This questionnaire is designed to enable me with your help to create your character.

Please return the completed questionnaire to [nevryn@azer.co.uk](mailto:nevryn@azer.co.uk) using a subject prefix of “AiRP(B)” and then the rest of your subject line. This enables me to sort responses to the correct mail folder.

If you need/want to talk to me my Discord handle is Pyrocantaes#0567. If I don’t answer it’s because I’m not in/busy/AFK/talking to somebody else. I’ll get back to you when I can.

Please complete all sections of the questionnaire – use as much room as you need.

Where a selection from a list is required please underline the selection you want your character to have/be. Where an order is required, give them a number from 1 to n; 1 being the most important.

I am going to use my rules for Amber as the basis for the game. If you want to read them/download them they are on my website [www.azer.co.uk/amber/amber.html](http://www.azer.co.uk/amber/amber.html) . Apart from certain information in the Adventures-In-Roleplay (AiRP) section, the most useful bits are the Players Guide and potentially part of the 13H Campaign Guide. There will be no auction for this campaign.

In terms of the character you will be playing you grew up upon a version of this Earth in this century so would be familiar with more or less everything you are – depending upon the selections you make below. Your character will be aged 18-21 when the campaign starts so should have a data of birth between 1st October 1992 and 31st March 1995.

One thing I really need to stress at this point is that whatever your choices you know you are “Different” to all your peers. This has been the case since you were first able to recognise differences between you and your classmates - generally around the age of 5 or 6 years of age. Depending upon your selection preference for Intellect, Fitness, Health, and Competitiveness below depends on exactly how different. For example if your first choice is Intellect you can maintain a grade B/6 in whatever subjects you chose without expending any effort.. if you expend a reasonable amount of effort you can get A\*/9s but nowhere like the effort your peers are expending to get the same grade. If you’re first choice is Fitness you are in the top 5% of athletes worldwide over short distances pick Health and that changes to long distance. Even if these are not your first choices you are considerably better than “average”.. trying not to stand out too much is actually one of your main problems and has been your entire life.

As part of your background you will need to factor in the events of the Rodian Wars (The Keep of the Thirteenth Hour Campaign) . These take place starting on the 5th January 2004 and end on April 2nd 2004. The details as it affected this Earth can be found on the website. The extent to which it affected your Earth is up to you but in-order for the campaign events to happen they have to be several orders of magnitude less ( but a sort of Avengers Assemble type scenario with demons from the Black Road or a portal is eminently plausible). The final storm on April 2nd is of the magnitude described.. You did not witness it and only heard about it later. At precisely 1:30pm on that day you suddenly fell unconscious and remained in a coma for 24 hours, no ifs, but’s, or may be’s.

The Pre-Campaign start will be Easter 2013. Precursor events happen from 21st December 2012 – you’ll need to search the AiRP section of the website if you want to know more. The Campaign proper will start on Monday 29th April 2013 - Exactly how will become clear later.

You will not know and will most likely know nothing of any of the other characters. You may know something of Amber and the Courts (at least the canonical version but as this campaign is non-canonical that may not help..). If you know anything it will be part of your agreed biography.

Player Name

Character Name

Gender

Height

Weight

Hair Colour

Eye Colour

DOB

Family circumstance

Both Parents : Single Parent (Father) : Single Parent (Mother) : Fostered : Adopted : Orphanage

Siblings

Only Child : Youngest Child : Eldest Child : Middling Child

If any except only child

Older Brothers Younger Brothers

Older Sister Younger Sisters

Ethnic origin

Caucasian(white) : Indian : Pakistani : African : Caribbean : Chinese : Japanese : Korean : Vietnamese : Thai: Arabian(Specify)

Country of Origin

England : Scotland : Wales : Ireland : France : Germany : Spain : Poland : Bosnia : Hungary: Italy : Austria : Switzerland :

Morocco : Kenya : Uganda : South Africa : Dubai : Egypt : Turkey : Greece : Russia : Ukraine : Mongolia : Nepal :

China : Korea : Hong Kong : Japan : Vietnam : Thailand : Australia : New Zealand :

USA : Canada : Brazil : Argentina : Peru

Place of residence (where you live)

Major City : City : Major town : Town : Village : Farm

If anything except farm suggest somewhere \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Current Education Status

6th Form(School) : 6th Form(College): College(Day Release): College(Full Time): University(Full Time):

University (Sandwich)

Subjects in relation to above:

If 6th Form pick 4xGCSE(A-Level):

If College pick BTEC Qualification:

If Day Release then pick Apprenticeship:

If University then pick Degree Subject:

If University specify your current year (1,2,S,3,4)

Rank the following in order of importance to your character (1:Highest->4:Lowest)

Intellect Fitness Health Competitiveness

Maturity of your character:

- Consider romantic relationships your character may have had, past/current boyfriend(S)/Girlfriend(S), if any.

- Are you going to play a Catholic (other religions/faiths are applicable) who adheres to the dogma, or has strayed, or are you going to play a "lady's man" who cruises the bars in their spare time looking for conquests, or are you going to play somebody who's been in a stable relationship for the last 2 years with your first and only love, or something else entirely.

Internet presence:-

Please select all that your character uses and the frequency of use (0= never , 10=several times a day)

Email (gmail/yahoo)

Email (private provider)

Facebook

Twitter

Instagram

Google+

Other(\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_)

Select one of the following Abilities you may wish your character to have

Shapeshifting

Magic[[1]](#footnote-2) (Spells)

Magic[[2]](#footnote-3) (Power Words)

Chi [[3]](#footnote-4)

Mogwai[[4]](#footnote-5)

Picture Magic[[5]](#footnote-6) (Trump)

Unusual Item (Gadget)/Pet

Describe how you might have gained/used this ability (consider how people around you today might react if you used this ability):

Describe any hobbies interests your character may have (i.e. what they do in their spare time instead of their homework/coursework)

Describe any other concepts in relation to your character that you may think are important:

Describe how the events of the Rodian War affected your Earth and potentially yourself and your family/friends.

1. Magic in Amber is not like other RPG’s. It takes time to prepare the spells often in advance, and requires them to be modified to the Shadow you’re in, but not all Shadows support magic. To modify a spell to a Shadow requires you analyse the Shadow which can take between tens of hours and tens of weeks depending on you’re other abilities. If you have spells racked and move to a Shadow that doesn’t support Magic then the spells will rapidly degrade and dissipate. You also need to work out whether you want to create stuff (Conjuration) or bend the world around you (Sorcery) [↑](#footnote-ref-2)
2. There are several different forms of Power Words. Being a form of Magic they suffer the same effects as all forms of Magic. Chose from Spoken Word Magic, Tattoo Magic, Staff/Blade Magic, Stick/Card Magic, Origami, or Knot-Magic. [↑](#footnote-ref-3)
3. Chi powers are similar to Power words. They are only available to characters with a background in Martial Arts, Buddhism, and/or Taoism. Chi Powers come from internal abilities and do not suffer the same effects as Magic; although the ability to recover expended Chi can vary considerably from Shadow to Shadow, as can Chi Leeching. [↑](#footnote-ref-4)
4. Mogwia are my implementation of PokemonTM. They are currently only a very rough implementation and subject to heavy change to make them usefully usable and balance. If you really want to play test them and have your powers change on a weekly basis then they are available.. but you have been warned. [↑](#footnote-ref-5)
5. Since your character cannot have Advanced Sorcery which allows Shadow travel your “Picture Cards” will only work within the Shadow in which they were made. You will have to learn, once you have the necessary powers, how to manufacture “shadow traversing” cards. You can only create cards of people you have actually met in person and places you have actually been. [↑](#footnote-ref-6)