each crew slot such as equipment, systems, procedures, and expectations.

General Information

Here are the things with which everyone should have at least a passing familiarity.

- The [Yamatai Star Empire](#)

- [Yamataian Culture](#)
- [Nekovalkyrja](#)
- The [Star Army of Yamatai](#)
 - The Guide to [Military Role-play](#) (Read this if you haven't!)
 - The [Fifth Expeditionary Fleet](#), the fleet of which the [YSS Yukika II](#) is part
 - [Ketsurui-Motoyoshi Katsuko](#) the fleet's commander and former Empress
 - The [Motoyoshi Clan](#)
 - The [YSS Battle Of Ayenee Capital City](#), the ship's base
 - The massive [Izanagi-Class Dreadnought](#), ship class of the BACC
 - The [Nozomi II-class Scout](#), the ship's class
 - The [Nozomi-class Scout](#), its predecessor
- The [Motoyoshi Colonial Sector](#), where the fleet is based
 - The distinctive [Culture in the Motoyoshi Colonial Sector](#)
- The [Kosuke Sector](#), where the plot takes place

General Expectations

- Players will portray their characters as the highly trained, disciplined professionals that all [Star Army of Yamatai](#) personnel definitionally must be.
 - This includes knowing your position on the ship and the basics of being an officer in the Star Army of Yamatai
 - Again, The Guide to [Military Role-play](#) is a great start.
- Everyone will work together to make sure everyone:
 - Feels welcome,
 - Feels they can make contributions that have meaningful impact on the plot,
 - Feels supported in what they are doing,
 - Feels their participation is valued,
 - Creates the best content they can create,
 - Has fun.
- Everyone will be responsible for storytelling in their part of the plot:
 - GM and Co-GM set the overall plot, feel, tone, direction, and plot special episodes.
 - Section Chiefs (CMO, Chief Engineer, Intel Officer) contribute plot arcs and story relating to their areas.
 - Players tell spotlight character focus stories about their character.
 - Other players support them in this with their own characters and by playing NPCs.
 - Everyone gives the GM a pitch for their episodes, and they will be slotted into the programming schedule.
- Everyone will maintain separation of In-Character and Out-of-Character knowledge, actions, feelings, and motives, and avoid metagaming.
- Everyone will understand and accept that In-Character Actions lead to In-Character Consequences.

Open Positions

See [Characters Wanted](#).

History

In [mid-YE46.2](#), the [YSS Yukika II](#) held its launch ceremony aboard the [YSS Battle Of Ayenee Capital City](#), as its new captain [Motoyoshi Tachiko](#) took command of the ship.

plots	
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