

Name

Cleric

Situation

Class: UPPER MIDDLE

Diety, etc.

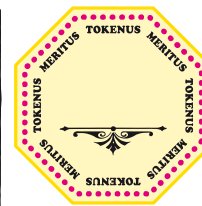
\_\_\_\_\_ Acorns \_\_\_\_\_ Lupins  
\_\_\_\_\_ Cheese \_\_\_\_\_ Naughty Pictures  
\_\_\_\_\_ Eggs \_\_\_\_\_ Plague-Dead Bodies  
\_\_\_\_\_ Gemstones \_\_\_\_\_ Upper-Class Twit Trading Cards  
\_\_\_\_\_ Gold \_\_\_\_\_ Whizzo Butter

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...
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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.