

Name

EREMITE Situation

Monty Python's

COCURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME

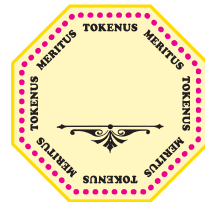
Class: UPPER MIDDLE LOWER

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

Reason for Decaying

Currency

20 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

LOREFUL	LOREFULNESS				GUMBY
HEARTY	HEARTINESS				HURTY

Accoutrements

Traits / Retainers

Indifferent to: DECORUM

Death Status

Loony Status

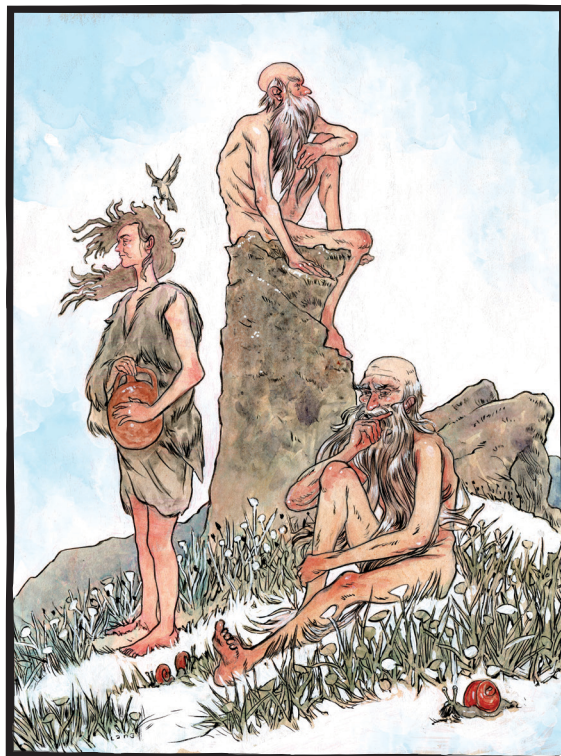
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|-------------|------------|----------------|--------------|----------------|---------|-------------------|----------|------|-------|----------|----------|
| Mr. Neutron | Fine, Fine | Getting Better | Not Dead Yet | Virtually Dead | No More | Reginald Maudling | Sensible | Daft | Barmy | Crackers | Coconuts |
|-------------|------------|----------------|--------------|----------------|---------|-------------------|----------|------|-------|----------|----------|

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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.