

Name

Enchanter

Situation

Monty Python's

COCURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME

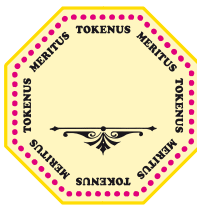
Class: UPPER MIDDLE LOWER

Element

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

Currency

 20	 18	 16	 14	 12	 10	 8	 6	 4
A bit too really...	Quite	Rather	A Bit	Neither really	A Bit	Rather	Quite	A bit too really...



MERITS



DEMERITS

Sorcerous

SORCERY

Horsefeathers

Traits / Retainers

Indifferent to:

Purpose

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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Visage



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SPIFFING SERIOUS ABILITY: CHANNEL YOUR ELEMENT

You call forth the eldritch essence of your chosen element, smack it about, and bend it to your will to do something truly preternatural. Hopefully. How it manifests depends on your element, but it always involves a lot of chanting, shouting, histrionics, casting of bones, bloodletting, vomiting, and other such jiggery-pokery.

d30	Your Element Is...	The SSA Recharges...
1-5	Not your servant but your master! Suffer an immediate Beshrewment and your Sorcerous Accoutrement incinerates, puddles, scatters to the winds, or crumbles into a pile of pebbles. You cannot use Sorcery as a Deed until you meet the recharge requirement.	When you acquire a new Sorcery Accoutrement.
6-14	Rigid and unresponsive. Suffer terrible embarrassment.	On your next turn.
15-20	Slightly warped. Conjure up a flicker of flame. A small wavelet. A gentle breeze. A molehill.	After several hours of lying quietly in proximity to your Element.
21-24	Briefly bent to your will. A fireball. A powerful wave. A forceful buffet. A flying boulder.	After you build a gigantic bonfire /destroy a dam/take a ride in a hot-air balloon/build a shed-sized dirt castle.
25-27	Bent and multiplied to your will. A barrage of fireballs or waves. Gales in all directions. Boulders on the wing.	Next session.
28-29	Bent over and spanked. A persistent firestorm. A storm of waves. A tornado. Marching mountains.	Next session.
30	You. Burn a city. Create a tsunami. Conjure a hurricane. Cause an earthquake.	Next session.