

NEONIHON QUICKSTART BUNDLE



This quickstart bundle contains everything you will need to play a 4-hour one-shot game of the Spark RPG in the Science Fiction setting of NeoNihon.

SETTING OVERVIEW (READ ALOUD)

The Japanese colonization ship landed on the extra-solar planet of Shi Tateyama in 2236. Like the other corporate nation-states fleeing old earth, Japan used remote planetary surveys to target their colonization efforts. This planet seemed to be just what they were looking for; a paradise with abundant water, a comfortable climate and a vibrant biosphere. Once the colonists awoke from their decade-long cryo-freeze, they found the planet was far less pleasant than planetary surveys indicated. It was a planet of extreme mountains, nearly boiling sea-level temperatures and harsh, corrosive tempests. The rain corroded most metal and unusual electromagnetic characteristics at sea level fried most electronics. The Colonial Board of Directors made the decision to settle on the cooler, dryer, and safer mountain peaks, with each corporation founding their own colony.

The planet was poor in metals, with the rain dissolving most of the natural ore deposits. Earth-born livestock couldn't survive and the only arable land was in the harsh lowlands. The scientists produced genetically engineered humans called henomin to labour for the colonies. These henomin were sent down to the lowlands to grow rice, extract protein from the seas, and grow iron-hard black bamboo. Wandering, devout androids delivered messages between villages, shrines, and great colony.

CHARACTER PERSONALIZATION

There are five pre-generated characters included in the package, one per potential player. Each player gets a chance to personalize those characters to an extent before play begins.

Each character has two Beliefs pre-defined, and one that the player creates at the start of the episode. Go around the table, giving each player the opportunity to create a single **declarative**, **subjective**, and **controversial** statement of Belief. As they do so, the GM writes these on the Belief Sheet.




Each character has two Relationship Questions that their players need to answer. Go around the table, giving each person a chance to state their answer aloud to the group. As a GM, you might want to write these down. If the question involves another PC, the other player can veto inappropriate answers.




ADVANCING THE FACTIONS




Once you have finished the characters, you play the Advancement phase. You will have one Faction and associated Agenda per person in the game, including the GM. For this session, each player may choose to block one Agenda. Any Agendas left over, happened before play and will shape the game session.




2+ Players	Shikura Environmental Systems Inc.	Seize the prosperous Baku hills from Clan Embei.
2+ Players	The Village of Kanata	Increase farming yields through some risky experiments.
2+ Players	The Hostile Natives	A village destroyed, with acidic burns left on the rubble.
3+ Players	The Kensei	Hunt down the warlord Koryna and bring her to justice.
4+ Players	The Dreamers	Soothe the angered Kami of Mt. Fujan.
5 Players	Nakumura Sensors Inc.	Establish a relay in the unexplored territories for new henomin villages.




SPARK BELIEF SHEET




GM :	
	SETTING BELIEF 1 Technology will tame this world
	SETTING BELIEF 2 We are nothing without our traditions
	SETTING BELIEF 3 The secrets of this world will destroy us

PLAYER 1 : Embei Ando357	
	Emotions are fascinating!
	The Kami must be honoured
	

PLAYER 2 : Embei Yukiko Miki-sama	
	The needs of the many outweigh the needs of the few
	We created them to serve us
	

PLAYER 3 : Gisaku the Headsman	
	Men will never hurt my little sister Suki again
	My people deserve respect
	

PLAYER 4 : Kammu the Shaman	
	A war between the colonies is inevitable
	The Kami of this world must be obeyed.
	

PLAYER 5 : Shimura the Samurai	
	Suki, my love, is worth any sacrifice
	Emotional displays are a sign of weakness
	

SPARK

GM:

NeoNihon
Shogunate Science-Fiction



SETTING BELIEF 1
Technology will tame this world



SETTING BELIEF 2
We are nothing without our traditions



SETTING BELIEF 3
The secrets of this world will destroy us

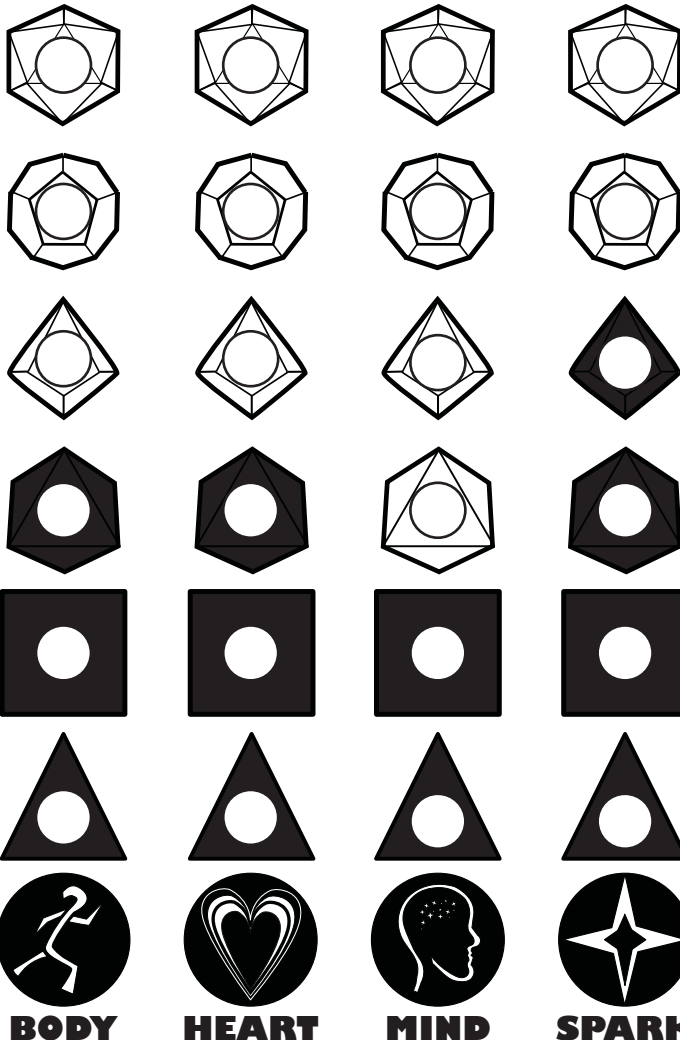


INFLUENCE POOL

Gain influence when you challenge one of your Beliefs, or all three of someone else's Beliefs have been challenged

Spend Influence when you win a Conflict, or when you Inspire someone to change one of their Beliefs.

ATTRIBUTES



FACES

Name	Kurosan, Shikura Commander
Faction	Shikura Environmental Systems Inc. (Clan Sesi)
Strengths	Military Strategy, Prototype Environmental Suit
Weakness	Civilian Etiquette

Name	Rinzei531 Bodhisattva
Faction	The Dreamers
Strengths	Philosophy, Artificial Intelligence
Weakness	Tangible Solutions

Name	Headwoman Suki
Faction	The Village of Kanata
Strengths	Sympathetic, Spotless Reputation
Weakness	Haunted by her Traumatic Past

Name	Kensei Haruka
Faction	The Kensei
Strengths	Honourable Duels, Reconnaissance
Weakness	Politically Naive

Name	Nakamura Atsushi, Sensor Technician
Faction	Nakamura Sensors Inc. (Nakamura)
Strengths	Sensor Systems, Jury-rigging
Weakness	The Lowland Acid Storms

Name	The Envoy
Faction	The Hostile Natives
Strengths	Slaughter, Acid Storms
Weakness	Human Communication

SPARK

Overview of a Scene

FRAMING

1. Everyone rolls their Spark die. In descending order, each player chooses one of the following options.
2. The person with the highest score chooses to seize the Platform, Tilt or Question.
3. The person with the second highest score chooses one of the two remaining options.
4. The person with the third highest score chooses what remains.
5. Every player who does not frame part of the scene may control Major NPCs.

COLLABORATION

1. The GM is the first person to speak.
 - Anyone is able to make basic statements that may not be contradicted; simple actions, reflection, dialogue or questions.
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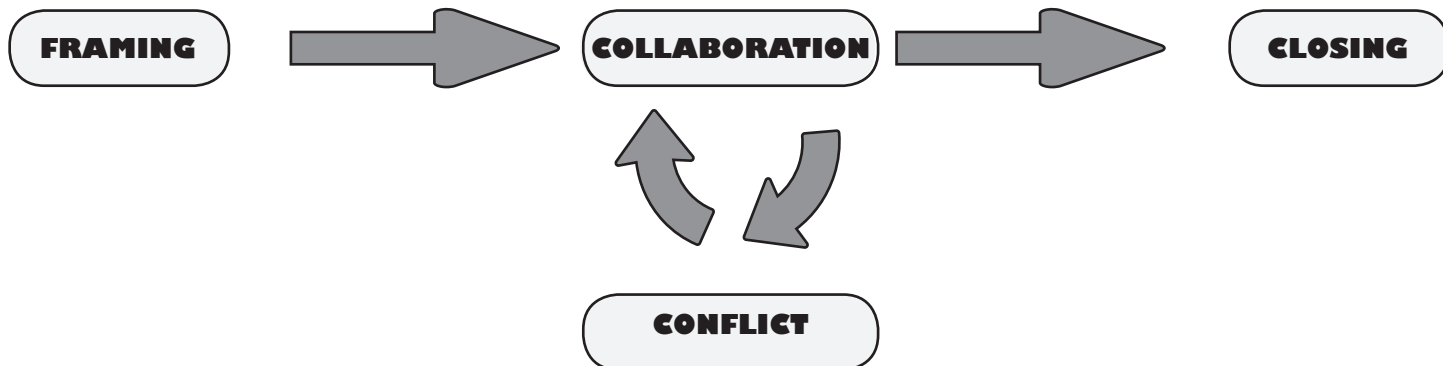
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2. Each person proposing a declaration selects their relevant attribute die, increase one-step per person supporting them.
3. Each person rolling adds a +1 bonus if a Broad Talent applies, +2 if a Common Talent applies and +3 if a Deep Talent applies (Max of +6 for one of each)
4. Roll dice.
5. Anyone can spend influence to gain +1 per point, or suffer Harm to gain +2 per level.
6. The person with the highest score gets their declaration and must pay the price of victory (1 Influence or gain 1 Harm)
7. In case of a tie, the tied individuals repeat steps 2-5. Whoever wins this new roll gets both their declarations, and pays double the price of victory. Repeat for further ties.

CLOSING

1. Examine each Belief with an Influence token and determine if it's been challenged.
2. Give the tokens to the owners of those challenged Beliefs.
3. If all three of someone's Beliefs are empty, give everyone else one Influence and refill that portion of the Belief sheet.
4. Remove on Harm from each person's attribute, if applicable.

SCENE DYNAMICS



SPARK

Player:

Setting: **NeoNihon**

Character: **Embei Ando357**

Concept: **Shinto android seeking humanity**



BELIEF 1

Emotions are fascinating!



BELIEF 2

The Kami must be honoured



BELIEF 3

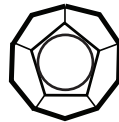
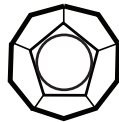
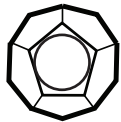
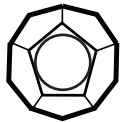


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ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I
I
I

Observation

Athletics

COMMON TALENTS (+2)

II
II
II

Emotions

Running

Aikido

DEEP TALENTS (+3)

III
III
III

People-Watching

Shinto Purification Rituals

How would you suffer if a specific PC game to harm?

What favour did another PC do for you?

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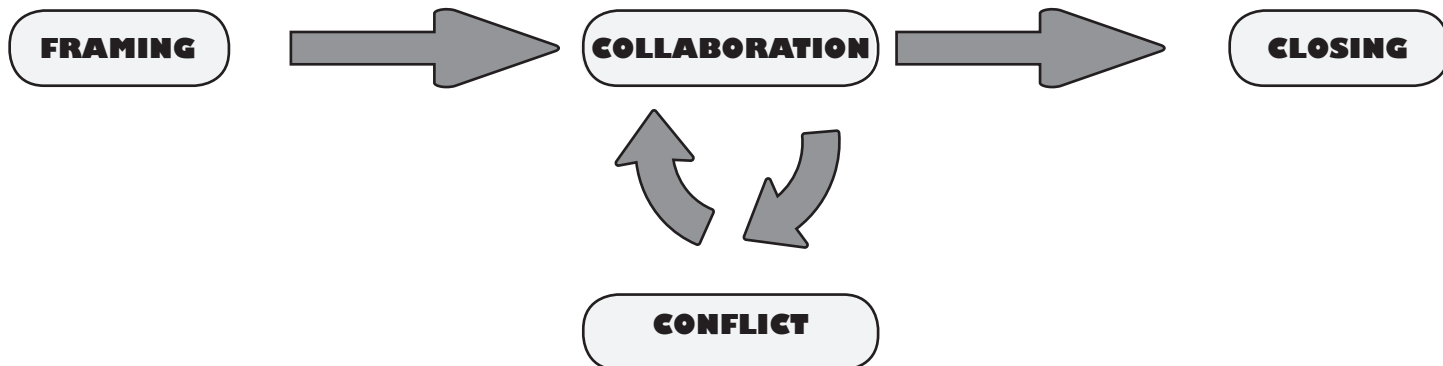
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SCENE DYNAMICS



SPARK

Player:

Setting: NeoNihon

Character: Embei Yukiko Miki-sama

Concept: Moto Bioengineering Scientist



BELIEF 1

The needs of the many outweigh the needs of the few.



BELIEF 2

We created them to serve us.



BELIEF 3

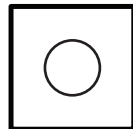
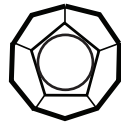
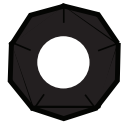
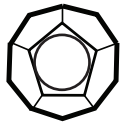
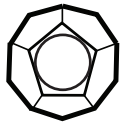


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ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I
I
I

Science

Politics

COMMON TALENTS (+2)

II
II
II

Persuasion

Evasion

Biology

DEEP TALENTS (+3)

III
III
III

Biological Adaptations

Resource Scarcity

What do you hope to gain from another PC?

Why do you trust a PC with your life?

SPARK

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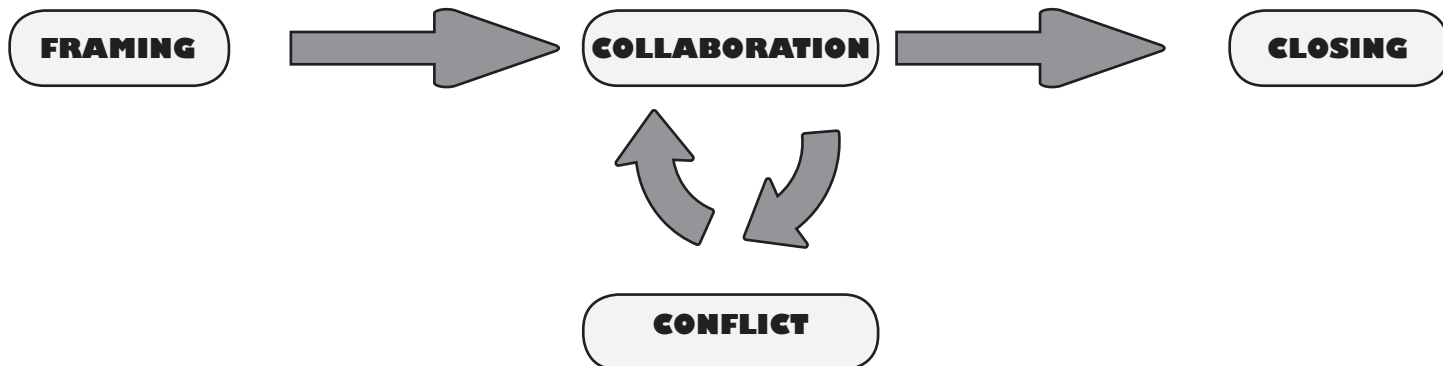
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SCENE DYNAMICS



SPARK

Player:

Setting: NeoNihon

Character: Gisaku the Headsman

Concept: Henomin headsman of Otawa



BELIEF 1

Men will never hurt my little sister Suki again



BELIEF 2

My people deserve respect



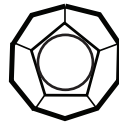
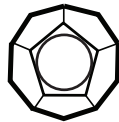
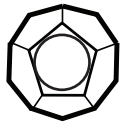
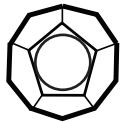
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ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I
I
I

Villages

Trade

COMMON TALENTS (+2)

II
II
II

Leadership

Storms

Improvised Weapons

DEEP TALENTS (+3)

III
III
III

Confidence-Building

Wayfinding

Which family member do you both care about?

What do you hope to gain from another PC?

SPARK

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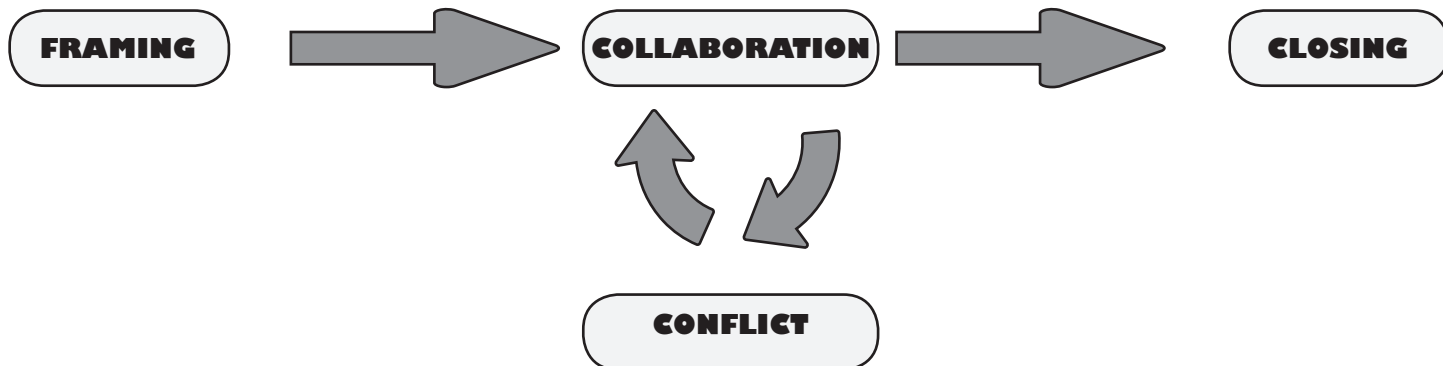
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4. Remove on Harm from each person's attribute, if applicable.

SCENE DYNAMICS



SPARK

Player:

Setting: NeoNihon

Character: Kammu

Concept: A Shinto Shaman from the Wilds



BELIEF 1

A war between the colonies is inevitable.



BELIEF 2

The Kami of this world must be obeyed.



BELIEF 3

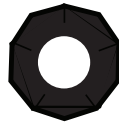
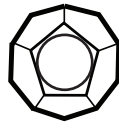
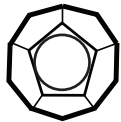
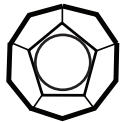


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BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I
I
I

Wilderness

Religion

COMMON TALENTS (+2)

II
II
II

Kami

History

Oratory

DEEP TALENTS (+3)

III
III
III

Amulet-crafting

Storm Kami

What favour did another PC do for you?

What personal sacrifice did you make for another PC?

SPARK

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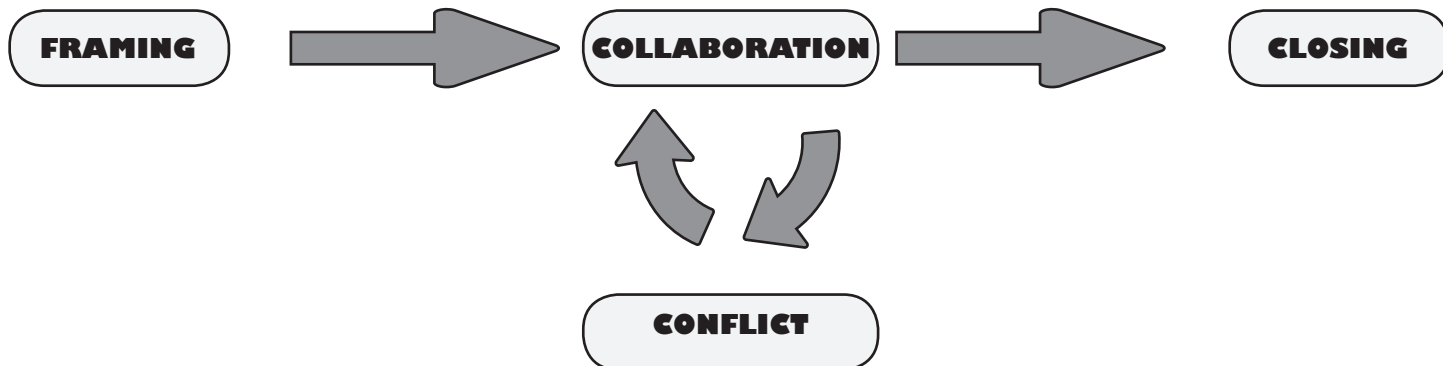
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SCENE DYNAMICS



SPARK

Player:

Setting: **NeoNihon**

Character: **Shimura the Samurai**

Concept: **The Ronin cursed with love**



BELIEF 1

Suki, my love, is worth any sacrifice



BELIEF 2

Emotional displays are a sign of weakness



BELIEF 3

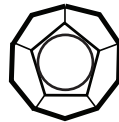
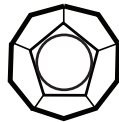
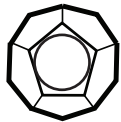
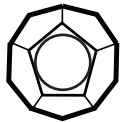


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ATTRIBUTES



BODY

HEART

MIND

SPARK

BROAD TALENTS (+1)

I	Literature
I	Military
I	

COMMON TALENTS (+2)

II	Swords
II	Environmental Suits
II	Reconnaissance

DEEP TALENTS (+3)

III	My Father's Daisho (Katana and Wakazashi)
III	Haiku
III	

Which family member do you both care about?

What personal sacrifice did you make for another PC?

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3. Each person rolling adds a +1 bonus if a Broad Talent applies, +2 if a Common Talent applies and +3 if a Deep Talent applies (Max of +6 for one of each)
4. Roll dice.
5. Anyone can spend influence to gain +1 per point, or suffer Harm to gain +2 per level.
6. The person with the highest score gets their declaration and must pay the price of victory (1 Influence or gain 1 Harm)
7. In case of a tie, the tied individuals repeat steps 2-5. Whoever wins this new roll gets both their declarations, and pays double the price of victory. Repeat for further ties.

CLOSING

1. Examine each Belief with an Influence token and determine if it's been challenged.
2. Give the tokens to the owners of those challenged Beliefs.
3. If all three of someone's Beliefs are empty, give everyone else one Influence and refill that portion of the Belief sheet.
4. Remove on Harm from each person's attribute, if applicable.

SCENE DYNAMICS

