




## Character Generation Form

If you have booked a ticket for an upcoming Vale event, please use this form to inform us of your character details. If you have not yet booked a ticket, we will NOT read your form! This PDF form can be filled in electronically, but depending on your version of Adobe, you may not be able to save your completed form. In this case, please either print a hardcopy and post it to us or, for preference, use a PDF printer (eg [Bullzip PDF Printer](#)) to print to a static PDF, and then email that to [vale@majesticoaklrp.co.uk](mailto:vale@majesticoaklrp.co.uk). If you are using a touchscreen device and get an error message regarding "TabTip.exe" when completing the form, disable touch mode by clicking on the  button above.

### OOO Details

Name	<input type="text"/>	Address	<input type="text"/>
Mobile Phone	<input type="text"/>		
Date of Birth	<input type="text"/> <small>Players MUST be 18 or over at the start of the game.</small>		
Email	<input type="text"/>	Medical / Dietary Info	<input type="text"/>
Car Reg	<input type="text"/>		
Emergency Contact Name	<input type="text"/>	Emergency Contact No	<input type="text"/>

### IC Details

Character Name	<input type="text"/>		
Camp	<input type="text"/>	You MUST play a character in the camp for which you bought a ticket. It is not possible to change camps during a game.	
Race <small>D = Duke's Camp K = Khan's Camp</small>	<input type="text"/>	Dire Beastkin (D) & Abominations (K) may also be available. Please choose Beastkin or Orc respectively & contact the refs.	
Culture <small>H = Human, B = Beastkin, O = Orc, G = Goblin, U = Undead, E = Elf</small>	<input type="text"/>	Undead characters, please complete group info then go straight to "Skills - Undead" section.	
Group Name* (if any)	<input type="text"/>		
Group Leader* (if any)	<input type="text"/>		

\* If your group intends to camp IC, please inform us by email of the number and size of IC tents you will be brining, so that we can allocate appropriate space in the correct IC camp.

## Skills - General

*The table (right) will tell you how many Elective Skill points are given for any combination of combat and magic level. Note that some combinations (marked in red) are not allowed!*

	Level	Style(s)	Combat: Pick 1 Style per Level. *Firearm requires Magic L1. Magic: L1 gives Petty Magic; L2 or 3, pick 1 style only.	
Combat	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Magic	<input type="text"/>	<input type="text"/>		

		Magic			
		0	1	2	3
Combat	0	9	8	5	3
	1	8	7	4	
	2	5	4	2	
	3	3			

Elective Skills	Points costs are given first in (brackets). Prerequisites are given afterwards in [square brackets], eg [M1] = Magic level 1 or above, [C2] = Combat level 2 or above. Please ensure that your total points costs equals the number of elective skill points you have, as per the table above.		
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Please ensure that your total elective skill points do not exceed the number given in the table above.

## Skills - Undead

Undead Type	<input type="text"/>	Undead must be one of a group of at least 5 to be a Necromancer, ie each Necromancer requires at least 4 minions. If a minion, pick your Minion Combat Styles below. If a Necromancer, pick your Necromancer Skills below.
Minion Combat Styles	<input type="text"/>	Minions are automatically granted Light Armour skin (no physrep required), Heavy Armour skill, Resilient, do not bleed, immune to necrosis, vulnerability to fire, 6 hits, and Combat L2.
Necromancer Skills	<input type="text"/>	Necromancers are automatically granted Light Armour skin (no physrep required), do not bleed, immune to necrosis, vulnerability to fire, 3 hits, and Magic L3 (Necromancy).

Character Background

Group Background (if applicable)