## Curious Pastimes Booking Form 2016

Please note any

medical details.

# 1. Your Personal Details: Player Number: (If Known) Surname: Forename: Date of Birth: Male: Female: Address: Postcode: Country: Telephone Number: Email Address: Emergency contact Name: Emergency contact Number:

## 2. Your Character Details:

Are you playing an existing character? YES

NO

Please fill in the whole form including your normal skills, veteran skills and any other skills. Only characters which attended and survived Renewal 2015 are eligible for a Veteran pick!

Character Name:

## Character skills, you may spend 20 points when creating your character.

| 0 1 1 01 :11  |                  |
|---|------------------|
| Combat Skills   | 3 *              |
| Ambidexterity   |                  |
| Dagger  | 0                |
| One Handed Weapons  | 2                |
| Pole Arms   | 5                |
| Projectile Weapons  | 6                |
| Shield  | 3                |
| Two Handed Weapons  | 4                |
| Thrown Weapons  | 2                |
| Wear Light Armour   | 2                |
| Wear Medium Armour  | 4                |
| Wear Heavy Armour   | 5                |
| Wear Extra-Heavy Armour                                   | 6                |
| General Skills  |                  |
| Body Development  | 8#               |
| Literacy  | 2                |
| Surgeon   | 4                |
|   | 4                |
| Numeracy  | 1                |
| •   | •                |
| Numeracy  | •                |
| Numeracy<br>Lore Skills                                   | 1                |
| Numeracy Lore Skills Alchemist Evaluate                   | 2**              |
| Numeracy Lore Skills Alchemist Evaluate Ranger 1          | 2**              |
| Numeracy Lore Skills Alchemist Evaluate Ranger 1 Ranger 2 | 2**<br>2 4       |
| Numeracy Lore Skills Alchemist Evaluate Ranger 1          | 2**<br>2 4<br>3+ |

| Poison Lore 2+            | 4    |
|---------------------------|------|
| Potion Lore 1             | 3    |
| Potion Lore 2+            | 3    |
| Magicians Skills          |      |
| Contribute to Ritualist § | 1    |
| Ritual Magic §            | 1-20 |
| Invocation ++             | 5    |
| Corporeal 1               | 6    |
| Corporeal 2               | 11   |
| Mage 1                    | 6    |
| Mage 2                    | 11   |
| Shamanism 1               | 6    |
| Shamanism 2               | 11   |
|                           |      |

Poison Lore 1

| * =  | Must have dagger or                   |
|------|---------------------------------------|
|      | one handed weapon                     |
| ** = | Requires Poison Lore 2 and            |
|      | Potion Lore 2                         |
| § =  | Must have Mage / Shaman /             |
|      | Corporeal 1 OR 2                      |
| + =  | Must have the skill at level 1 before |
|      | taking level 2                        |
| ++ = | Must have Literacy                    |
| # =  | Tick one box per level of Body        |
|      | Development                           |
|      | •                                     |

#### Race

BeastmanDark ElfDwarfElfHumanGoblinTrollOgreOrc

Other

(Please specify 'other' details on a separate sheet of paper) Initially race does not have any effect on a starting character besides costume and general outlook. As you accumulate experience points your character race will dictate what kind of veteran skills you can pick. Non standard races will be allocated (after discussion) skills from a similar race table.

#### Common Veteran Skills

Crafting Forage General Skill

Meditation Veteran Ritual Magic Veteran Contribute to Ritualist

#### Race Veteran Skills

Dark Elf Dwarf Beastman Chameleon Iron Will Chameleon Fearless Fearless Intuition Natural Armour Poison Resistance Resist Magic Sense Magic Resist Magic Sense Magic Sense Trap Sense Trap Track

Human

Discern Truth

Goblin

Fearless

Sense Trap

Scrounge

Fearless

Track

Orc

Poison Resistance

Intuition Intuition

Iron Will Scrounge

Resist Disease Tricks of the Trade

Track Versatility

Troll Ogre

Intuition Ex' Bod' Dev'

Poison ResistanceFearlessPoison ResistanceRegenerationIron WillNatural ArmourResist MagicNatural ArmourSense TrapSense MagicResist DiseaseResist Disease

Characters who survived Renewal '15 will get 1 Veteran skill pick.

### Group Name

Chameleon

Please indicate which faction your group belongs to.

Al Gaia Fir Cruthen Jhereg
Lions Steppe Alliance Teutonians

Wolves Mercenary

| Eve | nt | Co | sts |
|-----|----|----|-----|
| _   |    |    |     |

|         | 17th Apr | 29th May | 26th Jun | 14th Aug | Gate | Discount |
|---------|----------|----------|----------|----------|------|----------|
| Event 1 | £60      |          |          |          | £65  | Yes      |
| Event 2 | £50      | £50      |          |          | £60  | Yes      |
| Event 3 | £50      | £50      | £50      |          | £60  | Yes      |
| Renewal | £65      | £65      | £70      | £70      | £75  | No       |

- •To use the above table simply find the deadline date AFTER the date on which you are making a booking and cross reference with the events you are wishing to attend. This gives the price PER EVENT and the final column says whether a discount is available for booking for another event at the same time as Renewal. The discount is available for EACH event that you book in this way.
- •Please note that the final deadline dates for events are the cut off point for processing characters. Any bookings received after these dates will not be processed but will be held until you turn up to the event and processed then. Full gate price must be paid in these circumstances.

Arriving on Thursday for Event 1 Pre booked £10 On the Gate £15
Renewal Pre booked £15 On the Gate £20

- Pedlars permits normal booking price plus £20.00 per day trading.
- 6 years old and below free.
- 7 15 years old. £30.00 per event pre booked before the deadline, £35.00 thereafter. Same discounts as per adult ticket.
- 16 years and above . Full event cost.
- Note: Guardians permission on a Generic Permission Slip is required to attend an event if you are under 16!

#### Please tick all events booked

Event 1 Event 1 Thursday Event 2

Event 3 Renewal Thursday

### If somebody else is paying for your ticket please enter their name here

I enclose payment of £

Please make all cheques payable to Curious Pastimes Ltd.

agree to abide by the rules and regulations of Curious Pastimes Ltd.

Signed:

By signing this form and/or booking to attend a Curious Pastimes event, it is understood that you agree to abide by the event rules and regulations as set down by Curious Pastimes. These are available at events, or by sending in an SSAE to the office, or via Email. Please note that a Parent or Guardian must sign if you are under 16

Curious Pastimes Ltd. 168a Hoylake Rd. Moreton Wirral, CH46 8TQ.

info@curiouspastimes.co.uk Company Number 3164491