

## Your Faction: Pro-Mission

The PRO-MISSION members of the Jesuit Council are exactly as they sound. The goal of the faction is to gather enough support (and votes) to send a mission further into New France than has been attempted before.

Your job is to persuade the Indeterminate members of the Jesuit Council to see your side and to vote with you.

### General Directive

The goal of this game is to use the movie *Black Robe* as a “primary” source. Imagine it as a record of an actual mission that has made it back to the Jesuit Council.

The Jesuit Council is now set to decide on whether or not there will be another mission sent to New France, based upon the information contained in the narrative account (*Black Robe*) and other knowledge which is contained on your character sheet.

You are a member of the Jesuit Council. As a Pro-Mission member, you wish to have another mission sent to New France.

You and your fellow Pro-Mission Jesuits believe that the benefits of converting the Native Americans outweigh the substantial risks, either financial or loss of men.

**Convince the Jesuit Council to send a mission further into New France.**

# PRO-MISSION

Character Name: Wolfgang Gravenreuth



Wolfgang Gravenreuth (Jesuit on the Left)

### Your Character:

Wolfgang Gravenreuth was born in 1614 in Gravenreuth Castle, Gravenreuth. Though the eldest son of a minor noble, Wolfgang was drawn to his father’s libraries and theological learning. Wolfgang’s mother died when he was 10 and was very quickly replaced by a younger woman. Wolfgang and his step-mother didn’t get along very well and as soon as his father had another son, Wolfgang left to join the Jesuit brotherhood.

### Secret Objective:

You think that the women of Europe need to be protected from the Natives and their heathen ways. You, under no circumstances, want to include women in any mission that the Jesuit Council deems fit to send.

**Convince the Jesuit Council NOT to send women on ANY mission.**