

Curious Pastimes Booking Form 2018

1. Your personal details

Player Reference (If Known)

Surname

Forename

Date of Birth

Gender

Address

Postcode Country

Telephone Number

Email address

Emergency Contact Name

Emergency Contact Number

Please note any medical details

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 2017 are eligible for a Veteran pick!

Character Name

Character skills. You may spend 20 points when creating your character.

Combat Skills

- Ambidexterity * 3
- Dagger 0
- One Handed Weapon 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
- Numeracy 1

Lore Skills

- Alchemist ** 2
- Crafting 6
- Evaluate 2
- Ranger 1 4
- Ranger 2+ 3
- Read/Make Maps 1
- Recognise Forgery 4

- Poison Lore 1 4
- 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

- * = 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

Character Race

Beastman	<input type="checkbox"/>	Dark Elf	<input type="checkbox"/>	Dwarf	<input type="checkbox"/>
Elf	<input type="checkbox"/>	Human	<input type="checkbox"/>	Goblin	<input type="checkbox"/>
Troll	<input type="checkbox"/>	Ogre	<input type="checkbox"/>	Orc	<input type="checkbox"/>
Other	<input type="checkbox"/>	(Please specify 'other' details on a separate sheet of paper) 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	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Forge	<input type="checkbox"/>	General Skill	<input type="checkbox"/>		
Meditation	<input type="checkbox"/>	Veteran Ritual Magic				<input type="checkbox"/>	Veteran Contribute to Ritualist				<input type="checkbox"/>

Race Veteran Skills

Beastman	Dark Elf	Dwarf
Chameleon <input type="checkbox"/>	Chameleon <input type="checkbox"/>	Iron Will <input type="checkbox"/>
Fearless <input type="checkbox"/>	Intuition <input type="checkbox"/>	Fearless <input type="checkbox"/>
Natural Armour <input type="checkbox"/>	Poison Resistance <input type="checkbox"/>	Resist Magic <input type="checkbox"/>
Sense Magic <input type="checkbox"/>	Resist Magic <input type="checkbox"/>	Sense Magic <input type="checkbox"/>
Track <input type="checkbox"/>	Sense Trap <input type="checkbox"/>	Sense Trap <input type="checkbox"/>
Elf	Human	Goblin
Chameleon <input type="checkbox"/>	Discern Truth <input type="checkbox"/>	Fearless <input type="checkbox"/>
Intuition <input type="checkbox"/>	Intuition <input type="checkbox"/>	Poison Resistance <input type="checkbox"/>
Iron Will <input type="checkbox"/>	Scrounge <input type="checkbox"/>	Sense Trap <input type="checkbox"/>
Resist Disease <input type="checkbox"/>	Tricks of the Trade <input type="checkbox"/>	Track <input type="checkbox"/>
Track <input type="checkbox"/>	Versatility <input type="checkbox"/>	Scrounge <input type="checkbox"/>
Troll	Ogre	Orc
Intuition <input type="checkbox"/>	Extra Body Dev' <input type="checkbox"/>	Fearless <input type="checkbox"/>
Poison Resistance <input type="checkbox"/>	Fearless <input type="checkbox"/>	Poison resistance <input type="checkbox"/>
Regeneration <input type="checkbox"/>	Iron Will <input type="checkbox"/>	Natural Armour <input type="checkbox"/>
Resist Magic <input type="checkbox"/>	Natural Armour <input type="checkbox"/>	Sense Trap <input type="checkbox"/>
Sense Magic <input type="checkbox"/>	Resist Disease <input type="checkbox"/>	Resist Disease <input type="checkbox"/>

Please see the rule book for details of a character's eligibility for a veteran skill pick

Group and Faction Name

Please indicate which group your character belongs to (if any)

Please indicate which Faction your character belongs to.

Algaia	<input type="checkbox"/>	Fir Cruthen	<input type="checkbox"/>	Jhereg	<input type="checkbox"/>
Lions	<input type="checkbox"/>	Steppe Alliance	<input type="checkbox"/>	Teutonia	<input type="checkbox"/>
Wolves	<input type="checkbox"/>	Mercenary	<input type="checkbox"/>		

Event Costs

Event	22 nd Apr	3 rd June	8 th July	12 th Aug	Gate	Discount
Event 1 4 th May	£65				£70	Yes
Event 2 15 th Jun	£55	£55			£65	Yes
Event 3 20 th Jul	£55	£55	£55		£65	Yes
Renewal 24 th Aug	£70	£70	£75	£75	£80	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 wish to attend. This gives the price per event and the final column states whether a discount is available for booking another event at the same time as Renewal. A £5 discount is available for each event that you book this way. We also offer a discount of £5 per event for OAP's, Students and unemployed people. Please note that these concessions are non cumulative.

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 at the event and processed then. Full gate price must be paid in these circumstances

The Early Winter Sale is £195 for all 4 events (not including Thursdays) available till 31/10/2017
The Winter Sale is £205 for all 4 events (not including Thursdays) available till 31/01/2018

Arriving on Thursday for Event 1	Pre booked £10	On the Gate £15
Arriving on Thursday for 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	<input type="checkbox"/>	Event 1 Thursday	<input type="checkbox"/>	Event 2	<input type="checkbox"/>
Event 3	<input type="checkbox"/>	Renewal	<input type="checkbox"/>	Renewal Thursday	<input type="checkbox"/>

If somebody else is paying for you please put their name here

I enclose the payment of £

Please make all cheques payable to **Curious Pastimes Ltd.**

By completing 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 Ltd. These are available at events, to download from the website or by contacting the office at info@curiouspastimes.co.uk