

Name & Background:

Desire:

Uses



Acclaim

<i>Used?</i>	<i>Trait</i>	<i>Dice</i>	<i>Descriptor</i>	<i>Times Used</i>
<input type="checkbox"/>	Daring	<input type="text"/>		<input type="text"/>
<input type="checkbox"/>	Genius	<input type="text"/>		<input type="text"/>
<input type="checkbox"/>	Instinct	<input type="text"/>		<input type="text"/>
<input type="checkbox"/>	Charisma	<input type="text"/>		<input type="text"/>

Acclaim Rewards

Dice Used	Acclaim Received
1	0
2	1
3	2
4	1
5	0
6+	-1

Gear	<input type="text"/>	<input type="text"/>
Associations	<input type="text"/>	<input type="text"/>
Unattached Descriptors		

Hazard Difficulties Used

	2d10
3d10	4d10
5d10	6d10

Spending Acclaim

A Sudden Insight!

Spend one Acclaim to reroll two unused dice (narrate a flashback).

Changing Tactics

Spend one Acclaim after hearing a complication to roll additional d6 equal to the new attribute (narrate how the complication forced you to change tactics).

Requesting Aid

Spend one Acclaim to ask other players for aid.

Revealing Hitherto Unknown Abilities

Spend one Acclaim to gain a new unattached descriptor or another use of an existing one [narrate about the ability].

Your Key Phrases

Call for your hazard: "Little did I know what challenge awaited me..."

Call for help from other players: "Finding myself in dire need, I turned to my companions for aid."

Announce a stymied expedition: "I'm embarrassed to say that for a time we were uncertain how to proceed."

Another player runs out of time (but is not stymied): "But, of course, in the end it was of no consequence."

The Committee for the Exploration of Mysteries