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: Nikolaus Benediktus

Your Character:

Nikolaus was born in a Catholic duchy in the Holy Roman Empire in 1608. He joined the Jesuits when he was 23 and was sent off on a mission to China. He did not agree with the policy of accommodation the Jesuits set forth in China after having met many eunuchs and other Chinese men. He kept his opinions to himself, working for the good of the brotherhood. Until now.

Secret Objective:

You worry about the egregious affronts to God and manhood that are to be found in the New World and the Far East. The men of China and the New World are effeminate and you fear that their influence would taint the Godliness of the European man.

As such, you argue against accommodation into any new missions, wherever they are sent.

Convince the Jesuit Council to draft anti-accommodation guidelines for any new missions.