

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 2011 are eligible for a Veteran pick!

Character Name:

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

Combat Skills			Potion Lore 2 +	3	<input type="checkbox"/>
Ambidexterity	3 *	<input type="checkbox"/>	Magicians skills		
Dagger	0	<input type="checkbox"/>	Contribute to Ritualist §	1	<input type="checkbox"/>
One Handed Weapons	2	<input type="checkbox"/>	Ritual Magic §	1-20	<input type="checkbox"/>
Pole Arms (two hand only)	5	<input type="checkbox"/>	Invocation++	5	<input type="checkbox"/>
Projectile Weapons	6	<input type="checkbox"/>	Corporeal 1	6	<input type="checkbox"/>
Shield	3	<input type="checkbox"/>	Corporeal 2	11	<input type="checkbox"/>
Two Handed Weapons	4	<input type="checkbox"/>	Mage 1	6	<input type="checkbox"/>
Thrown Weapons	2	<input type="checkbox"/>	Mage 2	11	<input type="checkbox"/>
Wear Light Armour	2	<input type="checkbox"/>	Shamanism 1	6	<input type="checkbox"/>
Wear Medium Armour	4	<input type="checkbox"/>	Shamanism 2	11	<input type="checkbox"/>
Wear Heavy Armour	5	<input type="checkbox"/>	* = Must have dagger or one handed weapon		
Wear Extra-Heavy Armour	6	<input type="checkbox"/>	** = Requires Poison Lore 2 and Potion Lore 2		
General skills			§ = Must have Mage / Shaman / Corporeal 1 OR 2		
Body Development	8	<input type="checkbox"/>	+ = Must have the skill at level 1 before taking level 2		
Literacy	2	<input type="checkbox"/>	++ = Must have Literacy		
Bind Wounds	4	<input type="checkbox"/>			
Numeracy	1	<input type="checkbox"/>			
Lore Skills					
Alchemist	2 **	<input type="checkbox"/>			
Evaluate	2	<input type="checkbox"/>			
Ranger 1	4	<input type="checkbox"/>			
Ranger 2	3 +	<input type="checkbox"/>			
Read/Make maps	1	<input type="checkbox"/>			
Recognise Forgery	4	<input type="checkbox"/>			
Poison Lore 1	4	<input type="checkbox"/>			
Poison Lore 2 +	4	<input type="checkbox"/>			
Potion Lore 1	3	<input type="checkbox"/>			

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) 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

Forage	<input type="checkbox"/>	General Skill	<input type="checkbox"/>	Meditation	<input type="checkbox"/>
Crafting	<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"/>	Ex' Bod' 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"/>

Characters who survived Renewal '11 will get 1 Veteran skill pick.

Group:

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Faction: (Indicate which faction you or your group belongs to)

Fir Cruthen	<input type="checkbox"/>	Al Gaia	<input type="checkbox"/>	Jherreg	<input type="checkbox"/>
Lions	<input type="checkbox"/>	Teutonians	<input type="checkbox"/>	Wolves	<input type="checkbox"/>
Steppe Alliance	<input type="checkbox"/>	Mercenary	<input type="checkbox"/>		