

## “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.”*

**From *Peregrinação* by Fernão Mendes Pinto, chapter 1**

## INTRODUCTION

The present section handles Character Creation in TToMP. It is mostly directed at Player Characters, men like Fernão Mendes Pinto. Of course, the GM will follow a similar process to create similar NPCs.

Here you find the Standard Rules for character creation. According to these rules, the player is required to go through a list of pre-defined categories of traits (each corresponding to a relevant aspect of a person in accordance to the views of the time and place where he is going to live) and chose for his character the specific traits in each category.

Notice that in the Advanced Rules section you can find alternate methods for character creation. The Standard Rules have been designed as a simple and straight forward way for you to understand and create characters when you start to play TToMP. On the other hand, the Standard Rules are a little restrictive in the type of characters you can create, basically standard Portuguese men. There’s a reason to this: It limits your choices, thus simplifying and speeding your character creation process. The Advanced Character

Creation Rules provide for several other types of characters, not covered by the present Standard Rules.

We hope this will suit the interests of new players or players that are not conversant with the setting. Experienced players can always refer to the advanced section to get the added freedom that allows them to design the character they have in mind the way that suits their style of play.

Characters in TToMP are defined by five sets of three trait categories each: generalities, place in society, individual traits, the here and now, fleshing out. A further step consists in assigning dice-pools to individual traits.

Within each category you will find several alternatives. All you have to do to create a character is to pick the alternative that suits your vision of your character for each trait category.

This section is divided into four subsections:

- This introduction.
- Character creation primer. A fast and simple introduction to standard character creation. If you follow the steps in this sub-section, you will be able to create a character for TToMP faster than you sail to India.
- Character creation: a deeper look. A detailed presentation of the options you can find in the primer. It allows you to understand what those options mean and how they shape the character.
- Rounding out the character. Suggestions and advice that help you to create a personality out of a collection of traits.

As you create your character you can record his traits in a Character Sheet (see page XX; feel free to photocopy it for your personal use).

#### SPECIAL NOTE FOR EXPERIENCED ROLE-PLAYERS

You may be used to games where traits are presented as a name plus a quantitative level (for game mechanics purposes), followed by an explanation of the meaning and usage of the trait, often in terms of how to employ them in different situations according to the action resolution mechanics. TToMP follows a different approach. Here traits are described from the point of view of the setting, not within the framework of the game system. You will be able to understand how to use traits for game purposes when we present TToMP's game system. The reason is that your character *is* in the setting. The mechanics are there to arbitrate what happens in the setting, not to define it.

Keeping a character sheet at hand and filling it by creating a character while you read this section facilitates the understanding of the present section.

You may also read the examples in pp. XX and YY before going through the rules so that you get a good grasp of how does a character in TToMP look like.

## CHARACTER CREATION PRIMER

The fastest way to create a Standard character in TToMP is just to follow the next steps, picking an option for each. In pages XX you have a table that lists alternatives to the different traits (feel free to photocopy it for easy reference) while in the next sub-section you can find detailed descriptions of those alternatives.

### I – Generalities

The first stage in character creation relates to the basic data about your PC:

1. **What is your sex?** Right now you have no option: your character is male. European females going to Asia were the exception, so they are covered in the Advanced rules section (please, refer to p. XX).
2. **Where and when were you born?** The standard character is Portuguese (check the Advanced rules for characters from other origins at p. XX). To find the exact place where he was born, just pick a town from any map of Portugal. Furthermore, your character is an adult, most likely within the 16 to 30 years range. Exact age is not really a concern since it does not have an impact on the character: By 16 he developed the main abilities that he will use for the rest of his life. You may like to record the exact birthday to identify the character's birth Saint, though. Since he will be sailing to India in the same fleet as Fernão Mendes Pinto, he will be sailing in 1537. Count the year he was born from that date.
3. **What is your name?** Your character has both a personal and a family name. Which are they? We suggest you use Portuguese names. Check the list at p. XX. You may also record the character's parents' names, if you so wish.

*Marta is one of the players in Manuel's TToMP campaign so she starts to create her character with the help of the GM.*

*Marta: "It has to be a man, you say? It's always like this, typical macho game design. Ok, let it be. A Portuguese... where the hell is that... oh I always thought it was like a province of Spain!" Manuel who is a Portuguese barely controls his will to hurl the game book (a PDF in his notebook) at Marta. "Those city names are unpronounceable... so... Faro seems nice, it's short, it has two vowels and it's close to the sea. It's Faro then. He is 23 years old, of course so he was born in... 1514, you say? He does not know about the exact day, though. His mother never seemed to recall it correctly."*

*She searches for page XX, looking for the table about Portuguese names, "Álvaro sounds nice but why do they need those barbarous marks... don't bother to explain. And... <<Pahiness>> is not bad either. So, let's write it down."*

*"<<Pee-r-x>>, it's <<Pee-r-x>>" grumbles Manuel. "It's my character, I call it what I want and say it as I like!", retorts Marta, "Do I need to decide on the parents' names right now? No? Ok, I'll think about it latter."*

CHARACTER			
(3)	Álvaro Pires	(1)	male
name		sex	defining trait
(3)		(3)	
father's name		mother's name	
Born in	Faro	the	514 day of S.
place		date	saint of the day

## II – What is your place in society

The second step in character creation is to define the position of the PC in the Portuguese society settled in Asia:

4. **How do you fit in society?** 16<sup>th</sup> century Portuguese society was highly stratified. From the titled *fidalgos* (high nobility) to the humble peasants there were many gradations and different strata, usually defined by birth. Most likely your character is the dependent of a nobleman, the son of crafter or an urban commoner. He may also be the son of a rural *rico-homem* (rich-man), of a local merchant or a seaman. It's less likely that he will be a peasant, a member of the lesser nobility, born into a rich merchant's family or even be a scholar. Pick the status you like but remember to discuss it with your GM.
5. **What were your 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. Your first occupation is defined by your original status (defined in the previous step). After your reach adulthood you may have gone through several different occupations as opportunities or fortune dictated. Occupations to consider are (in no particular order): commoner servant, scribe, soldier, crafter, artist, mariner, pilgrim, vagabond, nobleman servant, criminal, convict, among others.
6. **What is your circle of social relations?** Put down the character's family connections, persons he currently serves or did serve in the past, friends – personal or mediated by other people –, dependents if any, etc. Also take into account enemies and unfriendly people – once more, either personal or mediated. In any case, there's a great deal of GM intervention in this field so you should work together when going through this step of character creation.

*Marta and Manuel attempt to define the background of Álvaro Pires. Manuel states emphatically that he cannot be a member of the nobility (Faro is not a very large town so the local nobility is small and exclusive). After some discussion they conclude that Álvaro is an urban commoner. His father has been going from different occupation to different occupation, always in the dependence of the local nobility or bourgeoisie. Since Álvaro's social standing didn't change in the course of his life, Marta has nothing else to register on what concerns this trait.*

<b>SOCIAL STANDING</b>			
current status	person	<div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center; margin: 0 auto;">4</div>	original status <u>urban commoner</u> occasion <span style="float: right;">date</span>
_____	_____	at _____	the _____
_____	_____	at _____	the _____

*Álvaro was basically on his own until he was eleven, even if from his sevens his father would give him some menial works to do. At eleven Mário Coelho, a member of the lesser nobility that was the factor of the King's warehouse, accepted Álvaro as his personal servant. That position allowed Álvaro to learn how to read and write, how to keep records and the basic arithmetic required by a factor's function. Álvaro proved so good at it that Mário Coelho appointed him scribe of a caravel he owned – the Pinta, boat master Luís de Gá – when he was only 14. He served in this position for a little more than two years. In 1531 the Pinta sunk after a storm. Antão Brites, the newly appointed captain of the fortress of Lagos was a friend of Mário Coelho, Under the recommendation of the latter he employed Álvaro as a soldier and the scribe of the fortress. For the next five years Álvaro lived the life of a soldier and became a trusted hand of the captain. He was able to amass a small reserve, most of it coming from his ability to manipulate the accounts of the fortress on behalf of Antão Pires.*

In 1536, when Antão Brites was sent to Ceuta after a scandal involving some obscure smuggling deals with Spain, Álvaro found himself deprived of a position, without a patron (Mário Coelho died two years earlier), and penniless after a search to his quarters by the constables investigating Antão dealings. Eventually he found a place in a boat to Lisbon where he expected to find more opportunities than the ones available in either Faro or Lagos. After months knocking on closed doors or doing menial works, he joined the contingent of men looking for a soldier's contract in India.

She also registers the different occupations that kept Álvaro busy from his childhood into the present:

OCCUPATIONS		5	leader / master	place	date	date
occupation						
<u>servant</u>	<u>under</u>	<u>Mário Coelho, factor</u>	<u>at</u>	<u>King's warehouse, Faro</u>	<u>between</u>	<u>1525 and 1529</u>
<u>scribe</u>	<u>under</u>	<u>Luis de Gá, boat master</u>	<u>at</u>	<u>Coelho's caravel Pinta</u>	<u>between</u>	<u>1529 and 1531</u>
<u>soldier, scribe</u>	<u>under</u>	<u>Antão Brites, captain</u>	<u>at</u>	<u>Fortress of Lagos</u>	<u>between</u>	<u>1531 and 1536</u>
	<u>under</u>		<u>at</u>		<u>between</u>	<u>and</u>

Finally, Marta does not register any relationship and leaves this section of the character sheet empty. Yes, Álvaro had been able to befriend his former masters and comrades, but these didn't need to be recorded since they were already recorded in his occupations register, and were too far away to be of use in India.

RELATIONSHIPS		6	person	date	date	notes
nature						
	<u>to</u>		<u>since</u>		<u>until</u>	
	<u>to</u>		<u>since</u>		<u>until</u>	

### III – What makes you an individual?

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

- What about your personality?** Your character is not an emotionless brute. He has feelings and a personality of his own, and these dictate how he behaves. Is he joyful or dull, courageous or coward, boisterous or shy? As you can see, personality traits come in pairs where you can pick one member of any given pair. For a start pick one or two personality traits. Here goes a short list of potential alternatives: Joyful vs. sad, courageous vs. coward, boisterous vs. circumspect, prodigal vs. greedy, colourful vs. dull, honest vs. crooked, chaste vs. lustful, trustful vs. suspicious, considerate vs. envious, charismatic vs. unremarkable, moderate vs. glutton, polite vs. brute, persistent vs. capricious, prudent vs. precipitate, reliable vs. unreliable.
- What do you value?** These are the things that drive your character's behaviour. It may be things like honour, wealth, faith, status, power, security, knowledge, pleasure, etc. You should pick no more than a major value. You may also discard one or more values that don't influence the behaviour of your character. Notice that your values may be related to your personality traits.
- Which abilities did you learn?** Most of his skills were learned in his youth, but he may have picked some new skills afterwards. Look at the past occupations of your character and think about what your character learned from it. For instance, if he was a soldier he learned how to combat, if he was a weaver he knows how to make baskets, if he was a merchant he knows how to trade, and so on.

Furthermore, consider his social background and determine an ability that relates to it. The character was raised as a nobleman? He may know about court etiquette or he may have been taught Latin. If he was raised as a fisherman he may know how to swim.

Finally, consider his circle of relations. If he relates to people outside of his social status or occupations he may have learned something from it. Your young merchant's son may be the friend of a sailor boy and have learned from him the basics of the sailor's art.

*Marta decides that Álvaro Pires's most striking personality traits are his circumspection and reliability. Álvaro values the pleasures of life, keeps wealth in high esteem and cares not about being in power (provided he is close to those in charge). After reviewing her notes on Álvaro Pires place in society, coupled with his personality and values, Marta identifies as his major abilities accounting, read and write Portuguese, administrative skill and a basic knowledge of piloting.*

<b>PERSONALITY</b> (7)	<b>VALUES</b> (8)	<b>ABILITIES</b> (9)
<u>Circumspect</u>	<u>Wealth</u>	<u>Accounting</u>
<u>Reliable</u>	<u>Pleasure</u>	<u>Read and write Portuguese</u>
	<u>Does not care for personal</u>	<u>Administration</u>
	<u>power</u>	<u>Basic knowledge of piloting</u>

#### IV – What is your current situation?

The past made the character but it also shaped what he owns and what aims to:

10. **Do you have any mercies or privileges?** Mercies are boons while privileges are special rights conferred by the King by the Vice-Rei. Only high society characters are likely to be the recipients of these.
11. **What are your 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: Does he want to get rich or to climb the social ladder? Does he look forward for honours or the desire to serve (his King, God, his master, etc.)? Decide on the objectives of your character the moment he lands in India.
12. **What do you own?** Think about his personal belongings, the things that he carries around all the time. Consider other possessions that he may or may not be carrying with him (and specify in which circumstances he does carry it). Finish with more immaterial goods like credit or debts. State their value or quality.

*Álvaro Pires has no mercies or privileges nor expects to get them on arrival in India. His most immediate objective in life is to be accepted at the table of a captain – in other words, to be employed as a soldier. After that he expects to be able to prove his value as scribe, accountant or administrator. In the long term he expects to move up the administration ladder and get rich in the process.*

<b>GOALS</b>	(11)
goal	date
<u>An administrative career (public or private)</u>	<u>since 1537</u>
<u>because he has the skills and profile for it</u>	<u>fulfilled</u>
	<u>since</u>
	<u>because</u>
	<u>fulfilled</u>

Before sailing Álvaro considers what he should take with him. He had been able to salvage some money and a set of good cloths from his past misadventures. He decides he needs to carry some military gear since he is going to start his Indian career as a soldier. He will need to catch the attention of a captain. He already has his trusted sword and dagger so he buys an used helmet and an used chain mail shirt. Both are in mediocre condition but that's what he can get. He keeps his money in a small box of strong wood with lock and also takes his abacus – two things he never departed from. He has the usual gear: a cup with spoon, a goblet, some torchons, a fire-lighter. Alvaro is able to salvage 5 Xs.

PERSONAL EQUIPMENT		12	cash (Xs. <u>5</u> )	
item	carried on		item	carried on
<u>Good but used cloths</u>	<u>back sack</u>		<u>Sword and dagger</u>	<u>in use</u>
<u>Un-expensive cloths</u>	<u>in use</u>		<u>Used helmet</u>	<u>back sack</u>
<u>Wood box with lock</u>	<u>back sack</u>		<u>Used chain mail shirt</u>	<u>back sack</u>
<u>Abacus</u>	<u>back sack</u>			
<u>Personal gear</u>	<u>back sack</u>			

## V – Fleshing out

The final stage in trait selection allows you to compose the picture of your character:

- 13. How did you set sail to India?** Your character is sailing to India. Why did he get in a *nau*? Is he going after adventure or was he forced to? Has he some plan to fulfil or is he just escaping troubles at home? Is he driven by religious fervour or by the basest of the passions? 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?
- 14. What is your 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 relevant and unique. This can be turned into his nickname.
- 15. How do you look like?** Describe or make a drawing of your character (if you feel confident to do it).

*Álvaro is going to India as a contracted soldier. He decided to do it since he saw no prospects in Portugal and hopes to find fortune in Asia.*

*Does Álvaro have a defining trait? Marta thinks for some moments about it. It seems that there's no marked psychological trait that could serve the purpose. There are other options, though. Maybe some physical particularity or a behavioural pattern. After giving it some thought she decides he likes to express himself in simple rimes. Nothing fancy or artistic, just the habit of adding a rime at the end of a conversation or argument. Because of this his friends call him the "poet". Marta goes back to the first page of the character sheet and records this data. She does not trust her own artistic capabilities so leaves the picture field empty:*

CHARACTER		13
<u>Álvaro Pires</u>	<u>male</u>	<u>"the poet" (likes to say rimes)</u>
name	sex	defining trait
<u>Born in</u> <u>Faro</u>	<u>the</u> <u>1514</u> <u>day of S.</u>	
place	date	saint of the day
<u>Sailed the</u> <u>1537</u> <u>in</u> <u>Galega</u>	<u>(Martim de Freitas)</u> <u>to</u> <u>get a position and get rich</u>	
date	ship	captain
reason for sailing to India		
14	14	14
		14

< UNDER CONSTRUCTION >

STANDARD TToMP CHARACTER'S CREATION TABLE			
	TRAIT	ALTERNATIVES	NOTES
PLACE IN SOCIETY	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
	Who are his relationships?	Family and relatives Liege / Master / Leader Friends and partners Dependants Business partners / creditors Religious mentor Enemies	
INDIVIDUAL TRAITS	What about your feelings?	Joyful Sad Courageous Coward Boisterous Shy	
	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.	

**STANDARD TToMP CHARACTER'S CREATION TABLE (cont.)**

	<b>TRAIT</b>	<b>ALTERNATIVES</b>	<b>NOTES</b>
<b>CURRENT SITUATION</b>	<b>Why is he going to India?</b>	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.
	<b>What does he own?</b>	<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.
	<b>What are your goals?</b>	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 To live an adventurous life	

## Fernão Mendes Pinto – recording his traits

Let's look at our (anti)hero, Fernão Mendes Pinto, and try to abstract his traits from what he says about himself in his book.

Needless to say, he is male and his name is Fernão Mendes Pinto.

We know –as can be seen by the quotations in pages XX and XX– that he was born in Montemor-o-Velho (a town in the center of Portugal). We also get from those quotations that he went to India in 1537 when he was 26 years old, so he was born in 1511. He does not mention who his parents were.

CHARACTER			
<u>Fernão Mendes Pinto</u>	<u>male</u>		
<small>name</small>	<small>sex</small>	<small>defining trait</small>	
<small>father's name</small>	<small>mother's name</small>		
<b>Born in</b> <u>Montemor-o-Velho</u>	<b>the</b> <u>1511</u>	<b>day of S.</b> _____	
<small>place</small>	<small>date</small>	<small>saint of the day</small>	
<b>Sailed the</b> _____	<b>in</b> _____	<b>(</b> _____ <b>) to</b> _____	
<small>date</small>	<small>ship</small>	<small>captain</small>	<small>reason for sailing to India</small>

What about Mendes Pinto's place in society? He is no nobleman but has access to the nobility through his uncle. That means the latter was a noble servant, a merchant, a crafter or a cleric with dealings with people in high places. That Fernão Mendes didn't remain with his parents also may mean that he was not the primogenito (first son). Most likely he was the son of a rural free man or an urban commoner.

SOCIAL STANDING		original status	<u>commoner</u>
<small>current status</small>	<small>person</small>	<small>occasion</small>	<small>date</small>
_____	<b>acquired from</b> _____	<b>at</b> _____	<b>the</b> _____

We have more information on Mendes Pinto's occupations. The quotation in page XX describes his formative years and whereabouts. We know that he served a noble lady from Lisbon, a knight of Santiago living in Setúbal and the Master of that same military order. What happened between 1529 and 1537? We don't know.

OCCUPATIONS					
occupation	leader / master	place	date	date	
<u>servant</u>	<b>under</b> <u>a noble lady</u>	<b>at</b> <u>Lisbon</u>	<b>between</b> <u>1521</u>	<b>and</b> <u>1523</u>	
<u>servant</u>	<b>under</b> <u>Knight of Santiago</u>	<b>at</b> <u>Setúbal</u>	<b>between</b> <u>1523</u>	<b>and</b> <u>1525</u>	
<u>chamberlain</u>	<b>under</b> <u>Master of Santiago</u>	<b>at</b> <u>Setúbal</u>	<b>between</b> <u>1525</u>	<b>and</b> <u>1529</u>	

When Fernão Mendes Pinto departs to India he has no relationships that can be of any help. He is on his own, so we leave this field empty.

Mendes Pinto never presents his own psychological profile but we can get glimpses of it from different passages in "Peregrinação". For instance, there is a passage where Mendes Pinto and one of his companions, Cristóvão Borralho, have an encounter with a Japanese Daimio that wants to send one of them in a visit to one of his parents. When the Daimio is asked to choose the one of the two that should go in that visit he points to Fernão Mendes and says: "Him since he is more joyful and less serious in order to please the Japanese ... rather than the heavy gravity of that other one". Maybe because of this he is also able to befriend people with ease.

There is another important trait that surfaces in the expression that Mendes Pinto applies to himself often in the course of his writing: "O pobre de mim" (my poor self). Mendes Pinto is not self-centred neither does he consider himself in high esteem. He is not a leader nor enterprising. On the overall, we may say that he is personally modest.

What does he value? He values honour, he wants to get rich, he cares for his relations and what they can provide. But these values are all instrumental for something else: a deep need for security. There is something else we know about Fernão Mendes: he keeps his faith at hearth, he is a man of faith, even if in accordance with his personal traits he is not a militant or a fanatic. In any case, that faith colours his worldview.

What about his abilities? He is not an expert in any field. He just knows a little of everything from combat to trade, from piloting to surgery, from sailing to administration. Nothing that deserves a special mention: this is to be expected from a man of his condition. The only salient issue is his ability to read and write Portuguese, something not that common in his days.

<b>PERSONALITY</b>	<b>VALUES</b>	<b>ABILITIES</b>
<u>Joyful</u>	<u>Security</u>	<u>Read and write Portuguese</u>
<u>Friendly</u>	<u>Faith</u>	
<u>Modest</u>		

In order to go to India Mendes Pinto had to enlist as a soldier. He was no subject of mercies or privileges.

What does he aim to achieve? Well, he is clear about his most pressing goals when he got to India: “No latter than seventeen days after my arrival in this fortress of Diu two fustas [an Indian boat similar to a pinnace] readied to sail to the strait of Meca to look after news of the Turkish flee, then a source of concern in India. I accepted a place in one of the fustas captained by a friend of mine, so vehement were his protestations that by taking me he displayed the most clear sign of is friendship since such a voyage was a painless and rapid way to make me a very rich man – the thing I most desired at the time”.

<b>GOALS</b>			
goal	date	reason	date
<u>to get rich fast</u>	<u>since 1537</u>	<u>because Mendes Pinto is pennyles</u>	<u>fulfilled</u>
	<u>since</u>	<u>because</u>	<u>fulfilled</u>

What is Mendes Pinto carrying with him? He doesn't mention it but we may infer that he had the most basic gear: common cloths, basic survival pack, some money. What about weapons? It's hard to tell. He probably had his own sword and dagger. The captain would provide for the rest (from the King's stocks). He most probably would be carrying a lance, one adarga (a medium sized shield), while armour would be reduced to a helmet and a breastplate. It is not likely that he would have a espingarda (arquebuz).

On what concerns money we know that latter, after several adventures and when we was reduced to the most basic of the conditions, he would get 5 Xs. Since now he is in a better position let's give him some more: 25 Xs.

<b>PERSONAL EQUIPMENT</b>		<b>cash (Xs. <u>25</u>)</b>	
item	carried on	item	carried on
<u>Un-expensive cloths</u>	<u>in use</u>	<u>Sword and dagger</u>	<u>in use when in combat</u>
<u>Personal gear</u>	<u>back sack</u>	<u>Helmet and breastplate</u>	<u>in use when in combat</u>
		<u>Spear</u>	<u>in use when in combat</u>


It's time to round things out. What his the marking trait of hour adventurer? There's nothing we may consider as distinct in his outlook. Of all his traits, maybe the most distinctive should be the way he looks at himself and his place in the world, something he sums up with the expression “my poor self”.

Why did he sail to India? Because, in his own words, “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.”

In which ship did he sail to India? He mentions that the armada (fleet) that went to India in 1537 comprised the five naus (chapter 2) all of which returned to Portugal with their respective loads of spices and other goods in 1538:

A King’s nau, the Rainha (Queen), captain D. Pedro da Silva (traveled back to Portugal with the nau). A second King’s nau, the S. Roque, captain D. Fernando de Lima (nominated captain of Ormuz soon after reaching India). A third King’s nau, the S. Bárbara, captain Jorge de Lima, cousin of the above (remained in India as captain of Chaul). On arrival in India all of these naus headed to Diu where was the Vice-Rei. Two private naus that went to Goa when they reached India.

We know that Mendes Pinto went to Diu, so he had to be in one of the King’s naus. He does not tell which. If he was under D. Fernando de Lima or under Jorge de Lima he most probably would have gone with them to the towns they were to command. Since Fernão Mendes remained in Diu we can safely assume that he travelled with D. Pedro da Silva.

CHARACTER	
<u>Fernão Mendes Pinto</u> name	<u>male</u> sex <u>“my poor self”</u> defining trait
_____ father's name	_____ mother's name
<b>Born in</b> <u>Montemor-o-Velho</u> place <b>the</b> <u>1511</u> date <b>day of S.</b> _____ saint of the day	
<b>Sailed the</b> <u>1537</u> date <b>in</b> <u>Rainha</u> ship <b>(</b> <u>D. Pedro de Lima</u> captain <b>) to</b> <u>in search of sustenance</u> reason for sailing to India	

It’s time to leave Mendes Pinto. The strait of Meca is waiting for him. “Trusting in this promise and misled by this hope, careless of how costly it could be and how risky it could make my life – both because the venture was out of station and because my sins and those of my companions could only bring what was to happen – I embarked with this friend in a fusta called Silveira.”

## CHARACTER CREATION: A DEEPER LOOK

This deeper look focus on steps 2., 3. and 4. of the character creation process...

### 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 expect to forge close ties with the king's family through marriages. They had titles like 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 rappings 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: Courtly activities, estate management, warfare, administration, classical languages read/write/speak, anything you like and care for.*

*RELATIONSHIPS: 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 *fidalgua* (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.*

*RELATIONSHIPS: 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

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:*

*RELATIONSHIPS:*

*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 Straight 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.*

*WEALTH: Was spent faster than a change in tide with the drinks and prostitutes of the last quay.*

*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

<b>What were his occupations?</b>	<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. ...

<b>What do you value?</b>	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 Holy 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**

<b>What are your abilities?</b>	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**

<p><b>What does he own?</b></p>	<p><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</p>	<p>What the character owns is strongly related to his position in society. At the same time, it marks physically that position.</p>
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**Why are you going to india**

If there's only a way to reach India, many are the reasons to follow it.

***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><b>What are your goals?</b></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**, Pires, 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, Trovoada, 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.).

### **Character description**

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

## **ROUNDING OUT THE CHARACTER**

There's a couple of things that you should take into account when creating a character according to the rules above:

First, 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. All they need to care for is to be sure to provide a convincing explanation for their creations. "Convincing", in this context, means – as I just said – that it fits the setting. What players are required is to have characters that are reasonable from the point of view of the setting, both the setting in general terms (as presented in Mendes Pinto's *Peregrinação*, or this and other game books in the TToMP series) and the precise features of the setting as the GM is working out for his game. This means that character creation is an interactive interchange between each player and the GM, on one side, and the players among themselves, on the other side.

Second, traits don't exist in isolation. When you are creating a character you should remember that most of them 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, events 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.

Third, the cardinal rule in character creation for TToMP is that the better you know the setting, the simpler and more straightforward it will be to create a character. If you have a good grasp of the world of Mendes Pinto, you know what characters will fit in, and how to define them, almost without reference to these rules.

*Bruno, another player in Manuel's campaign is also to create a character:*