
Creating a Persona for the Kadanzer Weyr

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The use of the term “persona” is left over from the role-playing terminology that many early groups used to describe what they do, even though our primary activity is story-writing rather than live game-play. “Persona” tends to be interchangeable with “owned character”, as opposed to “non-player characters” (NPCs), a term we still use for “background” characters. What we do not necessarily mean by “persona” is “a representation of you, the writer, in the Pernese fictional universe” – although if you want to design a character along the lines of “what would I be if I were on Pern”, go ahead! But, a member may own several characters/personas, none of whom need resemble the owner in any way, not even gender. “Persona” really just means “character you own, that you control, and that you are the primary writer for”.

The best way to enjoy this club is to create your own character, although we always have many NPCs available for adoption. Your character (or multiple characters, if you wish) will interact with other persona characters operated by other members in stories, as well as in RP (role-playing events). If this is your first Pern club, then you may be new to the experience of character creation and if you are a veteran of other clubs, you may be used to different standards. The following section will help guide you through the tricks of the trade.

All Kadanzer Weyr persona characters have a standardized Character Information Sheet (or CIS). A CIS is required for each character you create in this club. Once you've written up your new CIS, it will be automatically emailed to the club's PAT (Persona Approval Team). They will work with you to approve your character.

Keeping a Persona in the Kadanzer Weyr

- Please review our club membership rules for specific ranking requirements. All bronzeriders, goldriders, and female brownriders are automatically considered ranking personas; likewise, so are all craftmasters, Lord Holders, and Mastercraftsmen.
- It is mandatory to update all persona CISs on a regular basis. Updates may be made at any time during the year, of course, but every character-owner must open and save/update each owned character at least once per year, between Nov. 1st and Dec. 31st. Personas that are not updated during the months of November & December will be turned into NPCs as of January 1 of the next year. This is to ensure that members update their personas' ages as well as other changing data.
- Ranking characters whose maintenance is not completed by the end of the year will revert to NPC status. If they are not adopted by someone else, their previous owner may adopt them back, but the previous owner would owe maintenance not only for that year, but also the uncompleted maintenance prior to losing the character.
- Persona characters who become NPCs for any reason may be revised as the PAT sees fit. They may also be killed off if another member needs that for story purposes. Members who leave the Weyr have the choice of either killing their personas off, or making them into NPCs. No “transfers” are allowed unless the BOD determines it necessary.
- Non-ranking personas who become NPCs may be adopted back by their owners, if nothing else has happened to them; but the BOD does not guarantee re-adoption if time has passed or if the owner has taken a break from the club.

The Review Process

- Once a CIS is input into the website database, the system automatically notifies the PAT Leader. At that point, the CIS is sent to the entire PAT for open review – this process normally takes a handful of days.
- Once the persona is reviewed, the PAT Leader or another assigned handler will contact you with the review request. Members must update the persona as requested before a persona can be approved. The review process rarely takes more than two rounds of review, but sometimes multiple reviews are necessary.
- You cannot participate on the message boards with a persona (such as in RP) until that persona has been approved by the PAT.
- You cannot claim Mystery Art for a persona until that persona has been approved by the PAT.

- Unapproved personas are not allowed to participate in Hatchings, without prior permission from the Weyrlingmaster.

Some General Advice:

- Candidates must be between the ages of 15 and 21 to Impress a dragon; older and younger Candidates will not be Searched.
- Hatching RPs will not happen until we have at least eight active persona characters in a weyrling class, so members with new candidate personas may have to wait if they want to experience a Hatching "live". In this case, we recommend you both create a candidate, and adopt a dragonrider NPC, so you can jump into the life of the Weyr most rapidly.
- We do caution members to recognize that bisexuality and homosexuality can and do occur at Kadanzer Weyr. Any rider may have any sexual orientation, but must be prepared for mating flight partners of either gender. Same-sex relationships, even amongst nonriders, are a fairly common aspect of life at Kadanzer Weyr, and while no individual character is required to be okay with it for themselves or in private, no public disrespect of anyone's gender or orientation will be tolerated.



Filling out the CIS Form on the website:

All CISs are kept in our website database, and as stories and artwork are created which feature or include your persona character, those items will be linked to your persona's CIS for easy reference.

We'll take the individual elements of the CIS form now, and review as well some of the elements necessary for consideration during the approval process.

NAME: Type in your persona's name. Please just put the name; do not include anything else such as a title or a pronunciation

- Please do not try and use spoof names, such as "P'orky" or "K'irk, rider of green Spockth." These names are cute -- but only for a limited time, and then you (as well as the rest of us in this Weyr!) are stuck with them. This same restriction against spoof names holds true against dragons and firelizards as well.
- Although there are precedents, we ask members to avoid using easily recognizable Earth names, like Tom, Thomas, Jennifer, Jessica, Dylan, Dakota, etc. etc. etc.
- Names of personas already in use in the Anne McCaffrey books (i.e. Lessa, F'lar, Ruth, Jaxom, Menolly, etc.) are not allowed. Please refer to the name indexes commonly found in your own copies of the Pern novels.

GENDER: self-explanatory & easy. You have only two choices!

AGE & BIRTHDATE: this is where you type in your character's age and year/date of birth. Check our timeline to help decide this! We also have an Automatic Pernese Date Conversion program on the Resources menu, so please don't hesitate to use it.

- The date of birth must be in Pernese format, example: 2831.13.02 is year 2831, month 13, day 02. We have a Date Conversion Chart in the Handbook which you may find useful.
- If you enter an age but leave the birth date blank, when you submit the form, the database will pick a random birthday in the appropriate Turn. On the other hand, if you enter a birth date but leave the age blank, the age will automatically be calculated when you submit the form. If both are blank, or both are filled but contradict each other, you will be notified when you submit the form and must correct this before the CIS can be saved.
- It unusual for anyone in the holds to go unmarried past the age of seventeen or eighteen; you will need to provide a reason in the history section if you opt for this.

ORIGIN: place of birth; also, where the individual has been raised as a child.

- If you put a minor hold or cohold, please tell us which major hold it is beholden to.
- For some characters, it may be necessary to get approval for your origin of choice. For example, while just saying that you hail from Cibola Hold doesn't require approvals, saying that your persona is the granddaughter of the Lord of Cibola would require some approvals. (Note – the vast majority of other

members in this club LOVE networking new personas into existing Holds, Crafts, etc., so don't be intimidated by the task of asking for approvals.)

- It is highly unusual for candidates/weyrings from another Weyr's territory to end up at Kadanzer Weyr; Weyrs do NOT Search outside their territories (this is not-so-affectionately called "poaching"). Even if a dragonrider happens to notice a potential candidate when outside their territory, this will be reported to the local Weyrwoman and the person will not be brought back to Kadanzer Weyr. If you want your persona to have originated from somewhere outside of Kadanzer Weyr's territory, you'll need to explain when this happened and why this happened.
- There has been LOTS of opportunity for dragonriders from other Weyrs to have transferred to Kadanzer, but it is always more reasonable to plan on a mature dragonrider having transferred into the Weyr during the first four Turns of the Weyr's history, rather than come up with a hardship reason now to transfer in. Hardship excuses for a current transfer are always a possibility – but just be aware that it's perfectly reasonable (and even encouraged) to simply say that persona has been living at the Weyr for years already, and is only now drawing attention to him/herself. NOTE: as of 6/5/04, no more "transferee" dragonriders will be accepted, unless they are backdated to one of the large population immigrations into the Weyr (the Poisoning of 2850 remains the largest and most reasonable of these immigrations). Adult characters transferring to Kadanzer Weyr for personal reasons such as failed romances or conflicts within their chain of command are no longer accepted.
- Also note that due to the limited numbers of survivors of the Poisoning of 2850, and the fact that we already have many teenage characters described as having survived that event, we are not allowing the creation of any more characters who survived the Poisoning as children or teenagers. This effectively means that you can only have your character born at Kadanzer if s/he is currently older than 21 Turns or so, or younger than 12. However, many children have come to the Weyr as part of families that transferred in to help with the rebuilding after the Poisoning of 2850; these individuals have now had many years to grow up at the Weyr.

OCCUPATION/RANK: Your character's occupation and rank within that occupation; i.e.: "wingrider", "journeyman healer", "apprentice smith".

- Women & Crafts: due to societal pressures, women are not easily accepted in the crafts. Attitudes toward women on current day Pern (except at the Weyrs) tend to be chauvinistic -- the 'proper' woman's goal in life is to get married and have as many kids as possible and take care of their men. As a general rule, only female persona characters are allowed to be journeywomen or higher in rank with the crafts, and there are no NPC female crafters outside of the Dolphincraft. Likewise, some limits made on accepting female crafter personas are standard at Kadanzer as well, so if you want a female crafter, you must discuss it with the PAT.
- All our Lord Holders have been defined, so you cannot create a Lord Holder character at this time. However, many of them are adoptable NPCs; speak to the PAT if you wish to adopt a Lord and his hold. The same goes for Mastercraftsmen. (Minor Holders may be created; decide on a Lord for them to be under, and either contact that Lord's owner or discuss the creation of the minor Hold with the PAT.)
- Dragonriders & Crafts: many dragonriders were involved in the crafts when they were Searched. Due to the necessities of life as a dragonrider, crafters who Impress no longer have time to continue the pursuit of their craft as a profession. However, they may still pursue it as a hobby (within reason). For example: a dragonrider who was a harper may still continue to pick up an instrument and play for friends and wingmates, but will no longer be involved in teaching children. A former healer will not be called on to work in triage after a bad 'Fall, but would be trusted to lance his own boils. A former journeywoman potter might spend some free time at a potter wheel and make some mugs to barter with at a Gather, but won't be called on to help supply the Weyrhall with new plates after that food fight at FireStorm's table last week.
- The only exception to the above rule are dragonhealers. All dragonhealers who Impress will continue to train in their craft after graduation from the Weyrwing Wing, and will serve in the Queen's Wing, to be called upon by Craftmaster Giselle when there's need. (See the story "Desperate Measures" for more information.)

LOCATION: where your character is currently living. Weyrfolk must live at Kadanzer Weyr, unless they are serving as watchriders.

HAIR: Hair color, length, style(s) worn, etc. Even if you are not an artist, be aware of the fact that we have a lot of artists in the club, and those artists will need details if they are going to draw your persona.

- Please be reasonable when it comes to hair color. Hair dye is not common, so please, no unnatural hair colors. It is also considered abnormal to have a head of hair that's a wide variety of colors – please, don't say your persona has black hair which is bleached blonde at the tips, gleams blue-black under sunlight, has red highlights under moonlight, and violet highlights while *between*. Be realistic, and the PAT will thank you for it.
- Keep hairstyles realistic. Remember that there isn't hair spray on Pern, nor is there hair gel, mousse, or the other style aids we regularly use today. Likewise, keep in mind the physical realities of how long it takes to grow hair to truly remarkable lengths (and how difficult it is to keep it healthy that way).
- Consider your persona's origins and occupations when determining how they wear their hair. In the holds, it is typical for women and girls to have long hair, and men to wear their hair much shorter. (In fact, a holdergirl would only have her hair cut short as a severe punishment, so short hair on women would be seen by many as a mark of criminality; hair longer than shoulder length in men would be considered effeminate.) Many dragonriders wear their hair short because of the necessity of wearing it under a flight helmet for long periods of time. And while razors are fairly common, scraping your head bald would be considered really strange in most communities...
- Anne McCaffrey has been quoted elsewhere in fandom as claiming that men on Pern don't have beards because of genetic drift. At Kadanzer Weyr, we figure that if we're going to allow redheads and blondes on Pern, then facial hair is likewise common.

EYES: eye color/shape; any sight disabilities, etc. Again – the more detail you wish to give us, the better.

- Please, keep your descriptions reasonable. Avoid romance novel clichés. No "mood ring" eyes that change color dramatically as your persona's temper heats up; no multi-colored flecks littering the iris, or deep limpid pools, eyes that glitter, etc. etc.

PHYSICAL ATTRIBUTES: any physical characteristics of additional note: skin color/tone, facial features, handicaps, etc. For instance, when someone sees your character for the first time, what is the first thing they are likely to notice?

HEIGHT/BUILD: height and basic body shape; weight is optional.

VOICE QUALITY: speech mannerisms & habits, vocal range, favorite expressions, etc.

MARKS/SCARS: any unusual birthmarks or scars, etc. Your character is not required to have any, though if s/he is a veteran dragonrider it would be unusual for them to have a completely unmarked skin.

HANDEDNESS: whether your character is right- or left-handed. We no longer allow the creation of ambidextrous characters; there are already too many of them.

CLOTHING: Your persona has to wear it sometimes, after all! What are his/her favorite styles and colors (formal, informal) and flight gear.

- Girls from holds and crafthalls will only have been wearing skirts and gowns, and women wearing pants will seem unusual to them, if not downright indecent.
- The average Pernese only owns, on average, three suits of clothes, if that! (Usually, one's "gather best", a second set for everyday wear that probably used to be the "gather best", and a third set made up of pieces too old to be used as everyday wear.) After all – all clothing is hand made, and there is no retail mall to visit when you want new ones.

SPECIAL POSSESSIONS: Any item(s) of special worth to the character, including jewelry. Not a requirement - just let us know of anything special. This can change as your persona grows and changes.

- Since worked metal is fairly scarce on Pern, only characters of higher rank will have jewelry made of precious metals or gemstones. Wood, bone, glass, and so forth are the most common materials for jewelry on our version of Pern.
- Anyone leaving a holder or crafter family will generally not be allowed to take any family heirlooms with them, since that means the family is losing the heirloom, most likely for good. (Think of the analogy that these are the folks who are marching off to war, and who'll never be coming back. If you want to pass on Grandmama's treasured pearl necklace, you'll want to give it to the daughter who'll be giving you the next generation of granddaughters.)

- Be reasonable, and keep the special possession within the economic scope of your persona's origins (i.e., no farmboy off of a small cothold should have an expensive gold medallion, studded with diamonds...)

FAMILY: Parents, siblings, extended relatives, foster families, etc. Note that we don't necessarily need lists of names and ages here; just saying "the third daughter of a farm family of six" or something similar is enough to please us. If you wish, we can help arrange family for your persona character.

- Remember: birth control is rare, unreliable, and frowned upon outside of the Weyr, so most characters should come from large families!
- Orphans are cliché. Avoid them.
- Additionally -- female relatives are not allowed to have any formal rank within the craft halls -- these ranks are reserved for exceptional PC characters only. Fathers can be journeymen, common holders, dragonriders, etc. - but having fathers of high rank (i.e., craftmasters, Mastercraftsmen, or Lord Holders) needs PAT approval. Likewise, having goldriders for mothers or fathers who are Weyrleaders or Wingleaders elsewhere also requires prior approval; ask beforehand.
- People mature young on Pern, and folks living in the holds and crafts who are 16, 17, or 18 should be married, or engaged to marry. Arranged marriages are common; lovematch marriages are not all that common within holder & crafter communities.
- Marriage at the Weyr is highly unusual, and frowned upon for dragonriders. Long-term monogamous relationships amongst dragonriders are fairly rare, and nearly all Weyr natives have half-siblings.
- Dragonriders do not have time to raise their own children; children of dragonriders are fostered out to support staff.

CLOSEST FRIENDS: Who does your character hang out with the most? This can be developed with time, as you become more active in Kadanzer Weyr. Don't hesitate to simply say "TBD" (To Be Determined)."

SEXUAL ORIENTATION: SEXUAL RELATIONS: Your character's sexual orientation, sexual attitudes and morals, any current lovers / weyrmates / wives / husbands, how they feel about mating flights, etc.

- Note that in the holds, women are expected to be virginal until their wedding night and absolutely faithful afterwards, while the Weyr has no such restriction; there is more leeway for boys in the holds, but holders are keenly aware of the consequences of sex (babies, for one thing, but also, accusations of dishonor). Likewise, holders and crafters view anything other than heterosexuality as grotesque and unnatural, but at the Weyr any orientation is accepted and prejudice is dealt with strongly.
- Weyrlings are required to abstain from sex from the date of Impression until their dragonet is about six months old. After this time they move into more private quarters and are encouraged to experiment sexually with their classmates, as going virgin into one's first mating flight could be a traumatic experience, and has caused the deaths of dragons whose riders lost control in their panic. However, weyrlings are still off-limits to anyone outside their class until they graduate. A green's first mating flight generally takes place at about a Turn and a half of age, or shortly after graduation, and she will continue to rise 3-4 times per Turn after that.
- Please -- don't tell us your dragonrider is a virgin and saving herself for "someone special" -- you can't be a dragonrider and fail to experience a Mating Flight, especially if you're a greenrider.

PETS: Animal companions on Pern should be rare - most animals are considered working animals, and should be able to "pull their own weight" within a community.

- Candidates are not allowed to bring pets with them to the Weyr (except for already-impressed firelizards; bearing in mind restrictions below).
- Firelizards are considered rare on this Pern, and as a result, if you want a green, blue, brown or bronze firelizard for your persona, you need to do a little something to earn it. A picture, a poem, a short Impression story - whatever meets your fancy! Also, since firelizards are rare on this Pern, it's highly unlikely for children to have them -- think of it as kid in our present day Earth being given a \$50,000 thoroughbred horse. (Besides, most parents don't want their kids subjected to firelizard mating flights...)
- Gold firelizards are only available as rewards for higher levels of activity, and must be earned.

SKILLS: these are the character's professional abilities, including apprenticeships.

- Remember that girls from holds and craft halls will have found it highly difficult to apprentice in most of the crafts - if you're interested in a female crafter, chances are best if they're weyrborn and weyr-raised, and thus apprenticed to Weyrcrafters.

- Also note that the vast majority of Pernese have no formal crafthall training whatsoever, but still have a variety of skills from whatever work they have done. You don't have to have been apprenticed to the farmercraft to be a farmer, or the herdercraft to be a rancher.
- There may be some limitations on what skills we're currently allowing, due to overkill. Sometimes it seems that practically every girl candidate wants to be a harper apprentice as well, or that every boy is a holdless trader. Be aware that if you want a persona skill-type combination which we've already seen a lot of, you may be given some limitations to work with. For example, if we already have a lot of harper girls standing Candidate, you may be asked to have your girl be simply a talented singer with no formal training; maybe she had wanted to apprentice, but was never allowed to do so by her family or local biased journeymen.

PASTIMES/HOBBIES: this is what your character does for fun!

- Please keep it within economic and social reason. For example, most holder kids aren't going to be skilled artists, just because art supplies are rare and costly. Likewise, girls who are raised in holder or crafter communities are unlikely to be skilled horsewomen – who would have taught them to ride, and if they're from a poor seahold family, how did they even afford riding horses?

PERSONAL INFORMATION: Personality quirks, habits, likes, dislikes, fears, reactions, attitudes, faults, strengths - all of that wonderful character development stuff!

- While all good characters develop as they grow, we do ask that you make an effort to outline your character's personality here, in order to give the rest of the Weyr's writers a foundation to start working with!
- Don't make your persona too much of a goody-goody. Someone who is perfect isn't likeable. Someone with flaws is not only more likeable, but they're far more interesting. Don't go overboard with flaws either. The PAT will help you find a balance.
- Avoid conflicting personality descriptions. A kid who is painfully shy isn't going to be a natural leader. Someone shouldn't be both gregarious and a painful introvert. If someone's personality varies with the conditions – i.e., is extremely easy-going around friends and family, but is stiff and reserved around strangers – be sure to add in the explaining details of "friends and family" vs. "strangers."
- Be respectful of other personas. To put it simply, you are not allowed to say how others react to your character. Instead of broad statements like "all of the greenriders like him and all of the bronzeriders respect him," give us information of why, and let the rest of us determine that response for ourselves. Tell us, instead, things like: "He is fun-loving, easy-going, and loves to put on the charm when around the ladies. He is responsible and true to his word." This will probably result in most greenriders liking your character and most bronzeriders respecting him, but it is up to the owners of those characters to decide.
- Be ready for the consequences. Is your weyrling abrasive and has a problem with authority figures? Then be ready to have some conflict with your Weyrlingsecond. Is your candidate described as a prankster who is always ready for the next challenge? Then please be willing to see your persona assigned chore duties when caught. We've had a lot of problems in the past with members who've claimed their personas were troublemakers, but then were never willing to accept the fact that this is a shared-world environment, and thus their troublemaker is going to get caught in the act sometimes. The PAT *loves* members who assign non goody-goody-two-shoes attributes to their personas, and who are then willing to accept the consequences! If you want your persona to be abrasive and have a bossy attitude, that's great! Other club members are going to love her for it – but only if you then follow through with that.

PERSONAL HISTORY: just like it says, this is the character's past history, all of the salient points which you feel important enough to mention. This is also a good place to put down any justifications you have for unusual circumstances, such as being born in another Weyr's territory, being a single woman over age 18, and so forth.

- We can't stress often enough that Pern is a very different society from Earth; and that there is considerably less individual freedom of choice. Holders will almost always be married by the age of 17, though crafters and children of high-ranking holders may be exceptions. Crafthall apprentices will have begun their studies by age 14 at the latest and will make Journeyman in 4 or 5 Turns in most crafts. Journeymen are expected to marry soon after being given a permanent post. Any woman getting pregnant outside of a marriage will be immediately forced to marry whoever is responsible. No one will be allowed to just walk away from their hold or craft for any reason. Unlike Earth, nobody gets to bum around until they are 25 and only then decide what to do with their lives; anyone born on Pern must make such decisions early or else have them made for them by someone else. Children will be made to help with chores from an early age (though they still do have a fair amount of free time), and any who disobey or disrespect their parents will be punished severely, likely even beaten. It's not all bad, though; any children who lose their parents will immediately be

fostered into another family; families who fall on hard times will be supported by those around them, health care is cheap and personal, and there is little to no violence other than the occasional drunken brawl, domestic disturbance, or (very rare) raider attack.

- There's no need to make your history unusual or dramatic; it's what you do with your character *after* you create them that makes them the most interesting. In fact, histories filled with too many improbable events will get edited by the PAT.



DRAGON INFORMATION:

NAME: Every dragon has a name which ends with "th"; dragons are born knowing their own names. As with character names, dragon names that are jokey or Terran or imitations of names found elsewhere will be edited by the PAT.

COLOR: green, blue, brown, bronze, or gold.

- If your character starts off as a weyring, the color of dragon Impressed by your persona can be decided by random drawing, if you wish, and otherwise are available on a first come/first serve basis.
- Men can Impress greens, blues, browns and bronzes; bronzeriders are always considered ranking personas and as such require annual upkeep. A rider may have any sexual orientation, but greenriders should be aware that the majority of their mating flights will be male/male experiences, and they must be prepared to accept this.
- Women can Impress greens, blues, browns and golds, although all three of the latter are uncommon to downright rare. Female brownriders are always considered ranking personas. No more than one female brownrider will be allowed per clutch; there may be more than one female bluerider. But the total number of girls impressing male dragons in any clutch will be very low. The color of the dragon your persona Impresses does not dictate that persona's sexuality; greenriders and goldriders can be bi or lesbian, and blueriders and brownriders may be heterosexual, as a member prefers. Female greenriders will most often be experiencing mating flights with the male riders of male dragons; but since there are a few female riders of male dragons, female/female mating flights can and do occur. As with male greenriders, female riders are expected to handle whatever partner their mating flights demand; but this does not have to have any bearing on their preference outside of flights.
- Bronzeriders, along with female brownriders, are considered special; you will be required to earn a weyring bronze (or brown for a female) before Impression. Contact the Weyrilingmaster for more information.
- Gold dragons are earned only through a high level of activity over a long period of time. Please see our club rules and regulations for details of how to begin doing so. You cannot create a goldrider character without already having earned that privilege.

CLUTCH NAME/HATCHING DATE: please use Pernese dates.

- To determine the date of a weyring's Hatching, as well as parental pairing, please consult the Clutch Chart for available spots. You should also confirm the availability of openings with the PAT during the approval process, as they are filled on a first-come, first-served basis.
- Any character who Impressed at Kadanzer since the Poisoning must choose a clutch name from the menu. Some clutches have already been fully accounted for and thus are no longer an option. If your character Impressed before the Poisoning, just enter the date, or at least the Turn, of Impression.
- Transferees from other Weyrs do not have to have valid clutch names or details, but do need to include the Turn of their Impression.

IMPRESSED AT: Most older dragonriders will have Impressed at another Weyr and transferred into Kadanzer Weyr. Dragonriders who've Impressed within the past nine Turns will most likely have Impressed at the Weyr after the poisoning of 2850.09, and can backdate to one of the available clutches on the Clutch Chart.

APPEARANCE: variations in color, conformation, scars, etc.

- Within each of the dragon colors, variations in shade and tone are possible. A green might be a dark emerald, dusky olive, light sage, or bring spring green. All dragons have one basic color, and it will always

be obvious which color your dragon is. There are no blue-green dragons, for instance, or greens with brown mottling.

- Please be restrained when describing color variations – a lighter underbelly or mottling along the back is okay (as long as it's a shade of the dragon's basic color), but don't go overboard with it, and don't make the color variations too dramatic or weird. No piebald dragons, or brown dragons with blue neckridges.

PERSONALITY: your dragon's unique personality traits. You must fill this in even if your dragon is just a hatchling.

ABILITIES: your dragon's unique strengths and weaknesses. Keep it within reason for the color of dragon (i.e. – no bronze is as fast or agile as a green; no green has a memory like a bronze or a gold).

- As a club, we generally reserve strong Search ability for the smaller dragons (greens, blues, and sometimes browns) because the bronzes and golds already have enough going for them.
- In general, smaller dragons are more maneuverable, while larger ones are stronger and have more endurance. Your dragon cannot be both exceptionally strong and especially maneuverable, though on the other hand they are not required to be below average in one aspect just because they are above it in another.

WING FLOWN WITH: We will help assign your character to a Wing once they've graduated from the Weyrling Wing, or when they transfer in. Feel free to leave it "TBD" if you don't have a preference yet. Let us know which of the Wings appeal the most to you, and we'll find a place for your dragonpair! Or, if you wish, you might choose to consult directly with the members who run Wings, to see if they have any spots open within their Wing for your dragonpair. This is a wonderful way to make contact with other members of Kadanzer, and a great way to integrate a new character into ongoing plotlines and fictional social groups. Feel free to check out the winglist to see who is where and who runs each wing.



THE BLURB: please write up a short (three or four sentences at the most) character summary (blurb) to be used in persona listings. All personality information listed here should be included in the personality section as well. The blurb should look like the following:

Name-- (M or F for gender), H=(hair color, one word adjective only), E=(eye color, one word adjective only), HT=(height). (Up to three or four sentences regarding the persona's personality characteristics; personality only, looks are not important here; keep total description here below 40 words) (List names of any persona family members at the Weyr or, alternatively, the names of relatives who are of high rank) (List pets, including firelizards) Rider of (List dragon color and dragon name)

Example: D'zan -- M, H=brown, E=blue, HT=6'4". Weyrlingmaster D'zan is a steady, practical, and self-sufficient man. Methodical and efficient, he is well known for his stubborn temper, his willingness for hard work, and for speaking his mind. Father of Tori, Daran, Barton, Marnia & Zanara; brother of Darby, uncle of Kip; rider of brown Yoseth.

- The CIS form will give you an error message if you don't handle the punctuation correctly. So if you get an error message, check first thing for punctuation or extra spacing errors in the gender/hair/eyes/height section of the blurb. You will also get an error message if the blurb is too long.
- Please – detail relatives ONLY if they are Weyr residents, someone's persona characters, or high ranked individuals outside of the Weyr.
- The blurb should only detail a character's personality; don't waste your limited words on how they look, other members don't find that as important as personality. And make sure you say the same things about a character's personality in the Personality Section as you do within the blurb. No surprises or contradictions, please. The blurb should not contain any new information that is not found elsewhere in the CIS.