

Name

KNAVE

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

Deity / Order

Currency

20

A bit
too
really...

18

Quite

16

Rather

14

A Bit

12

Neither
really

10

A Bit

8

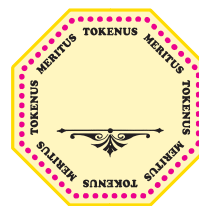
Rather

6

Quite

4

A bit
too
really...



MERITS



DEMERITS

SUBTLE

SUBTLETY

ROM 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

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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.