

NERO West

Event Registration Form

Player Last Name	Player First Name	Character Name
Address Street		City State Zip
Home Phone	Work Phone	Fax
Email Address		
Event(s) Being Attended		

Production Skills

How do you plan on spending your production points? If you want to make something, be sure to have any workshop or commodity tags with you when you check in at logistics.

Production Skill Plans

Craftsman Skills

What craftsman skills do you have? If you have Craftsman: Teaching, do you want the teaching tags, or the silver?

Craftsman Skill Plans

Spells

If you're a caster, indicate which types of spell sheets you need:

- Earth
 -Celestial
 -Nature
 -Harmonics

Lodging

If this is an overnight event, please indicate where you would like to stay. We can't promise you'll get your preference, but we'll do our best. Note that in-game matters may dictate lodging. For example, you may not get to sleep in the Earth Guildhouse if you're not a guild member and most of the tavern rooms require in-game payment. This form assumes we're using Camp Cutter.

Outlying Buildings:

These two buildings each have two rooms of 8 beds. They have no heat or plumbing, but it's not a long walk to the showers and bathrooms in the tavern.)

<input type="checkbox"/> -Earth Guildhouse (Sleeps 8 – Earth Coalition members.)	<input type="checkbox"/> -Celestial Guildhouse (Sleeps 8 – Celestial Guild members)
<input type="checkbox"/> -Irongate Adventurer's Academy (Sleeps 8 – IAA members)	<input type="checkbox"/> -Trade Syndicate Guildhouse (Sleeps 8 – IAA members)

Tavern Rooms:

<input type="checkbox"/> -Tavern Common Room (Sleeps 16 – Costs 1c/night)	<input type="checkbox"/> -Tavern Guest Room 1 (Sleeps 6-8 – Costs 5s/night) Closest to restrooms.)
<input type="checkbox"/> -Tavern Guest Room 2 (Sleeps 4-6 – Costs 5s/night)	<input type="checkbox"/> -Tavern Guest Room 3 (Sleeps 6-8 – Costs 5s/night. Closest to showers.)

Camping:

There are acres of land to camp on, and plenty of sites with fire pits and flat ground. Bring a tent and find a site that you like. There's typically a noble's campsite and a gypsy camp. You will need to bring a tent and your own camping gear.

<input type="checkbox"/> -I'll be camping.
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Comments

Please let us know if you have any health, schedule or other concerns we should be aware of and if you have any special plot requests.

Other Concerns

NERO West- The Outlands

How to Use The Registration Form

Make sure you fill out all the boxes and mail or fax this in at least 10 days before the event to:

NERO West, The Outlands
c/o Charles Smith
3970 Will Rogers Dr. Ste. 3
San Jose, CA 95117
Fax: (408)249-9795

If you're pre-paying, include a check made out to Charles Smith for the amount of the event. By pre-registering, you'll go through Logistics first and your tags will already be done.

The form is pretty straightforward, for **production skills** say what you're turning in and what you expect to make. For example:

I will turn in 40 metal and use my weaponsmith:10 skill to make 2 long axes.

I will turn in 8 paper, use Geoff's scroll workshop, and my Create Scroll:1 skill to make 2 Shield scrolls.

For craftsman skills, it's even easier:

I have Craftsman: Teaching 3. I'd like tags.

I also have Craftsman: Singer 10, and I'd like the coin (5 gold) for that.

When you arrive at the event:

- Fill out any required forms or waivers at the event.
- Fill out a spell memorization sheet, if needed.
- Come to the Logistics Desk at the event and tell us you've pre-registered. We'll hand you your character packet. This includes your character tag, life tag, teaching tags, craftsman silver, and spell sheet.
- Show us your Spell Books and Alchemy Books (if needed).
- Turn in any commodities you need for production. Don't expect to buy commodities at registration. This can only be done during the game.
- Bring your weapons so they can be inspected and safety tagged. They must be re-tagged at every event.
- Show us your armor physrep and armor tags so we can ensure they match.
- Bring **all your tags, physreps, and coin**. We may ask to inspect them at this time.

Notes:

- Make sure to bring your own spell packets. We can't supply them for you.
- Note: You cannot spend free build at check-in logistics. You must get an in-game teaching tag and spend the appropriate role-play to learn a skill (half hour per skill, typically).
- Remember that if you want our volunteer to do some grocery shopping and cook for you, bring \$10-20 to the event to help reimburse him/her. NERO West only provides beverages and snacks, but most of the time someone volunteers to shop & cook hot meals. They typically ask for a donation to help cover their costs. If you don't donate, don't plan on taking the volunteer's food.