

Name

KNIGHT

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

Idiom

Currency

20

A bit too really...

18

Quite

16

Rather

14

A Bit

12

Neither really

10

A Bit

8

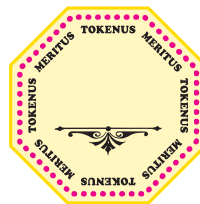
Rather

6

Quite

4

A bit too really...



MERITS



DEMERITS

VALLOUROUS

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 _____

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Monty Python's

**COCURRICULAR
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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.

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.