



National Data Base Walk Through

9th Edition, the National Database & Character Re-writes

What you need to know

Nero Epic moves to the National Database:

- Nero Epic will be transferring to the National Database with 9th Edition
- You may transfer your character to the National Database before that time if you choose.
- You must have a **current** NERO membership to move to the National Database.
- The National Database will accommodate up to 3 characters per player.
- Characters not moved to the National Database will be maintained by Nero Epic Records but cannot have XP applied. In other words, to grow your character it must be transferred

9th Edition Character Re-writes:

- Nero Epic cannot provide character re-writes for 9th Edition
- However, you may redistribute all your XP in the national Database.
 - Race, Class & XP will be hardcoded into the National Database
 - YOU will spend all XP and build out your character in the database
 - You may spend your XP in **ANY MANNER YOU CHOOSE**

National Database Walk Through

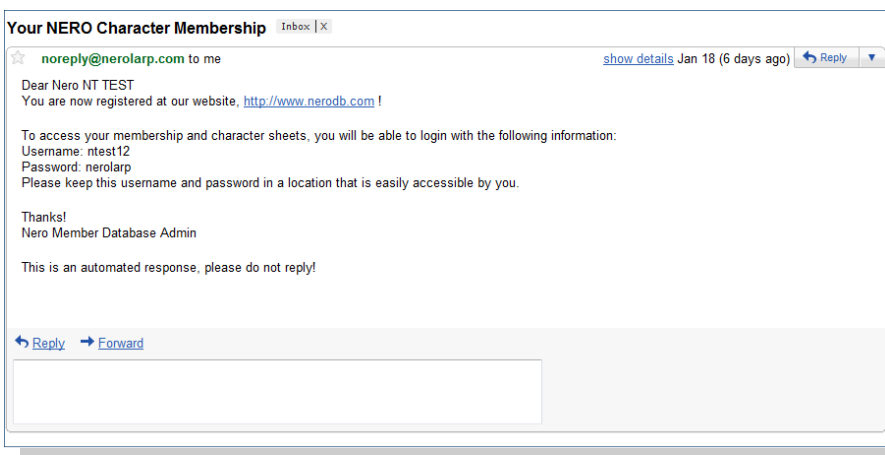
Most of our players have no experience with the NERO National Database. This walkthrough provide a brief overview and gives you an idea of what you can expect when re-building your characters in that database.

In general though a move to the National Database means that the way we handle characters at Nero North Teas will change.

1. You will responsible to spend your own build online
2. You will be responsible to print and bring your character card to events
3. Thomas will still be your contact for goblin point and event experience applications but the Nero National Admin will handle technical issues you may have with the database.

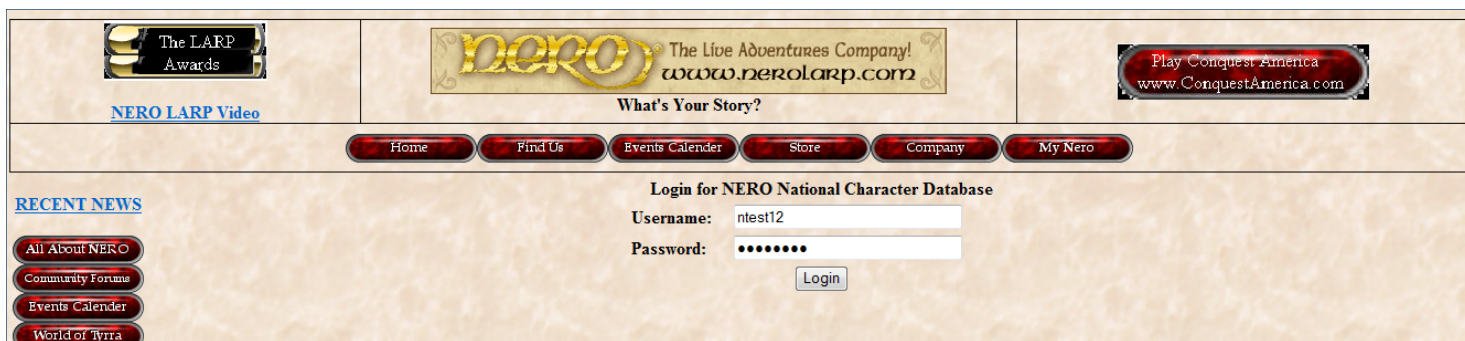
Step 1: Obtain a Logon

- Contact Thomas Hale (records@neroepic.com) to obtain a logon to the National database and have your characters' Class, Race and XP moved there.
 - If you do not request a logon from Aaron before the move to the National Database you will be assigned one automatically at the release of 9th Edition.
 - You must have a current NERO membership to exist on the National database. If you do not make your membership current your characters will not be lost during the transfer. They will be stored but cannot have XP added.
- Your logon will come in the form of a registration email like this one:



(Check you r junk mail as well)

Step 2: Login to <http://www.nerodb.com/>



The first time you log on to the National Database you need to spend your experience points and re-build your character in the manner you choose.



National Data Base Walk Through

Step 3: Get Familiar With the Home Screen

NERO National DataBase
Player Access
Current Chapter:
North Texas
Welcome:
Summer Fabian

Welcome to the NERO National Character DB

Attention Players

PLEASE READ

Welcom to the NEW Database.

We are working on some more updates so please be aware that things may change in the near future, such as allowing you to add your own goblin blankets.

If this is your first time logging in to the Database please remember you can/should change your password by clicking the ***Change Password*** button on the left side of the screen.

With this conversion please be aware that the changes will affect how the skills show up on your character sheet.

If you have any fighting/stealth skill I.E. Crit Attacks, Profs, Back Stab, etc.

These skill have been defaulted to a set value (Right Hand or Right Hand/Long Sword) if you want them reset please let your logistics person know so they can correct it.

If you have any questions or concerns please let your logistics team.

Thank You

Bill

National DB Director

Character Info

primary

Test

- Purchase Skills
- XP Log
- Character Sheet

Logout

User's ID:	3053
User's Name:	Summer Fabian
Street Address:	,
City:	
State:	
Zip Code:	
Country:	
Phone Number:	
Email:	summerjfabian@gmail.com
<input type="button" value="Edit User Information"/>	

Edit your user information in this simple interface. Be sure your email address is correct as this is your primary form of notification from nerolarp.com.

Goblin Points Log

Player's Name	Add/Rem	Amount	Reason	Date Added	Staff Member
Summer Fabian	add	500	test	2010-01-24	Jonathan Hollon
Summer Fabian	rem	211	Goblin Points used for Event Maxout	2010-01-24	Jonathan Hollon

View your Goblin balance and transactions here. You won't lose your accrued Goblin with the move to the National Database.

Questions concerning goblin should still be directed to Barbara or Thomas Hale, Epic Owners.

Step 3: Get Familiar With the Home Screen (Con't)

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Thank You

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Character Info

primary

Test

- [Purchase Skills](#)
- [XP Log](#)
- [Character Sheet](#)

[Logout](#)

Change Password

Please type in your existing password followed by the new password.

Passwords need to be atleast 6 to 8 characters long.

Please remember the new password since it is encrypted and can not be retrieved only reset.

Current Password:

New Password:

Confirm New Password:

[Change Password](#)

Simple Password Reset
 A confirmation of your new password is also sent to your email address.

XP Log for Test

Added By	XP	Blankets	Reason	Date Added
Shelly Hollon	18403	0.00	Starting XP for Character	2010-01-24
Jonathan Hollon	0	1.00	Weekly Goblin Blanket # 1	2010-01-24
Jonathan Hollon	0	0.00		2010-01-24

View your XP log—when it was added, why and by who

PRINT FOR EVENT!



National Data Base Walk Through

Step 4: Spend Your XP!

Purchase Skills

Character Information

Character's Name:	Test	Class:	Scholar	Build:	212	Body:	16	Deaths:	
Alias:		Race:	Human	Free Build:	212	Level:	20	Which:	primary
Player:	Summer Fabian	Sub-Race:		XP:	19035	Max Armor:	10		

Available Skills

Primary Magic:	Secondary Magic:	Healing	Scholarly	Racial	Stealth	Fighting	Trades and Craft	Weapons & Armor
		First Aid (2)	Read and Write (3)		Waylay (12)		Armorsmith (4) Disarm/Arm Evaluate Item (6) Pick Locks (9) Weaponsmith (4) Craftsman Other: (3)	Archery (15) One Handed Blunt (8) One Handed Edged (10) Polearm (12) Shield (15) Small Weapon (2) Staff (4) Thrown Weapon (4) Two Handed Blunt (12) Two Handed Sword (16) Weapon Master (20) One Handed Weapon Master (14) Two Handed Weapon Master (18) Wear Extra Armor (4)

Current Skills

Primary Magic: Secondary Magic: Healing Scholarly Racial Stealth Fighting Trades and Craft Weapons & Armor

Finish

Step 4: Spend Your XP! (Con't)

Purchase Skills

Character Information

Character's Name: Test	Class: Scholar	Build: 212	Body: 16	Deaths:
Alias:	Race: Human	Free Build: 212	Level: 20	Which: primary
Player: Summer Fabian	Sub-Race:	XP: 19035	Max Armor: 10	

Available Skills

Primary Magic:	Secondary Magic:	Healing	Scholarly	Racial	Stealth	Fighting	Trades and Craft	Weapons & Armor
		First Aid (2)	Read and Write (3)		Waylay (12)		Armorsmith (4) Disarm/Arm (4) Evaluate Item (6) Pick Locks (9) Weaponsmith (4) Craftsman Other (3)	Archery (15) One Handed Blunt (8) One Handed Edged (10) Polearm (12) Shield (15) Small Weapon (2) Staff (4) Thrown Weapon (4) Two Handed Blunt (12) Two Handed Sword (16) Weapon Master (20) One Handed Weapon Master (14) Two Handed Weapon Master (18) Wear Extra Armor (4)

Current Skills

Primary Magic:	Secondary Magic:	Healing	Scholarly	Racial	Stealth	Fighting	Trades and Craft	Weapons & Armor
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Finish

- Skills will become visible as you qualify for them
- Simply click on a skill to spend the amount of build noted in parenthesis
- **WARNING!!!!!!!!!!!!!!!!!!!!!!** A single click adds a skill and you cannot undo it! If you have double clicking enabled be very cautious!

Specific Notes:

MAGIC: The Pyramid is enforced
Level 2 will only become available once you have two level 1 skills etc.

CRAFTSMAN OTHER:
Fill in the blank—flexibility!

Craftsman Other Type: *

Add Craftsman Other