

Sergeantry of Dragon's Lair



Quest Book

Declaration

For any who wish to declare their intent to enter the Sergeantry we ask that you create an illuminated scroll with your intent, or if you choose, create your declaration in video format. If doing a video, this can be recorded using your computer, your phone (please use horizontal format), or any other camera you have with a record function.

Written:

If you do not have access to record, or would prefer not to, we also accept written letters of intent. You will need to include the following statement, or similar, on an illuminated scroll or object. If possible, write the letter as your persona would have, in your time-period and culture:

I, (persona name), do hear by declare my intent to become a Sergeant of Dragon's Laire. I swear service unto the Barony and its Coronets, that I shall dedicate myself to personal growth and enrichment of the Barony and Kingdom, through education, dedication, service, honor, virtue, and loyalty.

Video:

Put on your garb, or perhaps your armor, and find a fun, inspiring, or inventive location.

Do something fun, inventive, adventurous, whatever inspires you. Perhaps stand upon a rock wall, walk a path through the woods, toss yourself into the Puget sound. Be creative.

You will have an oath that will be recorded as part of your video. That script is as follows:

I, (persona name), do hear by declare my intent to become a Sergeant of Dragon's Laire. I swear service unto the Barony and its Coronets, that I shall dedicate myself to personal growth and enrichment of the Barony and Kingdom, through education, dedication, service, honor, virtue, and loyalty.

All Participants (Optional)

Lastly, we ask that all candidates submit a full body picture of you standing, or sitting, in your garb or armor, against a plain backdrop (please stand before a contrasting color and not black please) for the sergeant website. You will need to sign the Grant of Use waiver for each item you submit.

Once your declaration and photo are complete you will upload it to the drive listed on the Dragon's Laire website.

Sergeantry Candidate Information and Initial Skills Inventory

Dragon's Laire Sergeantry

Modern Name _____

Intent Submitted _____

E-mail Address _____

Start Date _____

Persona - Just the Bare Necessities

SCA Name _____

Time Period _____

SCA Title(s) held _____

Path of Sergeantry (Class): _____



Classes are defined by field:

Courtier - Arts, Sciences, and Service

Lancer - Equestrian

Gallant - Rapier

Sergeant - Heavy Combat

Yeoman - Archery, Thrown Weapons, and Siege (Target and Combat)

Sergeantry Toolbox Inventory

Intent Submitted Quest Book Journal

Virtual Group Known World Book (optional)

Insert a photo, even a HeroForge Image, if you wish

My Quest

Why am I choosing to embark on the adventure to become a Sergeant of Dragon's Laire?

What do I hope to achieve through this adventure, what are my expectations?

Initial Skills and Awards Inventory

Current and Previous Offices Held

Existing Awards and Relationships within the SCA

List any awards you may have received here, as well as any existing Relationships and Orders you belong in.

Existing Weapon Authorizations

Armored Combat	<input type="checkbox"/> Weapon & Shield	<input type="checkbox"/> Two-Handed	<input type="checkbox"/> Spear
	Expiration Date: _____		
Cut and Thrust	<input type="checkbox"/> Single Sword	<input type="checkbox"/> Two-Handed Sword	<input type="checkbox"/> Sword & Offensive
	<input type="checkbox"/> Sword & Defensive	Expiration Date: _____	
Equestrian	<input type="checkbox"/> General	<input type="checkbox"/> Mounted Gaming	<input type="checkbox"/> Mounted Archery
	<input type="checkbox"/> Jousting	<input type="checkbox"/> Mounted Heavy Combat	<input type="checkbox"/> Crest Combat
	Expiration Date: _____		
Missile Combat	<input type="checkbox"/> Bow & Arrow	<input type="checkbox"/> Crossbow	<input type="checkbox"/> Hand Thrown Weapons
	Expiration Date: _____		
Rapier	<input type="checkbox"/> Single Sword	<input type="checkbox"/> Two-Handed Sword	<input type="checkbox"/> Sword & Offensive
	<input type="checkbox"/> Sword & Defensive	Expiration Date: _____	
Siege	<input type="checkbox"/> Crew	Expiration Date: _____	

Existing Marshal Authorizations

Expiration Date

Armored Combat	<input type="checkbox"/> Junior	<input type="checkbox"/> Senior	_____
Archery	<input type="checkbox"/> Junior	<input type="checkbox"/> Senior	_____
Cut and Thrust	<input type="checkbox"/> Junior	<input type="checkbox"/> Senior	_____
Equestrian	<input type="checkbox"/> Junior	<input type="checkbox"/> Senior	_____
Equestrian Ground	<input type="checkbox"/> Junior	<input type="checkbox"/> Senior	_____
Missile	<input type="checkbox"/> Junior	<input type="checkbox"/> Senior	_____
Rapier	<input type="checkbox"/> Junior	<input type="checkbox"/> Senior	_____
Siege	<input type="checkbox"/> Junior	<input type="checkbox"/> Senior	_____
Thrown Weapons	<input type="checkbox"/> Junior	<input type="checkbox"/> Senior	_____
Youth	<input type="checkbox"/> Junior	<input type="checkbox"/> Senior	_____

Define the Dream

Long ago in times remembered, there was a gathering of Mighty Warriors, of Ladies and Lords, and of people of a Realm not yet known. There was a gathering to celebrate, or recreate, to begin a new and exciting world. These men and women of old began what has become the Known World and the Society for Creative Anachronism. From those distant times lands expanded, borders were drawn, and Kingdoms have sprung up far and wide. In this part of the Adventure, you will learn the arcane customs of the Society for Creative Anachronism. Learn what sages of old taught about how to live a good life. Be able to locate information and guides to rules and procedures. Know who is the best source for correct information. Absorb the teachings of old to build upon the person you choose to be within the SCA, An Tir, and the Barony of Dragon's Lair.

Quest - Introduction

To start we ask you to join the Sergeantry of Dragon's Lair Roundtable group. This will be a place for you and your companions to meet, talk, share ideas, and ask for help. Write a brief introduction and post it to the group.

Learn about a quest that inspires you from your persona's history, you can watch a movie, read a story, or listen to an audiobook. Answer these questions: What inspired the quest? How did they begin? What are the elements of Quest? Share the quest you learned about with the Round Table. Please include the name, media, and where others can find your chosen quest if they want to learn more about it.

As each new group of candidates begins the Sergeantry program there shall be a few mandatory classes to attend. Take time to learn the meaning of Arete. Learn about the Core Values and the first "event" and discuss it with the group. You will attend a brief walkthrough of the An Tir Handbook once the class is scheduled and available.

Each Candidate is asked to take the Research Class. There have been several research classes offered at various events and offered online. You can locate and watch the class if it has been recorded. This requirement can be waived if the class has been taken within the last 2 years.

Each Candidate is also required to attend a DEI Presentation. Here you will learn more about Diversity, Equity, and Inclusivity in the SCA as a whole. Bring your knowledge back to the Barony.

Quest - Kingdoms, Baronies, and the Known World

❖ Kingdom History

- Learn about the History of the Kingdom of An Tir. How was it created, celebrated, etc.?
- Who were the first Crowns?

❖ Baronial History

- Learn about how Dragon's Laire started, how it has grown, how it became a Barony.

❖ Offices

- What are the Baronial Offices?
- Which offices do they report to at the Kingdom Level?

❖ Documents

- Locate the SCA Organization of Offices chart.
- Search online and find all the governing documents for the SCA, An Tir and Dragon's Laire. These include Corpora, Books of Combat, and more. Know where to find them in the future for reference.

❖ Known World Geography

- What did the SCA look like in the Beginning? How has it grown?
- Map Quest! Find all the Kingdoms and be able to pronounce their names correctly. Create or locate a Known World map.
- Learn the names of all the Branches in An Tir and how to say their names. Who are their current Coronets?

❖ Leadership

- Seek an understanding of what makes someone a good leader. Discuss with your Companions of the Round Table.

❖ Virtue according to the major world cultures

- Follow-up to the Arete class - Saddle up and ride through the major world cultures. Learn how they define Virtue. Discuss with your Companions.

❖ Chivalric Behavior

- Learn the elements of Chivalric behavior. Share your thoughts with your companions at the Round Table.

Quest - All That Glitters is Gold

- ❖ Who Wears That, Peers and More in Dragon's Lair and An Tir?
 - What is a Peerage? How many are there? Both as a concept and a Title. Who are the Peers in the Barony?
 - How do you address people with different coronets? How do you know the difference between them?
- ❖ Kingdom Awards
 - Learn about the awards and what they are given for and how to recommend someone.
 - Where do you find what awards people have received?
 - Recommend someone for an award at the Kingdom Level!
- ❖ Baronial Awards
 - Learn about the awards and what they are given for and how to recommend someone.
 - Are there under-recognized groups in the Barony?
 - Where do you find what awards people have received?
 - Recommend someone for an award at the Baronial Level!
- ❖ Names, Arms, and Badges
 - Learn what it takes to pass your name and submit it to be registered.
 - Who are you on a bumper sticker? Register your Arms/Device, and if you wish a Badge, with the College of Heraldry
- ❖ Pageantry
 - Show time! Learn how to make a grand entrance and display your SCA Arms.
- ❖ Traditions
 - A Toast - Learn about the Formal Toasts that happen at Feasts and be the voice of one of the toasts at a feast. Learn about the Absent Friends and Riderless Horse traditions.

Quest - Be Present

Active participation is what keeps the gears moving. Attend events, meetings, and activities to increase your presence in the Barony and Kingdom, virtually or in person.

Define the Dream Quest Log

Adventures Begins, Complete These Items First

Quest - Introduction

- Join Sergeantry Round Table Group
- Introduce yourself to the group
- Questing - A quest that inspires you
- Inside the Known World Handbook
- Arete – What does this mean?

Date Completed

Mentor Sign-off

Adventures Continue, Complete in Any Order

Quest - Introduction Continued (as available)

- An Tir Handbook - A brief walkthrough
- Research - Waived if taken in last 2 years
- EDI presentation

Date Completed

Mentor Sign-off

Quest - Kingdoms, Baronies, and the Known World

- Kingdom History
- Baronial History
- Kingdom Offices
- Baronial Offices
- Identify the documents
- Known World Geography
- Leadership
- Virtue according to the world
- Chivalric Behavior

Date Completed

Mentor Sign-off

Quest - All That Glitters

- Who wears that, what is a Peer?
- Kingdom Awards
- Baronial Awards
- Arms and Badges
- Pageantry
- A Toast

Date Completed

Mentor Sign-off

Optional Additions to the Define the Dream Segment

- Inspiration - Create an inspiration board

Date Completed

Create for Personal Use

Mentor Sign-off

Learn the Dream

Here before you lay a crossroads with many branches. Each one has its own challenges, skills, goals, and knowledge to gain. Now is the time to choose your path within the Sergeantry program and list it on your Candidate Sheet.

You are welcome to change this path, if you feel your focus is taking you elsewhere in the program.

The path you choose should also be built upon using your Persona's Time-Period and Culture as a focus point. Moving through Sergeantry is not just about participation in the SCA, but also to help you grow your persona and expand upon your chosen history.

The Paths of Sergeantry

❖ Courtier Paths

The Courtiers focus is on Creating and Serving. Here you choose dedication through research and creation of items, food, or performance; or through dedication to service within the Barony and Kingdom.

➤ Courtier of Arts and Sciences

You will focus on researching clothing, tools, art, music, plays, food, metalworking, etc., that was used during your time-period and culture. You will be asked to dedicate yourself to being as true to period in your tools, techniques, and materials as possible.

➤ Courtier of Service

You will focus on service within the Barony and Kingdom. You will take time to learn about the Hierarchy of your time-period and the positions of the SCA that meet those same needs. You will be tasked to volunteer and serve over a dedicated time-period.

❖ Marshalled Paths

There is a starting point for all marshalled paths. You will begin knowing where to find the rules, an understanding of the safety requirements, and work towards your Weapon/Crew/Marshal Authorizations. You will work on this section and your focused path at the same time, as there will be crossover between the things that are expected of you as you focus on your chosen path.

➤ Gallant

Your focus is to the knowledge and skills of the Rapier, and other weaponry used, and to share your knowledge, grow the program, and participate. The subsections of this path are:

- Rapier
- Cut & Thrust

➤ Lancer

This area of focus will be one of the more challenging to complete until we have our own Authorized Senior Equestrian Martial in Dragon's Lair you will have to complete certifications in other Baronies that have a Marshal that can sign off.

➤ Sergeant

Dedicated to the fields of Heavy Combat, here your focus is to the knowledge and skills of Combat, and the weaponry used, and to share your knowledge, grow the program, and participate.

➤ Yeoman (Combat and Target)

There are many paths of the Yeoman, at present there are 5, while a 6th is in the works. Here you will focus on the Skills, Weapons, and Equipment used for your focused path, and to share your knowledge, grow the program, and participate.

Dedication to practice and skill with your existing equipment, and to knowledge of the equipment used in your time period, will be a large focus of this path.

- Archery (Combat and Target)
- Thrown Weapons (Combat and Target)
- Siege (Combat)

The path you have chosen: _____

Why did you choose this path? _____

INTENTIONALLY LEFT BLANK

Live the Dream

The path you walk is filled with possibilities. As you wander along the paths you will find valleys, rivers, mountains, villages, shops, and inns to explore. You meet the people within those places and other travelers along the way. These places and people bring with them challenges, side-quests, and experiences for you to try. Some may come with research, others with a new skill to learn, others an item to create, and still yet some may come with a task for you to complete.

You will gain knowledge, fulfill requirements, and grow your persona through these side-quests. You are not tasked with checking off a list, rather we encourage you to broaden your interests, expanding your knowledge, and becoming a well-rounded member of the SCA. Each of the side-quests should be geared to your persona, time-period, and culture.

You will share your knowledge, experiences, and creations from your side-quests through presentations, recreation, and teaching.

Adventurers must complete a minimum of 1 Side-Quest per Path that correspond to the different Sergeantry Paths, and a total minimum of 15 Side-Quests in all, including the 5 mandatory side-quests from the other Sergeantry Paths, but you may do as many as you choose to beyond that.

You are welcome to create Your Own Side Quests along the way. As you create a side-quest share it with the Round Table as inspiration to others for idea's not included in the book, and to be added to the list for future candidates to consider doing as part of their journey through the Sergeantry Program!

When creating a side-quest we ask that you include the following details:

- Quest Title
- Corresponding Path
- Quest Objectives

Please remember, the lists on the next few pages are not a checklist of requirements, but rather serve as an inspiration for your journey. Mix and Match to broaden your interests, build on your skills, or try your hand at something new.

Potential Side Quests IDEAS

Side Quests and Experience Are Everywhere. Here are some IDEAS to get you going. You can add your own or do something different all together.

These Side Quest IDEAS are broken down into the following:

- Service
- Event Team
- Arts and Sciences
- Marshallate (all)
- Society at Large
- Create Your Own

Service Path Side Quests

A&S Minister	Art! And Science! Talk to the A&S Minister and see how you can help out.
Chatelaine	Welcome to the Barony! Talk to the Chatelaine and see how you can help out.
Chronicler	Just the facts ma'am, or more! Learn from the Chronicler. Help with the writing.
Court Coordination	How the magic happens. Be the Shadow and learn.
Court Heraldry	Projecting your voice to the assembled Populace, and whispering in ears ... learn how and try doing it.
Exchequer	You're in the money! Become the Shadow and learn.
Field Heraldry	Town Cry, Tournaments. Learn how and do it!
Gate	Do some Gate Shifts with an experienced person.
List	Do some List shifts with an experienced person.
Retinue	Find the Head of Retinue and ask how you can help out
Royal Liaison	Meeting people with cool hats. Another Shadow task. Learn what works. Find out who the point of contact is for each visiting royal/cousin and get that info when working with them.
Service in General	What are other ways you can help and participate in the SCA? How can service in a socially distance world still be relevant?

Event Team Side Quests

Event Steward	Learn what it takes to run an Event, or a Demo/Event, think June Faire. Shadow the steward of the Baronial events to learn more or talk to past event stewards to learn what it takes. Consider volunteering as a deputy for a steward or to help them in some other way.
Event Staff	Find an Event Staff person doing something you would like to learn and shadow them.
Events - In Person	Look up the Kingdom Event requirements. What documents are needed. Look into the June Faire Event guidelines.
Events - Online	Learn what it takes to run an online event. Research the Kingdom guidelines.
Visit Events	Attend events in neighboring Baronies and Kingdoms, or virtual events anywhere in the Known World to see how they do things, what is different, what is similar to things our Barony does.
Regional Events	The Known World is filled with events. What are some of the Regional events of other kingdoms? What are the major events of An Tir? What are interkingdom events? How does Pennsic differ from an SCA approved Event? How are the events run, how are they similar, how are they different?
Demo's - Office of Chatelaine	Learn what it takes to run a Demo, and how to set them up in the community. Usually run by the Chatelain, Chatelaine Deputy, Seneschal, or another volunteer.

Arts and Sciences Path Side Quests - Persona Appropriate, this is about your persona and interests and expanding on your story.

Bardic Arts	Prepare and rehearse a bardic piece and perform it.
Book making	Make a period style book.
Costuming	Learn how to from our experts! Make a piece of garb that fits your persona!
Culinary	Spend some time learning about period dishes, make a dish, share what you did.
Dance	Learn and practice a period dance. Teach it to others.
Dyeing	Learn how to from our experts! Try dying something for you to wear.
Farming and Animal	Learn about life on the Farm.
Flax	Learn about flax from seed to cloth, make a small piece to show what you learned.
History of The Barony	The Great Book of Dragon's Laire - Help expand the great book by interviewing those who came before us and record it for future people to enjoy your history. Interview those who have been a part of the Barony's past, record the Barony's History, and submit it for the Great Book ... a period-style book that is recorded in a period hand.
Illumination	Learn what it takes to make those charters and scrolls look beautiful. Create a simple border to go around the edge of a page in your period style book!
Law	Learn about a law from your persona's period and share it with the Round Table.
Metal Working	Armor, jewelry, casting, etc. Learn how to create something your persona would have worn or used. Create an item.
Money and Currency	Learn about money and trade, what did your persona's culture use as forms of payment/exchange. Create a piece of currency your persona would have used.
Mythology	Learn about a myth from your person's culture and share with the Round Table, and share the story with others.
Pageantry	Create a sign, Banner, or other decorative item that contains your Device. Display it proudly.

Period Games	Learn about a period game and teach others how to play it. What games were played by your persona? What toys were available for the kids to play with?
Paper Making	Learn how paper was made during your time period, what were the alternatives, make some paper!
Religion	Learn about a historical religion or belief system at time or of the culture of your persona. Was it the primary religion or how did it interact with the primary. Report back to the Round Table.
Residence	Where would your persona have called home? What would it have looked like? Draw your home and put it in your journal. How can that home be mimicked in the world of canvas that is the SCA? How can create that feeling of home? Create a piece that your persona would have owned and used in your time-period, share what you did, use it in future events.
Travel	What were the primary modes of transportation during your time-period and culture? How would your persona have traveled based on the job or status of your persona? Research and create a map to show where your persona would have traveled and note how and why for the routes.
Scribal	Learn the hand of your choice and use it to write in your period style book!
Weaving and spinning	Learn how to from our experts and made a piece using what you learned.

Marshallate Path Side Quests

Archery - Combat Equipment	Make SCA legal arrows or bolts to shoot from a SCA legal bow or crossbow. Learn how to inspect Combat Equipment, try your hand at shooting one.
Archery - Target Equipment	Fletching arrows, Crafting a Bow, Making Strings... Learn how to make a piece of Archery Equipment and How to inspect equipment, try your hand at shooting one.
Armor	Make some piece/pieces SCA legal armor, at least a single item of some sort, such as gorget, gauntlets, elbows, knees from Pickle Barrel, Leather, Metal, or other SCA legal materials, for any of the Marshallate fields.
Armor - What Lies Beneath	What types of clothing and non-armor items do combatants on the various fields wear? What is specific to each field? Perhaps a Tabard, Tunic, or other fighting clothing piece.
Armor Inspection	Learn how to do a complete armor inspection properly, and get signed off as a Junior Martial in any of the Marshallate fields.
Equestrian	What are the horses wearing? Is it for show or for safety or both? Learn and share your knowledge.
Equestrian	What type activities can be done from Horseback in the SCA, what weapons can be used? Learn and share your knowledge.
Heavy	Make an SCA legal weapon and/or shield What types of weapons can be used? What are the rules? How are they inspected?
List/Tournament Fighting	Revisit what you learned back in the Define the Dream section, but this time for Lists/Tournaments. What type of Novelty style tournaments do you enjoy? Research and run a tournament at an event.
Rapier and Cut & Thrust	Learn about rapiers and fighting techniques from a specific period, record and share what you have learned
Rapier and Cut & Thrust - Equipment	What types of weapons can be used? What are the rules? How are they inspected? Record and share what you have learned.
Safety	Learn about a field of Marshallate safety requirements. How do ranges get set up, what about list fields? What precautions are required for Siege, Combat Archery, or Equestrian. Help set up the marshalled fields at an event.

Siege	Learn about siege engines, and their munitions, in the Barony. Find out how to become involved with the crew and get authorized to use a machine.
The Marshallate	Make a Repair Kit for your armor and equipment.
The Marshallate	Teach a class on how to make armor, weapons, missiles, or how to repair items. Record and Share.
Targets	Targets - What is the difference in Period, Non-Period, Novelty, and Combat Practice Targets? Create a Novelty Target to use at an event in the future. Prepare the rules and scoring sheets, submit it for a Society Seasonal Archery or Thrown Weapons Competition.
Targets and Pells	What are the period practice type of targets used for your weapons? Create a practice target, share it online, and use it yourself or at a practice.
Thrown Weapons - Combat	What types of thrown weapons can be used in combat. What are the rules? How are they inspected? Make a throwing weapon and learn how to use and field glean it. Become an authorized combat thrower.
WAR!	What is War? What are the rules of war? What is a warband, what do they do? How do warbands strengthen a Barony? Consider getting involved with your Baronial Warband. Discuss participating with the General of the Dragon's Laire Warband.
Other	All items listed on the Gallant, Lancer, Sergeant, Yeoman Path sheets for paths you are not completing.

Society at Large Side Quests (includes handbooks, EDI, etc...)

Compare Governing Documents	Compare and contrast the differences in the governing documents of An Tir and 1-2 other kingdoms. Do they differ by region, such as West Coast, Northeast, South, Midwest, Overseas?
Compare Combat Documents	An Tir Says Plate is Not Proof, the West says it is. How do the combat rules differ between the kingdoms, how are they the same? Compare An Tir, the West, and one Kingdom from a different Region.
Documents - Digging Deeper	Dig deeper into the governing documents of the SCA, An Tir, and Dragon's Laire. Become knowledgeable in one or more of the documents.
Inclusivity and Equity	How can the activities in your chosen path be redesigned to be inclusive to everyone in the SCA, what about other areas of the SCA? Make suggestions, submit them to the Coronets.

Other Side Quests

Arts, Sciences, Bardic, Marshallate Item	Present an entry, paper, item, etc. For your chosen field in an event such as Arts and Sciences, Bardic, etc.... In Display, Demo, Single Entry, Scholar, or Championship. This side quest equals 2 requirements.
Combat	Compete in at least 2 Tournaments/Wars/Demo's for your path when possible.
Court	Attend a Coronation or 12th Night Court. Attend Baronial Courts.
YouTube Content	Create a class, performance, or instructional video, and submit it to the DL YouTube Channel for publishing, along with the proper grant of use forms.

Create Your Own Side Quests

Paths: Courtier Arts & Sciences, and Service, Gallant, Lancer, Sergeant, Yeoman

Quest Title:	_____
Corresponding Path(s):	_____
Quest Objectives:	_____

Quest Title:	_____
Corresponding Path(s):	_____
Quest Objectives:	_____

Quest Title:	_____
Corresponding Path(s):	_____
Quest Objectives:	_____

Quest Title:	_____
Corresponding Path(s):	_____
Quest Objectives:	_____

Become the Dream

This is the time to shine. Your Capstone. Use this as a guide for what you are doing, creating, and becoming, in reference to your final project based on your chosen path in Sergeanty. You can make quick notes here to help keep you on track.

Project/Title: _____

What are you creating or doing? _____

Why are you doing this particular capstone project? _____

How does this support your chosen path? _____

Who or what is this for? _____

- If your persona, or for another person, provide the following information:
 - Time period: _____
 - Use: _____
 - Why: _____

- If for an event, activity, office, or role, provide the following information:
 - When: _____
 - Where: _____
 - Why: _____

What are your sources of information, context, materials, etc:

You Are the Dream

Think about what you have done, where you are going, and who you plan to be. Below are questions. These questions are not meant to be a mandatory list of things to answer. Rather these questions are here to help you think about who your persona is, who they are becoming, and to expand upon your story, from all that you have done and learned along this path.

- 1) What is your persona's name?
- 2) Did your persona's culture/time-frame have heraldry?
- 3) What year was your persona born?
 - How old is your persona?
- 4) What is your persona's ethnicity?
 - What is your persona's native country?
 - In what city/town/barn was your persona born?
 - What is your persona's current country?
 - What city does your persona currently claim as "home"?
 - What are the climates of your persona's native and current countries?
 - What are the terrains of your persona's native and current countries?
- 5) What type of building does your persona currently live in?
 - With whom does your persona live?
 - Are there members of your persona's household that are not related to your persons (servants/retainers, wards/fosterlings, guests, etc.)?
- 6) Animals, Livestock, and Wildlife
 - Were pets kept during your persona's culture/time-frame?
 - ◇ What kind, if any, does your persona have?
 - What type of Livestock would be common in your chosen culture/time-frame?
 - What types of wildlife live in your persona's area?

7) Family

- What are/were your persona's parent's names?
- What are/were your persona's parent's occupation(s)?
- Does your persona have any siblings, and if so, are any still alive?
- Is your persona married?
 - ◊ What are the marriage customs and typical age of marriage for your persona's culture/time-frame?

8) Money and Jobs

- What type of money did people of your persona's culture/time-frame use?
- What is your persona's occupation?
- Who is your persona's current employer?

9) Attire

- What type of clothes does your persona normally wear?
- What type of clothes does your persona wear for special occasions?
- Are there any (sumptuary) laws restricting what your persona can wear?

10) Would your persona have been literate in your chosen culture/time-frame?

- What level of education does your persona have?
- Where was your persona educated?
- What languages does your persona speak?
- What units of measure were used by your persona's culture/time-frame?
- What does your persona know of history/science/medicine/geography?
- Does your persona consider the Earth to be flat, round, or hollow?
- Does your persona believe that the Earth revolves around the Sun, or vice-versa?

11) Calendar and Time

- How did people of your persona's culture/time-frame tell time?
- How did people of your persona's culture/time-frame keep track of days?

12) Does your persona fight?

- Where did your persona learn to fight?
- What type of armor and weapons were used by fighters in your persona's culture/time-frame? And how were such obtained?

13) Hobbies and Skills

- List your persona's skills and hobbies.
 - ◇ For each, write down where your persona learned them.
- Would your persona dance, play or enjoy music?
 - ◇ Name your persona's favorite musicians/artists/dances.

14) What "class" would your persona have been? (I.e., nobility, merchant, middle, artisan, etc.)

- What is your Title in the SCA
- What would your SCA title been called in period?

15) Leadership

- Who is your persona's current monarch?
- What kind of legal system exists in your persona's culture/time-frame, and who make the laws?
- How much input would your persona have in laws?
- What does your persona consider to be the causes of criminal behavior?
- What is the status of women among your persona's culture/time-frame?
- Can Women own property or conduct business?
- What political figure/party/movement does your persona support?

16) Events and Prominent People

- Who is the most significant thinker of your persona's time?
- What major events have occurred during your persona's lifetime? (Natural catastrophes, wars, revolutions, discoveries, etc.?)
- What does your persona consider to be the greatest social problem their country?
- What's the most striking scientific achievement of which your persona is aware?

17) Religion

- Did your persona live in a religious area?
- Who was the Religious Leader during your persona time?
- What religion would your persona have followed?
- What kind of religious duties would be required of your persona?

18) Traveling

- How widely has your persona traveled?
- In what capacity has your persona traveled? (I.e., military, sailor, hobby, etc.)

19) Trade

- How did people of your persona's culture/time-frame deal with trade?
- With respect to international relations, does your persona favor colonization, isolationism, conquest/conversion, open trade, etc.?
- How does your persona personally obtain goods (food, drink, clothes, etc.)?

20) Food and Drink

- What does your persona eat in a normal day?
- How is food prepared and preserved in your persona's culture/time-frame?
- What spices were available to your persona and how expensive were they?
- What were the eating habits of people of your persona's culture/time-frame?

21) Cleanliness, Health, and End of Life

- What is the cleaning/bathing habits of your persona's culture/time-frame?
- What type of medical aid is available in your persona's culture/time-frame?
- Does your persona have access to it?
- How long do people like your persona tend to live?
- What is most likely to cause your persona's death?

22) Goals

- List at least three of your persona's goals in life. (Learn to write, become apprenticed to a craftsman, visit the "big city", take over the family business, go to the Holy Land, usurp the crown, etc.)

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- List how those 3 goals can be achieved in the SCA

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Baron Modar Neznanich, R. K. (1998). *Research Questions for Developing a Persona*. Modar University. <http://www.modaruniversity.org/Persona1.htm>

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