g 505		
Monty Prithon's	Name:	
	Merits	
Denien	Demerits	
* AUDIAMAS		
Trait. V	alour	

Situation: Knight Idiom: Prone to One-liners

Special Serious Ability: Slay

Class: Upper

Immunities: Lorefulness, Subtlety

Accoutrement: Longersword

Accoutrement Stats: +2 to Valour rolls, -1 to Nimbleness rolls,

-1 to Chastity rolls

Valourus (Serious)



Run Away! (Silly)

Trait: Chastity

Accoutrement: Codpiece

Accoutrement Stats: +1 Glibness to rolls, +1 to Decorum rolls,

-1 to Humility rolls

Chaste (Serious)



Naughty (Silly)

Trait: Humility

Accoutrement: Nail File

Accoutrement Stats: +1 to Decorum rolls, -1 to Authority rolls

Humble (Serious)



Lumberjack (Silly)

Trait: Luck

Accoutrement: Pagan Goddess Statuette

Accoutrement Stats: +1 to Luck rolls, +1 to Nature rolls,

-2 to Purpose rolls

Lucky (Serious)



Shit Luck (Silly)

Squire: Kippers

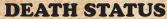
Bonuses/Penalties: +2 to Valour rolls, -11 to Luck rolls

Additional Accourrement 1: Breast Plate (+1 to maximum health

level, -2 to Nimbleness rolls)

Additional Accoutrement 2: Bec de Corbin (+1 to Valour rolls vs.

Lower Class opponents)





LOONEY STATUS

Reginald Barking A Bit Off

Looney

Knight

Ah, the armour-clad archetype of the Mediaeval Period! Thundering 'cross down, through forest, o'er bridge on noble errands and deeds of derring-do. With bright steel in your hand and your trusty Manservant schlepping the rest of your shit, you are the embodiment of the Chivalric Code, which says, among other things, that you are meant to keep your naughty bits to yourself.

SPECIAL 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 Monster into oblivion. Straight to No More for that unlucky critter, no take-backs...if all goes according to plan, that is.

d30	Your enemy is	Recharges
1-5	Enraged! Suffer an immediate Dire Consequence. You cannot use Valour at all until you meet the Recharge requirement.	After you seek out the blessing of and are reordained by a church member, ranked bishop or higher.
6-14	Unimpressed. Your mighty blow is easily, disdainfully parried. Move your Valour 1 degree toward Silly.	Right away.
15-20	Flesh wounded. So nothing really.	After 3 hours of weapon practice and sharpening.
21-24	A fine strike. Counts as one successful Deed and you may move Valour one degree toward Serious.	After you perform 3 deeds in your own particular idiom
25-27	Knocked unconscious. It is defeated, and you may move Valour up to two degrees toward Serious.	Next session.
28-29	Well and truly slain. It is quite thoroughly defeated and your confidence waxes. You may move Valour up to three degrees toward Serious and set your mental health to Reginald Mauldling.	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 or to be your pet. You may move Valour up to four degrees toward Serious and set your mental health to Reginald Mauldling.	Next session.