

“BEGINNING IN MY CHILDHOOD”

“Do I thus start my peregrination with a mention to what I endured in this kingdom [of Portugal], where I lived up to ten or twelve years in the misery and stinginess of my father’s house at Montemor-o-Velho. An uncle of mine – maybe willing to provide me a better fortune – took me to the city of Lisbon and enlisted me at the service of a Lady of noble generation and illustrious parentage. He certainly thought this could bring the fruit he envisioned to me, if we consider the quality of the Lady and her family ... Hellas, my uncle’s expectations didn’t succeed according to his plans, quite the contrary. After no more than one year and a half at the service of this Lady, I found myself involved in events that subjected my life to such a risk that, to save me, I had to rush from that house and fly away as fast as I could. Such was my fear that I noticed not where I headed, like one that saw death in the eyes and carried her close behind. Eventually I reached a quarry and was accepted in a caravela from Alfama I found ready to sail carrying the horses and goods that a nobleman was sending to Setubal ... Next morning, while sailing across Sesimbra, we were boarded by a French privateer that ditched some fifteen or twenty men into our carvel with no resistance or contradiction by our men. In no time did he empty our boat of all its contents – valued at more than six thousand cruzados – and sunk it. The French pirate headed to Larache where he aimed to sell weapons to the moors, and took the seventeen of us that survived the attack, tied in feet and arms ... One night he ordered [us] to be thrown into the beach of Melides, naked and barefoot, some with countless sores from the scourges they were offered, and in that garb we went the day after into Santiago do Cacem ... Myself with six or seven other no less destitute than me, went to Setubal where it befell my luck to be taken by a fidalgo of the Master of Santiago whom I served for the next four years upon which he handled me to the Master of Santiago whom I served as chamberlain the following year and a half. And since the accommodation then in usage at the houses of the princes was not enough to my sustenance, I decided to board to India, offered to any venture, good or bad, that would happen to me.”

Peregrinação, chapter 1

Player Characters in TToMP are men like Fernão Mendes Pinto. To create a character, you need to define a set of traits that, well, characterize him. This is done in five steps: generalities, place in society, assets and liabilities, personal traits and rounding up. Note that the alternatives provided are only exemplificative. Players are free to introduce as many as they see fit provided it is acceptable from the point of view of the setting.

I – Generalities

At this stage of character creation you record the basic data about your PC:

1. **What’s his sex?** Standard rules cover male characters. European females going to Asia were the exception, so they are covered in the advanced rules.
2. **Where was he born?** The standard rules cover Portuguese characters (check the advanced rules for characters from other origins). Just pick a place of origin using a contemporary map of Portugal. When did it happen?
3. **How old is he?** He is an adult so he most likely will be 16 to 30 years old. Exact age is not really a concern since it does not have an impact in the character. At 16 he

will know the skills that will serve him in the rest of his life. Yet, you may like to record the exact day so that you can know who is the saint of his birth.

II – Place in society

At the second stage in character creation you define the *general* position of your PC in the Portuguese society in Asia:

4. **Where does he fit in society?** 16th century Portuguese society was highly stratified. Just pick one of the 10 PC social status below but remember to discuss it with your GM first. Notice that social status helps in defining a lot of aspects of the character like his skills, wealth, status, etc. Each of these aspects requires added specification. If he is a nobleman, record his title if any (Duke, Marquis, Count, Knight, Squire).
5. **What were his previous occupations?** The life of your character was marked by an apprenticeship phase that started more or less when he was seven years old and finished when he reached adulthood at sixteen. After that he may have started a regular occupation or a succession of different occupations.
6. **What is his circle of social relations?** Once more, there's a great deal of GM intervention in this field. Put down his family connections, relationships, people he serves or served in the past, friendships – personal or mediated by other people – dependents if any. Also take into account enemies and unfriendly people – once more, either personal or mediated.

TRAIT	ALTERNATIVES	NOTES
Where does the character fit in society?	<u>Nobility</u> Titled fidalgo Fidalgo Lesser nobility <u>Higher commoner</u> Literate Rich merchant Local merchant Dependant of nobility Crafter Rural rico-homem Well-off seaman <u>Commoner</u> Common seaman Urban commoner Peasant	Unthinkable Unthinkable Unlikely Acceptable Unlikely Acceptable Recommended Recommended Acceptable Unlikely Acceptable Recommended Unlikely
What were his occupations?	<u>Administration</u> Major officer (office) Minor officer (office) <u>Military</u> Captain-major Captain Soldier <u>Profession</u> Master (profession) Professional (profession) Apprentice (profession) <u>None</u>	Unlikely Acceptable Unthinkable Unlikely Recommended Unlikely Recommended Acceptable Acceptable

What are his relationships?	Family and relatives Liege / Master / Leader Friends and partners Dependants Business partners / creditors Religious mentor Enemies	
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III – What makes you an individual

Define the mindset of your character, the things that dictate what he does and why he does it:

7. **What about his personality?** Is he joyful or sad, courageous or coward, ...
8. **What does he value?** These are the things that drive your character's behaviour. It may be things like honour, wealth, faith, social position, power, security, knowledge, pleasure, etc.
9. **Which abilities did he learn?** Most of his skills were learned in his youth, but he may have picked some new skills afterwards.

TRAIT	ALTERNATIVES	NOTES
What about your personality?		
What do you value?	Honour Wealth Faith Social position Power Security Knowledge Pleasure	All are acceptable. You should pick no more than 3 and order them by importance. You should also define one the PC does not take care off.
What are his abilities?	Occupational abilities Knowledge Social abilities Etc.	

IV – What is your current situation?

...:

10. **How did he set sail to India?** There are a lot of different reasons why people go to India. Does your character go because he wants adventure or rather because he is forced to? Is he going looking to get rich or to climb the social ladder? Does he want to convert the pagans and enlarge Christianity or to escape troubles at home? Furthermore, when did he go? This is simple: it's around 1539. The advanced rules cover the possibility of playing in other periods. Finally, in which ship and under which captain did he sail?
11. **What does he own?** Start with his personal belongings that he carries around all the time, move forward to other possessions that he may or may not be carrying with him (and specify in which circumstances he does carry it) and finish with more immaterial goods like credit, mercies and privileges (mercies are assignments or privileges conferred on the character by the king when he went to Goa; privileges are special rights). Remember to record his debts, if any. In the case of material goods, state their value or quality.
12. **What are his goals?** Your goals are interconnected with your position in society and your values. Yet, where social class and values provide generic guidelines for action, goals provide concrete directions for what the character wants to achieve.

TRAIT	ALTERNATIVES	NOTES
Why is he going to India?	Greed or ambition Necessity (it's his last resource) Compulsion (he is being taken or sent) Idealism Adventuring	Feel free to pick the one you like advance another motive. Provide a rationale for it.
What does he own?	<u>Goods</u> Clothes Weapons and armour Money Goods Horses Boats Houses Slaves Credit taken or given <u>Titles</u> Titles of nobility: duke, marquis, count or baron Knight Squire <u>Mercies</u> Command, office or function Privilege	What the character owns is strongly related to his position in society. At the same time, it marks physically that position.
What are your goals?	To get rich To get a position To get a title, mercy or privilege To write a book about (<i>subject</i>) To settle in Asia (<i>place</i>) To see the downfall of (<i>person</i>) To fight the infidels To know Asia	

V – Rounding up

13. **What's his name?** Your character has both a personal and a family name.
14. **What's his defining trait (if any)?** Is there something that makes him immediately recognizable? Pick something from the above that fits this function or decide on a physical trait, a behavioural particularity or something like that. This can be turned into his nickname.
15. **How does he look like?** Describe or make a drawing of your character (if you fill confident to do it).

VI – Assign dice-pools

If you are to use the random situation resolution method, you need to assign dice-pools for the different fields of action of the character. Please, check this sub-section to see how to do it.

WHERE DO YOU FIT IN SOCIETY

European society in general, and Portuguese society in special is highly varied. There are many levels and strata that define the social status of the character.

You are not a titled fidalgo. Titled fidalgos were the top of Portuguese society. They were the select few that owned large estates, the command of men and could even

Duque (Duke), Marquês (Marquis), Conde (Count) or Barão (Baron) by order of importance. They benefited from an extensive list of privileges. Except in rare situations, titled fidalgos didn't step down to the point of going to Asia. In their youth they might spend some time in North Africa to build their honour and gain their knight's spurs in one of the Military Orders. Going to Asia was too risky and unrewarding. It was better to leave it to people of lower birth. The exceptions were the titled fidalgos that had forged their fortune in the expansion.

Titled fidalgos are allowed to add «Dom» (or D.) to their names. The title of nobility is inherited by the older son (the *primogenito*, first born), so the younger ones have to prove by their deeds that they deserve a title of their own.

Since it's very rare for titled fidalgos to go to Asia and when they do they expect to be on the top, it's most unlikely that you will be one. But if you are one, you expect to be offered a position as Governor / Vice-roy, Capitão-Mor of a major fleet, city, major fortress or major trade rout.

You are well versed in courtly activities, estate management, warfare, administration, classical languages read/write/speak and anything you like and care for.

Your family – close and extended – is your most important circle of relationships, but you also entertain rapports to the King and royal family, your dependents and friends (some of which may even live in foreign countries), your creditors and slaves. You are more than likely to entertain hate or conflict relations with opposite factions of the fidalguia.

WEALTH: Estates acquired (or to be acquired) by inheritance, marriage, King's mercy. Slaves and personal goods like clothes, jewellery, cash and credit, the ability to provide table for some tens of men.

VALUES: Purity of the race; honour; power; faith.

GOALS: To receive more titles and mercies, to become a member of the Council of the King, to marry within the highest fidalguia, maybe even with a royal relative, to get rich.

You are not a fidalgo. Fidalgos are literally the *filhos-de-algo*, «sons of someone».

They are descendents of titled fidalgos that don't have a title of their own, usually because they are second sons, illegitimate sons, and their descendents that, because of that, didn't inherit their father's title.

There was a sizable number of fidalgos in Asia. Most of them sailed eastwards in search of the riches and titles that escaped them in Portugal.

You recognize a fidalgo because he carries his «Dom» like a treasured prize.

Fidalgos expect to be treated according to their status. Many were already in possession of a mercy from the king when they left Portugal, usually meaning a lucrative post of command. Others expect to get that mercy from the Governador or Vice-Rei when they set foot in India. They are certain to have a rightful claim for the most coveted captainships of cities, forts and fleets. Of course, they also know that an inimical Governador can be a major setback in their pretensions. Politics – involving the king if needed –, rivalry for honours, positions and economical gains are the daily life of the fidalgo. Staying close to the centre is a necessity, either in person or through parents, friends and dependents.

The fidalgo has to show that he is what he claims to be. He needs to keep and entertain a following, to share his table with as many people as possible, to show off his wealth – even if carved at the creditor's expense. He also expects to build wealth and honour that will allow him to marry the daughter of a titled family or to get a mercy or a title from the King.

You are not a fidalgo – or at least it is very unlikely that you are one. If you were, you would not step down to the life of the pity soldier and merchant that is your daily sustenance.

TITLES OR MERCIES: knight of a religious order; captainship of a fleet, fortress, ship, rout.

OCCUPATIONS AND ABILITIES: Courty activities, estate management, warfare, administration, classical languages read/write/speak, anything you like and care for.

RELATIONSHPS: to their family members present in Asia, to other noblemen, to their dependents and subordinates or slaves, to wealthy people. Usually entertain hate or conflict relations with opposite factions of the fidalguia.

WEALTH: Varies from the ability to provide table to some tens of men to be hardly able to sustain oneself.

VALUES: Purity of the race; honour; power; faith.

GOALS: To receive a title, mercies or tenças, to marry into the titled fidalguia, to get rich.

You may be a member of the lesser nobility. You are a noble but cannot trace your origins to the *fidalguia* (how the fidalgos are collectively named), or if you do, it's more likely through a thin bastard line. You don't have a name and a progeny, but neither do you carry the stigma of the commoner. Your elders may have lands or just be the servants or dependents of other noble families. Unfortunately your father didn't have a land or a position to handle to you, either because you have an older brother with a better claim to it or because there's nothing he can leave behind when the All Mighty calls him. You lived in your father's house or you served the king or a nobleman until the day you realized that you could not build your fortune unless you ventured to far off places.

You expect to find in India a position as a soldier or as a minor officer. You even long to be assigned the captainship of a boat, a minor fortress or a factory. If fortune and God's will protect you, you may get rich, well connected and honoured. One day you expect to return home and settle, thanks to a treasure-chest accumulated after years of an adventurous life or to the King's mercy. If life is kind to you, you may even marry the daughter of a lesser fidalgo or of a tenant nobleman.

TITLES OR MERCIES: Squire / valet / ?? of a fidalgo; knight of a military Order (Cristo, Santiago, Avis); captainship of a ship or of a part of an army; officer position.

OCCUPATIONS: soldier; officer; entrepreneur.

ABILITIES: Read/write Portuguese, some Latin, good fighting abilities.

RELATIONSHPS: To a fidalgo – through either a position as servant or maybe a distant family link –, to comrades in arms, to creditor.

WEALTH: from almost destitute to very rich.

VALUES: Purity of the race; honour; power; faith.

GOALS: To receive a mercy or tença, to marry into the fidalguia, a riche's merchant family or a literate family, to get rich.

You are likely to come from a literate background. You are the son of a scribe, a notary, a judge, a doctor, a factor. You know how to read and write Portuguese, maybe Latin, and most likely Spanish. You are close to the lesser nobility. (In fact, you may be a member of the nobility since the literate professions were assimilated into it.) You may have served in the past as the scribe of a nobleman, a ship, a city council, a fort, a merchant. You know that it would be hard to get a position in the Kingdom, that's why you decided to go to Asia where you hope to get an easier or, at least, more rewarding opportunity.

You expect to get a place as an officer in a boat, fort, factory or merchant's house. That or a place at the table of a nobleman. You will also consider, if everything else fails, to serve as a soldier.

TITLES OR MERCIES:

OCCUPATIONS:

ABILITIES:

RELATIONSHIPS:

WEALTH:

VALUES:

GOALS: To receive a mercy, a tença or a position in the Central Administration, to marry into the nobility, a riche's merchant family or a literate family, to get rich.

You are unlikely to come from a rich merchant's family. Your father, uncle or older brother is a merchant in Lisbon, Porto or other major centre of international trade. He deals with merchants in the Low Countries, Genova and other Italian ports, the North of Africa. You know how to read and write Portuguese, a little Italian, a little Spanish and some Latin. You are aware of the prices and markets in the Mediterranean and the British Channel. Banking and foreign exchange have no secrets to you. In the past your elder sent you in his trade assignments to Italy and Flandres. You sailed in his ships, helped control the flow of goods in his storehouses, have been to Alentejo and other provinces to check the quality of the local produce your family exports. You carefully scribed the family accounts

Now, you have been sent to explore the opportunities to start trading to Asia or you have your own savings to risk in distant markets.

TITLES OR MERCIES:

OCCUPATIONS:

ABILITIES:

RELATIONSHIPS:

WEALTH:

VALUES:

GOALS: To receive a mercy or tença, to marry into the nobility, another riche's merchant family or a literate family, to start a business network, to get even more rich.

You may come from a local merchant's family. Your father is a merchant in a town or city. He owns his own shop and trades in local goods. You know how to write and read Portuguese. Hagling and ... have no secrets to you. Either your father went bankrupt in a year of sorrows or you know that the shop will be for your elder brother. You see no better option than to sail to Goa.

TITLES OR MERCIES:

OCCUPATIONS:

ABILITIES:

RELATIONSHIPS:

WEALTH:

VALUES:

GOALS: To receive a mercy or tença, to marry into the nobility, another merchant family or a literate family, to start a business in Asia, to get rich.

You are likely to be a dependent of the nobility. You are a commoner that was in the service of a nobleman. You served your master well, caring for all his needs, providing for his comfort, enduring all that his will might bring down on you. You learned his manners and usages. You fought by his side, took care of his children, learned how to read and write at his home. You had to do all the nasty, boring, menial jobs he required you to. You endured the abuse of his outbursts, scarcity if not misery in time of distress. You shared the spoils of his fortune. You may have come to India with him, with one of his relatives or to have been sent by your master. Or you just chose to depart after a fortune of your own.

TITLES OR MERCIES:

OCCUPATIONS:

ABILITIES:

WEALTH:

VALUES:

GOALS: To receive a mercy or tença; to marry into the lesser nobility, a merchant's family or a rich peasant's family and settle as a casado; to participate in the fortune of your noble master; to get rich.

You are likely to come from a crafter's background. Your uncle owns a craft shop in a city or town. He is a carpenter, smith, potter, ship builder, leather crafter, mason, miller, weaver, tailor, rope maker. He may even be a weapon smith, a goldsmith, a bower, a jeweller, a gunpowder miller, a book maker. He can even be a cook, a surgeon, a barber, a ... You learned his craft but know that the shop is destined to your cousin. You are sure that only if you get rich you will be able to pass the examinations for Master of your craft and be able to set up your own shop. You know how to write your name, can read some very basic things and know how to make counts with pen and paper. You may also have an adventurous spirit, an ambition that the closed prospects of a shop in Santarém cannot satisfy or a friend that fuelled your dreams with images of Malabar. Furthermore, you know that being a crafter blocks the path to higher prospects in society.

TITLES OR MERCIES: Craftsman of your craft.

OCCUPATIONS AND ABILITIES: Your craft.

RELATIONSHIPS:

WEALTH:

VALUES:

GOALS: To receive a mercy or tença; to become a Master of your craft and set up your own shop; to marry within your class or with the lesser nobility, a merchant's family or a rico-homem's family and settle as a casado; to get rich.

You may come from a rural rico-homem (literally rich-man) background. Your family owns is fields and is able to provide a horseman to the king's armies. You have lived the peaceful life of the field worker. You are destined to become a priest but are too restless to accept it. You escape to the big city after a long-gone friend of your father spends all night describing the wonders of Cochim.

TITLES OR MERCIES:

OCCUPATIONS:

ABILITIES:

RELATIONSHIPS:

WEALTH:

VALUES:

GOALS:

You may be a seaman. You are a fisherman or a sailor from one of the many ports that dot the coast of Portugal. You are a sea-boy or a full-fledged sailor. It's not likely that you are a master or a pilot. You know how sail or row a small boat, and how to team with your comrades in the most imposing of the king's naus. You fished the codfish in the North Atlantic, hunted Moorish caravels in the *Mar das Eguas* (Sea of She-horses – the oceanic gulf formed to the west of the Strait of Gibraltar), sailed to Guinea, were attacked by French pirates off the Azores islands. You may have been taken as a captive by the moors and served as a rower in their galleys. Now you boarded a nau and India is your destiny.

TITLES OR MERCIES: Boat Master, pilot, sailor, fisherman, rower, sea-boy.

OCCUPATIONS AND ABILITIES: You know how to sail on your own a small boat and how to cooperate with your fellow crewmembers in a larger ship; you're used to keep your pace at the row without the help of the whip; you sure can bow to your will the vagabonds that call themselves seamen, and make the boat sail like a docile horse; you know the secrets of the stars, the compass, the sextant, the rout book.

RELATIONSHIPS: To fellow seamen.

VALUES: They don't call seamen the rascals of the sea for nothing.

GOALS: To change your condition into a better position in society – whatever comes is welcome; to become the master of a merchant's ship; to own your own ship; to spend your time in the taverns of as many sea ports as possible and avoid the hazards of the ocean like the plague; to loot as many Muslim merchant boats as possible; to have a wife in each port; to get rich.

You are likely to be an urban commoner. You live in Lisboa in search of your opportunity. You were the servant of a butcher, worked for a merchant, spent a year in Ceuta as a soldier in the place of the scribe of the orphans and begged for your sustenance for most of the time. You carefully avoided to be sent to prison, the galleys, the masonry works at the monastery of S. Gerónimo in Belém. You know how to hit hard in the head of your fellow villain with a club, and how to avoid the whip before it caresses your back. You know how to pick from a stall an apple or the leg of a lamb before anyone notices it, and how to run faster for cover if – despite of it – you are spotted in the act. Chance will not cover your steps forever, though. So you just have been forced to voluntarily enrol to India.

TITLES OR MERCIES: Villain, scourge, rascal.

OCCUPATIONS: Staying alive.

ABILITIES: "Whatever you order, master".

RELATIONSHIPS: Quarterstaff of the Constable; Mummy Ana, eldest of the prostitutes of Alfama, a good friend.

WEALTH: Rags, bruises, the empty place of three teeth lost in a quarrel.

VALUES: The Ten Commandments (if you ever learn out to count to ten).

GOALS: To change your condition into a better position in society – whatever comes is welcome; to get rich.

It is unlikely that you are a peasant. Your village is too far away from the *cais de Alfama* (the Alfama wharf in Lisbon), and the rimes of fieldwork too un-synchronized with the fast pace of urban life, for you to find a way to India.

TITLES OR MERCIES: If you live the life of a good Christian, you'll have a place in heaven.

OCCUPATIONS: Agriculture and menial works.

ABILITIES: You are good at placing bird traps and can guess accurately if it's going to rain, but only when you're in your village.

RELATIONSHIPS: To your family and the owner of the lands they cultivate.

WEALTH: The boots, hat and quarterstaff of your father.

VALUES: Land is the mother of all riches.

GOALS: To change your condition into a better position in society – whatever comes is welcome; to become a soldier, the servant of a nobleman, a citizen of a town; to acquire your own land marry and get settled; to eat, drink, see the world – and leave work for more judicious people; to get rich.

Rounding it out. You have seen the many possible backgrounds of characters in TToMP. Pick one for your character. Discuss it with the GM since he may consider that some are not advisable. Take into consideration the next aspects:

- Define the social status. The above list suggests which are the most likely social statuses of characters. Just pick one of these.
- Choose a place of origin. Pick a town, city or region in Portugal, or in another country if your character is a foreigner.
- Give a name to your character.

WHAT WERE YOUR OCCUPATIONS

What were his occupations?	<u>Administration</u>	
	Major officer (office)	Unlikely
	Minor officer (office)	Acceptable
	<u>Military</u>	
	Captain-major	Unthinkable
	Captain	Unlikely
	Soldier	Recommended
	<u>Profession</u>	
	Master (profession)	Unlikely
	Professional (profession)	Recommended
Apprentice (profession)	Acceptable	
<u>None</u>	Acceptable	

WHAT IS YOUR CIRCLE OF RELATIONSHIPS

“Tell me with whom you relate, I’ll tell you who you are”.

You have a family.

You have a lord or a master to serve.

You have connections. You cultivate friends that may prove useful, especially if they are powerful, rich or well connected themselves.

Notice that your circle of connections works both positively and negatively. Your circle of connections defines you both positively by establishing the persons you are in good relations with, and negatively by defining your circle of direct and indirect antipathies.

You have dependants.

Someone will come after you.

WHAT DEFINES YOUR PERSONALITY

WHAT VALUES SHAPE WHAT YOU DO

Your values dictate how you behave. ...

What do you value?	Honour	All are acceptable. You should pick no more than 3 and order them by importance. You should also define one the PC does not take care off.
	Wealth	
	Faith	
	Social position	
	Power	
	Security	
	Knowledge	
Pleasure		

You have God on your side. Despite your many sins God has dispensed His kind protection to your pitiful self. You pray to him and to the saints so that they will not fail you in the future. You are ready to fight for God, to protect the Holly Church and to propagate the one true faith.

You live for your honour.

There's nothing like being rich.

You have a purpose in life.

Nothing works better than staying clear of problems.

WHICH ARE YOUR DISTINCTIVE ABILITIES

What are your abilities?	Occupational abilities Knowledge Social abilities Etc.	
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You have a talent. There is something that no one does like you do. It can be something connected with arts like playing a musical instrument, singing, writing, painting, interpreting, etc. Or it can be connected to more mundane activities like a talent for languages, geometry, storytelling, and so on. You may never have developed your talent into a craft, but it is there and when the time comes, it may show off.

There are things you just can't do. No matter how much you might like it, you certainly don't know Moscovite or Chinese. Neither do you know the Persian etiquette, at least not until you've lived in Persia for a couple of seasons.

You have knowledge or craftsmanship. You learned a profession or developed special skills that are unknown to most people. It may be the craft of your elders, the insights imparted on you by your teachers, the experience collected in your life.

WHAT ARE YOU TAKING WITH YOU

What does he own?	<u>Goods</u> Clothes Weapons and armour Money Goods Horses Boats Houses Slaves Credit taken or given <u>Titles</u> Titles of nobility: duke, marquis, count or baron Knight Squire <u>Mercies</u> Command, office or function Privilege	What the character owns is strongly related to his position in society. At the same time, it marks physically that position.
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WHY ARE YOU GOING TO INDIA

Because you were sent there. You are from a merchant family that wants to expand its business to Asia. You are in the army (say, you are a Dutch gunman hired by the king) or were offered a position as a clerk in a factory. You are a criminal that was offered the option between several years in an infectious jail after public flogging or a non-return voyage to India. You are a crew-member of a nau. In any case, someone sent you to Asia and you just could say no.

Because you are going with someone. You are the servant of a nobleman, you accompany an older family member. You go where your master or elder goes, and since he goes to India so do you.

Because you wanted to. You are fascinated with all the tales of Asia, you know that it is there that you will become rich. You have no doubts that this is the fastest lane to improve your status. You have an adventurous disposition or want to spread the Gospel among the Infidels.

Because you have no-where else to go. You have creditors looking for you, you are a *cristão-novo* (new-Christian, converted Jew) fearful of the Inquisition, you have three wives in two different towns, you are destitute.

Register in your character sheet the reasons why you are going to India. If you were sent, state by whom. If you are accompanying someone, record who is the person and on what quality you are accompanying him/her.

WHAT DO YOU WANT TO GET FROM GOING TO INDIA

<p>What are your goals?</p>	<p>To get rich To get a position To get a title, mercy or privilege To write a book about (<i>subject</i>) To settle in Asia (<i>place</i>) To see the downfall of (<i>person</i>) To fight the infidels To know Asia</p>	
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You want more. You want to be accepted into the nobility or at least to be in position to be connected with it (more likely through marriage). You want to be accepted in a military order and long for the day you will be knighted. In other words, you want to change the place that was allotted to you by birth.

You cherish mercies or functions. You want to get a position in the administration, a stipend from the king, a captainship, a membership in the city council, a diplomatic mission to a rich kingdom. And when you own it, you want to keep it – only to be changed by an even better mercy.

You have your riches but you want more, much more. You know that there's nothing worst than poverty. You want to become rich, to tap into the spices trade and to accumulate a treasure trove of gems and gold. You know that many are the ways that lead for wealth from peaceful trade to privateering if not outright piracy, through a letter

of credit or the appropriation of taxes, by a rewarding mercy or simply by selling out your allegiance.

You want to achieve something. It may be to write an heroic poem like Camões or a book on medicinal plants like Garcia da Horta; it may be to kill the pirate that sunk your boat like ... or to find the Eldorado in Samatra; it may be to convert China into the Holy Catholic faith like Francisco Xavier. But you want to let a lasting mark on the world, by doing something that future generations will cherish and praise your name.

WHAT IS YOUR NAME

Male names: Afonso, Álvaro, António, Bartolomeu, Carlos, Duarte, Estevão, Fernão, Fernando, Francisco, Gaspar, Gil, Gualdim, João, Joaquim, José, Leonel, Lourenço, Luís, Manuel, Mendo, Nuno, Paulo, Pedro, Pêro, Rafael, Rodrigo, Sancho, Sebastião, Telmo, Tomás, Tomé, Vasco, Vicente.

Female names: Ana, Beatriz, Catarina, Conceição, Filipa, Guiomar, Inês, Joana, Leonor, Luisa, Madalena, Margarida, Maria, Patrícia, Sofia, Teresa, Vitória.

Surnames: **Ataide**, Barbosa, Barradas, Barros, Brás, **Castro**, Coutinho, Eanes, Enes, Faria, Fernandes, Furtado, **Gama**, Godinho, Henriques, Martins, **Mascarenhas**, Mendes, Noronha, Pacheco, Peres, **Perestrelo**, Sá, **Sotomaior**, Sousa, **Távora**, Vasques, Vaz.

Surnames with a geographical origin: **Almeida**, Aveiro, Cascais, Coimbra, Covilhã, Faro, Guimarães, Lagos, Leiria, Lisboa, Madeira, Montemor, Ovar, Porto, Setúbal, Sintra, Xabregas.

Surnames with a professional origin: Ferreira, Lavrador.

Surnames with a flora or animal origin (usually used by Cristão Novos): Cabral, Camelo, Cão, Carneiro, Carvalho, Coelho, Galo, Giesta, Lobo, Oliveira, Pereira, Pinto, Silva.

Surnames that started out as nicknames or that refer to things: Botas, Calvo, Correia, Duro, Preto, Trovoadá, Velho.

It's not uncommon to find people that have a nickname, like "zarolho" (one-eyed), "cheira dinheiro" (*smells-the-money*), "mata-mouros" (*Moors slayer*). Yet, it's better to keep these in English, otherwise they will be meaningless to non-Portuguese speaking players.

Sometimes – specially in the case of noblemen – the particle "de" (of) is used between the name and the surname in the case of Vasco *de* Gama, the discoverer of the oceanic way to India.

Surnames in bold are connected with important noble families active in India, even if there are other, unrelated families that also use that surname.

WHAT IS YOUR DEFINING TRAIT

You have a distinguishing feature that makes you immediately recognizable. It can be a physical feature (a scars, a physical defect, an outstanding quality) or a functional feature (a talent, a defect like a difficulty in speaking, a motor problem, etc.).

ASSIGNING DICE-POOLS

Describe your character. You can do this either by writing it down or by making his drawing.

ASSIGNING DICE-POOLS

Once you have decided on your character description, you need to define his dice-pools in case you want to use the random action method. First and foremost, keep in mind that dice-pools concern the Personal Traits only. To assign dice-pools follow this path:

- Chose a major personality trait, a leading value and a best ability, and assign 1B to each one of these.
- All other personality traits, values and abilities in the description of the character are at BD.
- Personality traits, values and common abilities that are not in the character description but that fit his Place in Society are at 1P.
- Personality traits, values and common abilities that are not in the character description but that do not fit his Place in Society are at 2P.
- Rare or specialized abilities that are not included in the character's description are unknown to him.

AND TO CONCLUDE...

It is important to notice that most of the traits above go hand-in-hand. For instance, knowledge and experience may call the attention of a powerful patron; this connection may be the key for positions and mercies; positions and mercies entail major economic advantages; wealth attracts dependents and consolidates relationships with powerful people; these can be critical to be accepted in a military order or crafting family relations through marriages, relations that may lead to the acceptance into the nobility. And so on. In fact, the traits are presented in the order of likely dependency among them. So, keep in mind that:

- You should check the interactions between the different traits you select since some may conflict or reinforce each other.
- You don't have to define values for all the items above. In fact it may be better to limit the number of traits that you pick.