

Your Faction: Indeterminate

The Indeterminate members of the Jesuit Council do not have an opinion (at the start of the game) as to whether or not a mission should be sent further into New France.

Therefore, you should be open to listening to the arguments of either side. If you are persuaded by one, vote with that faction. If you are not persuaded by either, you may abstain from the vote.

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.

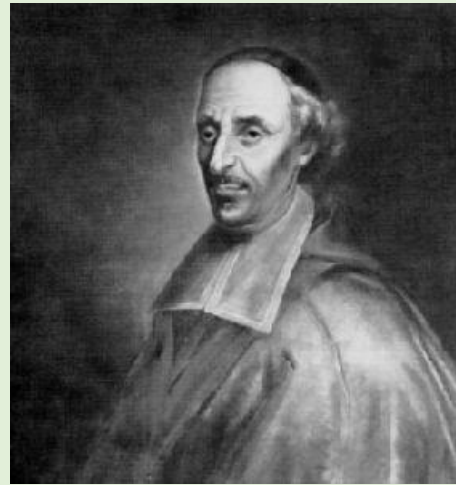
The Jesuit Council is now set to decide on whether or not there will be another mission sent to New France, based upon the information contained in the narrative account (*Black Robe*) and other knowledge which is contained on your character sheet.

You are a member of the Jesuit Council, and you get to vote for, against, or abstain to help decide whether or not to send a mission further into New France.

As an Indeterminate, you do not have to vote in a block with your fellow indeterminates. You may choose to vote for whichever side you fancy.

INDETERMINATE

Character Name: Diego de Villafrance



Your Character:

Diego was born in the north of Spain in 1611. His father and older brother were soldiers who fought in New Spain. Diego wanted to go as well, but he was physically smaller and not deemed fit as a soldier. So Diego decided to become a soldier of Christ. Since joining the Brotherhood, he has learned how love and learning can help people to see the Light of God and is passionate about education and conversion.

Secret Objective:

Diego, you are a lover of learning and feel that education is the best way to bring people closer to God. You want the Council to vote on creating new schools. These new schools can be in New France if the Council votes on sending a new mission further into New France, or they can be in a place of your choosing.

Convince the Council to vote on building new schools.