

Name & Background:

Aid Desire:



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

**Unattached Descriptors**

**Hazard Difficulties Used**

1d10	2d10
3d10	4d10
5d10	6d10

**Summary of Acclaim Gain and Gambling**

*Single Character Hazards*

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

- » Lose one Acclaim if you run out of time but your dice meet or exceed the hazard roll.
- » If your narration causes laughter, audible admiration, or one or more of the other players to raise their glasses in appreciation, then immediately receive one Acclaim.
- » Spend one Acclaim to use an attribute that you have used previously to overcome a hazard before you have used all your other attributes.

*Group Hazards*

- » One Acclaim for staying in a group hazard until it stops at a cliffhanger.
- » Acclaim per table for still being in group hazard at its successful resolution.
- » One Acclaim for providing the last die to match or exceed the hazard roll.
- » One Acclaim for providing dice with the highest sum.
- » Lose one Acclaim for dropping out of a group hazard!

*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 to bring up to the new attribute's dice, plus one for surprise (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 (narrate about the ability).

*Reusing Story Elements*

Gain one Acclaim as Opposition or in reflective narration for reuse of one or more story elements created by another player (so long as you have already created the required number of story elements yourself). Such reuse must connect two story elements, disconnect two story elements, or use a story element as the basis of a hazard.

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