

RISING G OTTIDE

G L O B A L E C O J U S T I C E D I R E C T A C T I O N

NAME/PRONOUNS

COUNTRY OF ORIGIN

FUNCTION D

Start at d6

VALUE D

Start at d6

DOMAINS All start at d6 and raise one to d8.

POLITICS & COMMUNICATION D

SUPPORT & LOGISTICS D

COMBAT & TACTICS D

SCIENCE & TECHNOLOGY D

Mark Stress to add another domain die to your pool.

Between missions, reset stress.

STRESS

○ ○ ○ ○ ○

If you take your fifth Stress, mark Dedication.

DEDICATION ☼ take an advance

☼ ○ ○ ○ ☼ ○ ○ ○ ☼ ○ ○ ○ ○ ○

MOMENTUM ○ d6 → ○ d8 → ○ d10 → ○ d12

Mark Momentum in order when you roll highest. Spend Momentum to add die to pool.

STRENGTHS Spend a Strength to add a d4 to your pool.

Start with two marks in Background and one mark in other Strengths.

BACKGROUND ▽ ▽ ▽

TALENT ▽ ▽ ▽

TRAINING ▽ ▽ ▽

LUCK ▽ ▽ ▽

Between missions, recover three marks of Strength.

BONDS Spend bond to add their Function die to pool.

Start with two marks in each Bond.

▽ ▽

▽ ▽

Between missions, re-establish bond with one other character.

ASSETS Mark Asset to add d6/d8/d10 to your pool.

Start with a signature item

▽

▽

▽

▽

▽

Between missions recover signature item and gain one new or recover one used asset.

DUTY

○ 40

○ 80

○ 120

○ 160

○ 200

○ 240

○ ○ ○ ○ ○ / ○ ○ ○ ○ ○ / ○ ○ ○ ○ ○ / ○ ○ ○ ○ ○
○ ○ ○ ○ ○ / ○ ○ ○ ○ ○ / ○ ○ ○ ○ ○ / ○ ○ ○ ○ ○

COMPLICATION

Start with one complication ▲

Mark Duty to let GM add Complication die to their pool.

6/8/10 Duty = d8/d10/d12 Complication

- △ Greedy
- △ Fugitive from the Law
- △ Stubborn
- △ Heartbroken
- △ Famous
- △ Suspicious
- △ Suffering from Illness
- △ Haunted by Past
- △ Holds Grudge
- △ Targeted by Enemy
- △ Mysterious Past
- △ In Debt

IDEOLOGIES

Between missions, declare one ideology for every other player.

Anarchy	○ ○ ○ ○ ○
Anti-Authoritarian	○ ○ ○ ○ ○
Capitalism	○ ○ ○ ○ ○
Communism	○ ○ ○ ○ ○
Conservation	○ ○ ○ ○ ○
Exploration	○ ○ ○ ○ ○
Idealism	○ ○ ○ ○ ○
Libertarianism	○ ○ ○ ○ ○
Militancy	○ ○ ○ ○ ○
Pacifism	○ ○ ○ ○ ○
Spirituality	○ ○ ○ ○ ○
Utopianism	○ ○ ○ ○ ○

ADVANCEMENTS

- △ △ Advance a D6 domain to D8
- △ Advance a D8 domain to a D10
- △ Advance Value to D8
- △ Add a second Value
- △ Recover one more mark of Strength between missions.
- △ When you spend Strength, roll 2d4 and keep the highest
- △ When you mark Stress to add another Domain, take two dice instead of one.
- △ When you take Duty to add a Complication, use die one tier lower.