

Name

Eremit

Situation

Class: UPPER MIDDLE LOWER

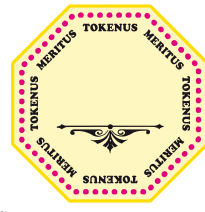
Reason for Decaying

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

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

Traits / Retainers

Indifferent to:

Decorum

Accoutrements

Death Status

Loony Status

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

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Situation

Visage



Monty Python's

CURRICULAR
MEDIAEVAL
REENACTMENT
PROGRAMME

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.