

Name

Monk/Nun

Situation

Class:

MIDDLE LOWER

Deity/Order

Acorns

Lupins

Cheese

Naughty Pictures

Eggs

Plague-Dead Bodies

Gemstones

Upper-Class Twit Trading Cards

Gold

Whizzo Butter

Currency

Monty Python's

COCURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME

20

A bit
too
really...

18

Quite

16

Rather

14

A Bit

12

Neither
really

10

A Bit

8

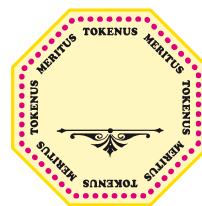
Rather

6

Quite

4

A bit
too
really...



MERITS



DEMERITS

Purposeful

PURPOSE

Wetlschmerz

Chaste

CHASTITY

Naughty

Traits / Retainers

Indifferent to:

Glibness

Accoutrements

Death Status

Mr.
Neutron

Fine,
Fine

Getting
Better

Not Dead
Yet

Virtually
Dead

No
More

Reginald
Maudling

Sensible

Daft

Barmy

Crackers

Coconuts

Loony Status

Name

Monk/Nun

Situation

Visage



Monty Python's

CURRICULAR
MEDIEVAL
REENACTMENT
PROGRAMME

SPIFFING SERIOUS ABILITY: SELF-FLAGELLATE

Abase and abuse yourself to atone for your sins and those of your companions. What those sins are might be unclear, but you're positive the Big Guy is cheesed off with you about something or other.

d30	Your God Is...	The SSA Recharges...
1-5	Terribly disappointed. Suffer an immediate Beshrewment. You cannot use Purpose as a Deed until you meet the recharge requirement.	Once you've flagellated yourself down to Virtually Dead.
6-14	Unresponsive. Must have flagellated a bit too flaccidly.	On your next turn.
15-20	Minimally responsive. You can adjust any of your Traits by one degree in either direction. All Participants turn in one Demerit.	After several hours of thoughtful silence and fasting.
21-24	Satisfied with your penance...for now. Adjust any one of your, and your companions', Traits by one degree in either direction.* All Participants turn in up to two Demerits.	After you get three strangers to spank you.
25-27	Pleased. Adjust any one of your Traits as much as you would like in either direction. All Participants turn in up to three Demerits.	Next session.
28-29	Most gratified by your penance. Adjust any one of your, and your companions', Traits as much as you like in either direction.* All Participants turn in all Demerits and receive one Merit.	Next session.
30	Beholden. Adjust your Traits, and those of your companions, however you like.* All Participants turn in all Demerits and the Monk's/Nun's Participant receives 10 Merits, which they can distribute however they like.	Next session.

* In consultation with, and with the consent of, the PCs' Participant(s).

Name

Eremit

Situation

Monty Python's

COCURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME

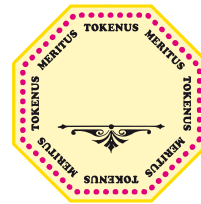
Class: UPPER MIDDLE LOWER

- | | |
|-----------------|--------------------------------------|
| _____ Acorns | _____ Lupins |
| _____ Cheese | _____ Naughty Pictures |
| _____ Eggs | _____ Plague-Dead Bodies |
| _____ Gemstones | _____ Upper-Class Twit Trading Cards |
| _____ Gold | _____ Whizzo Butter |

Reason for Decaying

Currency

20	18	16	14	12	10	8	6	4
A bit too really...	Quite	Rather	A Bit	Neither really	A Bit	Rather	Quite	A bit too really...



MERITS



DEMERITS

Loreful

LOREFULNESS

Gumby

Hearty

HEARTINESS

Hurty

Traits / Retainers

Indifferent to:

Decorum

Accoutrements

Death Status

Mr. Neutron

Fine, Fine

Getting Better

Not Dead Yet

Virtually Dead

No More

Reginald Maudling

Sensible

Daft

Barmy

Crackers

Coconuts

Loony Status

Name

Eremit

Situation

Visage



Monty Python's

CURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME

SPIFFING SERIOUS ABILITY: FORESIGHT

You can see through the veil of time-space and your own unkempt coiffure to predict the future. Before you or your allies roll a die, you can attempt to guide them with your advice and insights, which must be accompanied by great proclamation and histrionics, usually involving overuse of the word 'doom'.

d30	Your Foresight Is...	The SSA Recharges...
1-5	Circumcised. Suffer an immediate Beshrewment. The roll you're attempting to influence automatically Spams. You cannot use Lorefulness as a Deed until you meet the recharge requirement.	After you've fasted yourself down to Virtually Dead.
6-14	Clouded. Everyone figured as much.	On your next turn.
15-20	But a glimpse of what may be. Roll a d4 and add or subtract the result to the roll you're attempting to influence.	After several hours of sitting in a hole and not speaking, or consuming several handfuls of juniper berries.
21-24	Foreinsightful. Roll a d8 and add or subtract the result to the roll you're attempting to influence.	When you talk someone else into giving it all up and living the life of a hermit.
25-27	Impressive. Roll a d8. You and your allies may add or subtract the result to their next Deed or Test.	Next session.
28-29	Staggering. You may decide the exact result of the roll you're attempting to influence.	Next session.
30	Forevisionary. For the remainder of the scene, you may decide the exact result of all Deed and Test rolls made by you and your allies.	Next session.

Name

Knave

Situation

Class: UPPER MIDDLE LOWER

Deity / Order

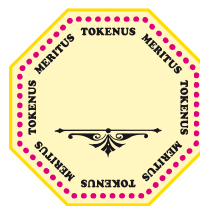
____ Acorns ____ Lupins
____ Cheese ____ Naughty Pictures
____ Eggs ____ Plague-Dead Bodies
____ Gemstones ____ Upper-Class Twit Trading Cards
____ Gold ____ Whizzo Butter

Currency

Monty Python's

COCURRICULAR
MEDIEVAL
REENACTMENT
PROGRAMME

20 A bit too really...	18 Quite	16 Rather	14 A Bit	12 Neither really	10 A Bit	8 Rather	6 Quite	4 A bit too really...
---------------------------	-------------	--------------	-------------	----------------------	-------------	-------------	------------	--------------------------



MERITS



DEMERITS

Subtle

SUBTLETY

Ron Obvious

Glib

GLIBNESS

IT'S...

Nimble

NIMBLENESS

Mrs. Two-Lumps

Traits / Retainers

Indifferent to:

Valour

Accoutrements

Death Status

Mr. Neutron

Fine, Fine

Getting Better

Not Dead Yet

Virtually Dead

No More

Reginald Maudling

Sensible

Daft

Barmy

Crackers

Coconuts

Loony Status

Name

Knave

Situation

Visage



Monty Python's

CURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME

SPIFFING SERIOUS ABILITY: (A)VOID CONSEQUENCES

You're a maestro of not facing the music. When a Beshrewment is nigh, you may step in and attempt to defuse it...or at least make it less dire. You may use this SSA after you or any other Participant has rolled for a Beshrewment – and after you've found out what the result is.

d30	The Beshrewment Is...	The SSA Recharges...
1-5	Shrewier! The Participant must roll again on the Beshrewments table, and both results take effect. You cannot use Subtlety as a Deed until you meet the recharge requirement. In addition, all underworld NPCs reckon you're a stool pigeon and will attempt to thwart, rob, or kill you on sight until you prove yourself loyal to disloyalty.	When you've betrayed a friend.
6-14	Neither more or less shrewful. You've done nothing at all of note here. Hopefully no one will notice.	On your next turn.
15-20	A bit less shrewful. Roll a d4 and add it to the result of the Beshrewment roll and take that result instead. All Participants turn in one Demerit.	After telling nothing but falsehoods for several hours.
21-24	Unshrewful...for you, anyway. Whatever the result of the Beshrewment roll, it does not affect you at all. All Participants turn in up to two Demerits.	After shifting the blame for something you've done to someone else, three times.
25-27	Much less shrewful. The HoLE rolls the Beshrewment die two more times, and you choose which of the three results happens. All Participants turn in up to three Demerits.	Next session.
28-29	Completely shifted to your enemies. The HoLE rolls the Beshrewment die two more times, and you choose which of the three results happens. Whatever it is, it affects your enemies instead. If there are no enemies to shift the consequences to, it doesn't happen at all...but surely you can come up with someone who has wronged you. All PCs turn in all Demerits, and the HoLE receives a Complaint Letter.	Next session.
30	Unjust! Punish the Head of Light Entertainment by having them sacked immediately. Then choose the replacement HoLE yourself.	Next session.

Name

Noble

Situation

Class **UPPER** MIDDLE LOWER

Specialty

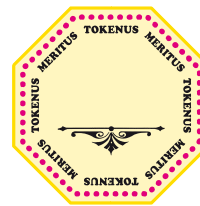
_____ Acorns _____ Lupins
_____ Cheese _____ Naughty Pictures
_____ Eggs _____ Plague-Dead Bodies
_____ Gemstones _____ Upper-Class Twit Trading Cards
_____ Gold _____ Whizzo Butter

Currency

Monty Python's

COCURRICULAR
MEDIEVAL
REENACTMENT
PROGRAMME

20 A bit too really...	18 Quite	16 Rather	14 A Bit	12 Neither really	10 A Bit	8 Rather	6 Quite	4 A bit too really...
---------------------------	-------------	--------------	-------------	----------------------	-------------	-------------	------------	--------------------------



MERITS



DEMERITS

Decorous

DECORUM

Fart in Your
General Direction

Glib

GLIBNESS

IT'S...

VALET/HANDMAIDEN

Traits / Retainers

Indifferent to:

Druidry

Accoutrements

Death Status

Mr.
Neutron

Fine,
Fine

Getting
Better

Not Dead
Yet

Virtually
Dead

No
More

Reginald
Maudling

Sensible

Daft

Barmy

Crackers

Coconuts

Loony Status

Name

Noble

Situation

Visage



Monty Python's

CURRICULAR
MEDIEVAL
REENACTMENT
PROGRAMME

SPIFFING SERIOUS ABILITY: SUBJUGATE!

You bring forth your titles and muster up your entitlement to put your inferiors in their place. And everyone is your inferior, of course. Using your SSA requires a great deal of looking down your nose and being indignant, whinging, and demanding.

d30	Your Inferior Is...	The SSA Recharges...
1-5	Proving themselves your better! Suffer an immediate Beshrewment. You also feel obliged to turn over your most valuable item in tribute. You cannot use Decorum as a Deed until you meet the recharge requirement.	When you make a potboy or serving wench cry.
6-14	Unbowed, the knave! You are mortified. Hopefully no one saw it.	On your next turn.
15-20	Shrugging. One nearby inferior (Lower-Class only) will perform some minor service for you.	When you've spoken nothing but snooty insults for several hours.
21-24	At your service. One nearby inferior (Lower- or Middle-Class only) will do anything you like for the next hour.	When you get three strangers to perform some utterly purposeless service for you.
25-27	Happy to serve. One nearby inferior (Lower- or Middle-Class only) will do whatever you like for the day.	Next session.
28-29	Utterly cowed. A dozen nearby NPCs (of any Class) will do whatever you like for the day.	Next session.
30	Everyone! All persons who can see or hear you throw themselves to the ground and grovel until you tell them to stop. They feel obligated to pay you whatever monetary tribute you deem worthy.	Next session.

Name

Churl

Situation

Class: UPPER MIDDLE **LOWER**

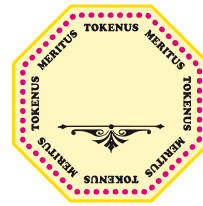
Profession

_____ Acorns _____ Lupins
_____ Cheese _____ Naughty Pictures
_____ Eggs _____ Plague-Dead Bodies
_____ Gemstones _____ Upper-Class Twit Trading Cards
_____ Gold _____ Whizzo Butter

Currency



20 A bit too really...	18 Quite	16 Rather	14 A Bit	12 Neither really	10 A Bit	8 Rather	6 Quite	4 A bit too really...
---------------------------	-------------	--------------	-------------	----------------------	-------------	-------------	------------	--------------------------



MERITS



DEMERITS

ANIMAL HUSBANDRY

Animal Husbandry

Animal Husbandry

Traits / Retainers

Indifferent to:

Druidry

Accoutrements

Death Status

Mr. Neutron

Fine, Fine

Getting Better

Not Dead Yet

Virtually Dead

No More

Reginald Maudling

Sensible

Daft

Barmy

Crackers

Coconuts

Loony Status

Name

Churl

Situation

Visage



Monty Python's

CURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME

SPIFFING SERIOUS ABILITY: REVOLT!

Something's just occurred to you...there's more of you than there are of them. At least you reckon so. You can't count. Or read. Or claim ownership over anything – even the filth you gather and stack, the cats you beat the jambs with, and the streams you swat belong to the lord or lady of the land. But you've got a vision, by Jove. A vision of a new way of doing things. Gather round, people and cattle, for you have something to say...

d30	Your Revolution Is...	The SSA Recharges...
1-5	Stomped out before it can get off the ground. Suffer an immediate Beshrewment, and whatever animals you own are taken into custody. You cannot use Animal Husbandry as a Deed until you meet the recharge requirement.	When you get the harvest in.
6-14	Basically just you, ranting on a soap box. Well, probably not a soap box. A dung box is more likely. Without the box.	On your next turn.
15-20	A handful of pamphlets. You are almost assuredly illiterate, so they're just pictures. Lower-Class persons nearby admire you and will lend a hand with whatever it is you're doing.	After several hours of redesigning your pamphlets.
21-24	A small, but excited, Lower-Class mob, and they're not entirely under your control. They march about chanting various slogans and generally annoying people.	After one week of public service or a day in the stocks.
25-27	Large and unruly. The regional system is brought to a standstill by widespread strikes and unrest. The authorities request a parley with the leader(s)...which may or may not be you, depending on which revolutionary brothers and sisters are asked.	Next session.
28-29	Goes national. All Lower-Class persons work on your behalf to disrupt the system until the revolution is put down...or its head (your head) is lopped off.	Next session.
30	A global revelation! You are the recognised leader, an overnight sensation, a revolutionary hero. The entire social and economic order is upset and brought to a standstill. Who will make a new one? Everyone looks to you.	Next session.

Name

Cleric

Situation

Class: UPPER MIDDLE

Diety, etc.

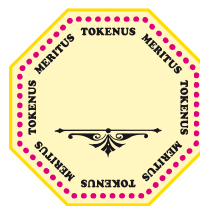
_____ Acorns _____ Lupins
_____ Cheese _____ Naughty Pictures
_____ Eggs _____ Plague-Dead Bodies
_____ Gemstones _____ Upper-Class Twit Trading Cards
_____ Gold _____ Whizzo Butter

Currency

Monty Python's

COCURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME

20 A bit too really...	18 Quite	16 Rather	14 A Bit	12 Neither really	10 A Bit	8 Rather	6 Quite	4 A bit too really...
---------------------------	-------------	--------------	-------------	----------------------	-------------	-------------	------------	--------------------------



MERITS



DEMERITS

Purposeful	PURPOSE						Wetlschmerz
Loreful	LOREFULNESS						Gumpy

Accoutrements

Traits / Retainers

Indifferent to: Wisdom in the Ways of Science

Death Status

Mr. Neutron

Fine, Fine

Getting Better

Not Dead Yet

Virtually Dead

No More

Reginald Maudling

Sensible

Daft

Barmy

Crackers

Coconuts

Loony Status

Name

Cleric

Situation

Visage



Monty Python's

CURRICULAR
MEDIEVAL
REENACTMENT
PROGRAMME

SPIFFING SERIOUS ABILITY: INDULGENCES

The great tradition of the Church: providing (for a reasonable fee) forgiveness of mortal transgressions. In this Programme, that means affecting the result of a die that you or your fellow Participant has just rolled. Unlike other Situations' SSAs, this one doesn't eat up your turn, so you can use it and still do a Deed in the same turn.

d30	The Indulgence You Offer Is...	The SSA Recharges...
1-5	Heresy! Suffer an immediate Beshrewment. You cannot use Purpose as a Deed until you meet the recharge requirement.	After monetary propitiations are made at a place of worship.
6-14	Just a scrap of parchment. No divine power at all – can you imagine?!	On your next turn.
15-20	Minimally forgiving. The roll you are attempting to influence may be altered by +/-1, whichever is more advantageous.	After several hours of thankful prayer or grovelling, depending on the deity.
21-24	Specific. The die may be rerolled and the result of the new roll must be taken.	After you convert three non-believers.
25-27	Temporary. For the remainder of the scene, if any PC doesn't like the result of a Deed or Trait roll, they may reroll – but must take the new result.	Next session.
28-29	Plenary. For the remainder of the scene, if any PC doesn't like the result of a Deed or Trait roll, they may reroll using a die one value higher or lower and take the preferred result.	Next session.
30	Super-plenary. For the remainder of the scene, if any PC doesn't like the result of a Deed or Trait roll, they may reroll using a die of any value and take the preferred result.	Next session.

Name

Enchanter

Situation

Monty Python's

COCURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME

Class: UPPER MIDDLE LOWER

Element

Acorns

Lupins

Cheese

Naughty Pictures

Eggs

Plague-Dead Bodies

Gemstones

Upper-Class Twit Trading Cards

Gold

Whizzo Butter

Currency

20

A bit
too
really...

18

Quite

16

Rather

14

A Bit

12

Neither
really

10

A Bit

8

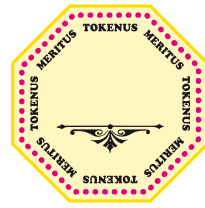
Rather

6

Quite

4

A bit
too
really...



MERITS



DEMERITS

Sorcerous

SORCERY

Horsefeathers

Traits / Retainers

Indifferent to:

Purpose

Accoutrements

Death Status

Mr.
Neutron

Fine,
Fine

Getting
Better

Not Dead
Yet

Virtually
Dead

No
More

Reginald
Maudling

Sensible

Daft

Barmy

Crackers

Coconuts

Loony Status

Name

Enchanter

Situation

Visage



Monty Python's

CURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME

SPIFFING SERIOUS ABILITY: CHANNEL YOUR ELEMENT

You call forth the eldritch essence of your chosen element, smack it about, and bend it to your will to do something truly preternatural. Hopefully. How it manifests depends on your element, but it always involves a lot of chanting, shouting, histrionics, casting of bones, bloodletting, vomiting, and other such jiggery-pokery.

d30	Your Element Is...	The SSA Recharges...
1-5	Not your servant but your master! Suffer an immediate Beshrewment and your Sorcerous Accoutrement incinerates, puddles, scatters to the winds, or crumbles into a pile of pebbles. You cannot use Sorcery as a Deed until you meet the recharge requirement.	When you acquire a new Sorcery Accoutrement.
6-14	Rigid and unresponsive. Suffer terrible embarrassment.	On your next turn.
15-20	Slightly warped. Conjure up a flicker of flame. A small wavelet. A gentle breeze. A molehill.	After several hours of lying quietly in proximity to your Element.
21-24	Briefly bent to your will. A fireball. A powerful wave. A forceful buffet. A flying boulder.	After you build a gigantic bonfire /destroy a dam/take a ride in a hot-air balloon/build a shed-sized dirt castle.
25-27	Bent and multiplied to your will. A barrage of fireballs or waves. Gales in all directions. Boulders on the wing.	Next session.
28-29	Bent over and spanked. A persistent firestorm. A storm of waves. A tornado. Marching mountains.	Next session.
30	You. Burn a city. Create a tsunami. Conjure a hurricane. Cause an earthquake.	Next session.

Name

Troubadour

Situation

Class: UPPER MIDDLE LOWER

Muse

Acorns

Lupins

Cheese

Naughty Pictures

Eggs

Plague-Dead Bodies

Gemstones

Upper-Class Twit Trading Cards

Gold

Whizzo Butter

Currency

Monty Python's

COCURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME

20

A bit
too
really...

18

Quite

16

Rather

14

A Bit

12

Neither
really

10

A Bit

8

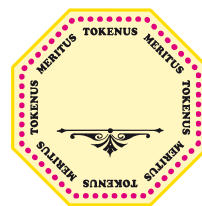
Rather

6

Quite

4

A bit
too
really...



MERITS



DEMERITS

Bardical

BARDISTRY

Bing Tittle
Tittle Bong

Lucky

LUCK

Shit Luck

Traits / Retainers

Indifferent to:

Chastity

Accoutrements

Death Status

Mr.
Neutron

Fine,
Fine

Getting
Better

Not Dead
Yet

Virtually
Dead

No
More

Reginald
Maudling

Sensible

Daft

Barmy

Crackers

Coconuts

Loony Status

Name

Troubadour

Situation

Visage



Monty Python's

CURRICULAR
MEDIEVAL
REENACTMENT
PROGRAMME

SPIFFING SERIOUS ABILITY: WOO YOUR MUSE

You invoke your Muse, your divine inspiration, and render forth your paltry artistic offering, however immeasurably meagre and unworthy it be of her radiant attention and incomparable beauty, in the achingly desperate hope that your feeble mortal supplication will please, if only for a single precious moment, her eternal, indescribably radiant, discerning, seraphic, sublime, perfect – oh! the wretched, unforgivable inadequacy of that word! – senses.

d30	Your Muse Is...	The SSA Recharges...
1-5	Discordant. A string breaks, your sole blows out, you spill the ink...whatever. Suffer an immediate Beshrewment. You cannot use Bardistry as a Deed until you meet the recharge requirement.	When you earn forgiveness from everyone in the audience.
6-14	Unimpressed. Tune up next time, you hack!	On your next turn.
15-20	Moved...minimally. She'll alter one person's perception of you slightly.	After several hours of tuning/stretching/ lip rolls.
21-24	Amused. She'll make everyone near you laugh heartily. A few bits of Currency find their way into your tip pouch.	After you (the Participant) write and recite three smashing rhyming couplets.
25-27	Rapt. Everyone who can see and hear you is entranced by your performance, for as long as the performance lasts. Several bits of Currency are lobbed at you.	Next session.
28-29	Thoroughly charmed. Everyone views you as a trusted friend, for as long as the performance lasts and a little while after. You are showered with Currency.	Next session.
30	In love with you. You are the greatest living practitioner of your bardic trade until the next sunrise. Do with your fame, fortune, and talent what you will!	Next session.

Name

Knight

Situation

Class **UPPER** MIDDLE LOWER

_____ Acorns _____ Lupins
_____ Cheese _____ Naughty Pictures
_____ Eggs _____ Plague-Dead Bodies
_____ Gemstones _____ Upper-Class Twit Trading Cards
_____ Gold _____ Whizzo Butter

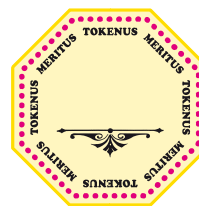
Idiom

Currency

Monty Python's

COCURRICULAR
MEDIEVAL
REENACTMENT
PROGRAMME

20 A bit too really...	18 Quite	16 Rather	14 A Bit	12 Neither really	10 A Bit	8 Rather	6 Quite	4 A bit too really...
---------------------------	-------------	--------------	-------------	----------------------	-------------	-------------	------------	--------------------------



MERITS



DEMERITS

Valourous	VALOUR						Run Away!
Chaste	CHASTITY						Naughty
MANSERVANT							

Traits / Retainers

Indifferent to:

Subtlety

Accoutrements

Death Status

Mr. Neutron

Fine, Fine

Getting Better

Not Dead Yet

Virtually Dead

No More

Reginald Maudling

Sensible

Daft

Barmy

Crackers

Coconuts

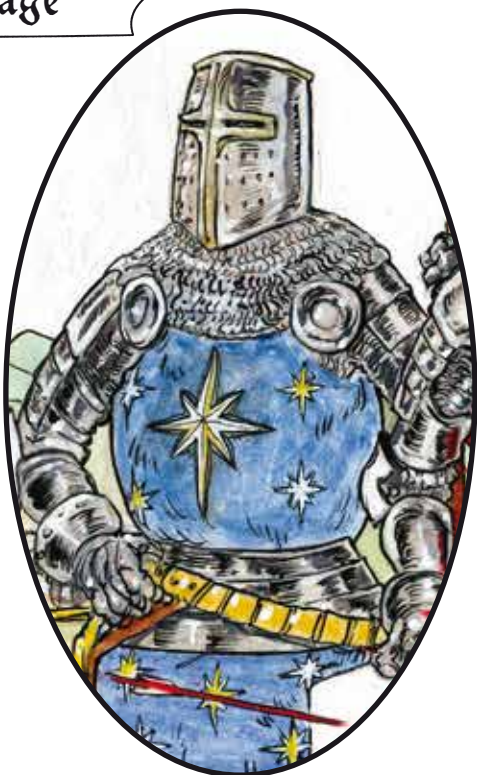
Loony Status

Name

Knight

Situation

Visage



SPIFFING SERIOUS ABILITY: SLAY

You call upon your years of tilting at quintains, training with every weapon forged by man, and chivalric fury to smite a single Beast or Monstrosity into oblivion. Straight to No Morecestershire for that unlucky creature; no take-backs...if all goes according to plan, that is.

Monty Python's
**COCURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME**

d30	Your Enemy Is...	The SSA Recharges...
1-5	Enraged! Suffer an immediate Beshrewment. You cannot use Valour as a Deed until you meet the recharge requirement.	After you've rescued a damsel (of any gender) in distress.
6-14	Unimpressed. Your mighty blow is easily, disdainfully parried.	On your next turn.
15-20	Flesh-wounded.	After several hours of weapon practice and sharpening.
21-24	Most grievously injured.	After you perform three actions in your own particular idiom.
25-27	Knocked unconscious.	Next session.
28-29	Well and truly slain.	Next session.
30	No more. All creatures of this type are mortally terrified of you in perpetuity, and will either run away from you or grovel at your feet begging for mercy.	Next session.

Name

Monarch

Situation

Class **UPPER** MIDDLE LOWER

Eccentricity

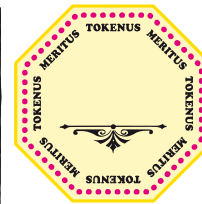
____ Acorns ____ Lupins
____ Cheese ____ Naughty Pictures
____ Eggs ____ Plague-Dead Bodies
____ Gemstones ____ Upper-Class Twit Trading Cards
____ Gold ____ Whizzo Butter

Currency

Monty Python's

COCURRICULAR
MEDIEVAL
REENACTMENT
PROGRAMME

20 A bit too really...	18 Quite	16 Rather	14 A Bit	12 Neither really	10 A Bit	8 Rather	6 Quite	4 A bit too really...
---------------------------	-------------	--------------	-------------	----------------------	-------------	-------------	------------	--------------------------



MERITS



DEMERITS

Authoritative	AUTHORITY				Splonge
Purposeful	PURPOSE				Weltchmerz
Strategic	STRATEGY				McKamikaze Highlander
MANSERVANT					

Traits / Retainers

Indifferent to: Argumentation

Accoutrements

Death Status

Mr. Neutron

Fine, Fine

Getting Better

Not Dead Yet

Virtually Dead

No More

Reginald Maudling

Sensible

Daft

Barmy

Crackers

Coconuts

Loony Status

Name

Monarch

Situation

Visage



Monty Python's

CURRICULAR
MEDIEVAL
REENACTMENT
PROGRAMME

SPIFFING SERIOUS ABILITY: CALL UP ARMY

You puff out your chest, go all lordly-like and, by God, you call up an army of foot soldiers. They appear seemingly out of nowhere and await your command. Command, singular. You may issue them a single order, which they will carry out to the best of their ability, with great gusto and, probably, violence.

d30	Your Army Is...	The SSA Recharges...
1-5	Traitorous! They turn around and go right home. Suffer an immediate Beshrewment. You cannot use Authority as a Deed until you meet the recharge requirement.	When a holy person of high standing (<i>Bishop+</i>) re-coronates you.
6-14	AWOL. Your companions shrug.	On your next turn.
15-20	One fellow. His name is Roderick. He's got a bucket on his head and a large wooden ladle – but he's handy with it!	After you subjugate, dress down, humiliate, or otherwise repress three <i>Peasants</i> .
21-24	A handful of <i>Guards</i> . They'll follow the command, grudgingly, but they're rather inept and stupid.	Next session.
25-27	A dozen seasoned <i>Soldiers</i> .	Next session.
28-29	Fifty stout <i>Knights</i> .	Next session.
30	At your command, Sire. Command this army of 500 <i>Knights</i> as you will (one command only).	Next session.