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Fate AcceleratedHere are four sample characters that you can use as-is or use as inspiration for your own characters. Reth of the Andrali Resistance Reth is 14 years of age. He has dark brown skin and dark hair that he wears in thick dreadlocks. He wears light, loose-fitting clothing and sandals, and hes a skilled martial artist. Hes the most powerful
Suncaller to be born in generations; he can magically call forth the power of fire. Originally from a town in the vast Andral Desert, he and his friends took a stand against the invading Steel Empire and have been living on the run since. RETH High Concept:Suncaller of the Andral Desert Trouble: Steel Assassins Want Me Dead Other Aspects: My Kung
Fu Is The Strongest; Crush On Avasa; I Can Learn from Serios Experience APPROACHES Careful: Fair (+2) Clever: Average (+1) Flashy: Mediocre (+0) Forceful: Good (+3) Quick: Fair (+2) Sneaky: Average (+1) STUNTS Stance of the Defiant Sun; I can Learn from Serios Experience APPROACHES Careful: Fair (+2) Clever: Average (+1) Flashy: Mediocre (+0) Forceful: Good (+3) Quick: Fair (+2) Sneaky: Average (+1) Flashy: Mediocre (+0) Forceful: Good (+3) Quick: Fair (+2) Sneaky: Average (+1) Flashy: Mediocre (+1) F
hand combat. (May take two more stunts without reducing refresh!) STRESS OOO CONSEQUENCES Mild (2): Moderate (4): Severe (6): REFRESH: 3 Voltaire voltaire is captain of the Cirrus Skimmer, a skyship that roams a vast sea of clouds. She a cat person, her body a blend of human and feline features. She wears an ostentatious assortment of
piratey clothes including a long brown jacket, knee-high boots, a feathered cap, and a basket-hilted cutlass. Being a cat person, she does have the tendency to nod off at odd moments VOLTAIRE High Concept: Feline Captain of Cirrus Skimmer Trouble: *Yawn* Other Aspects: That? Oh, Thats a Decoy; Martin Is a Big Cheat; Sanchez Is the Best First
Mate a Ship Could Have APPROACHES: Careful: Average (+1) Flashy: Good (+3) Forceful: Average (+1) Flashy: Fair (+2) STUNTS Swashbuckling Swordswoman: Because I am a Swashbuckling Swordswoman and I gain a +2 to Flashy attacks when crossing blades with a single opponent. (May take two more
stunts without reducing refresh!) STRESS OOO CONSEQUENCES Mild (2): Moderate (4): Severe (6): REFRESH: 3 Abigail is a student at the School of Sorcery, and a member of Hippogriff House. She has light skin and long black hair with a pink streak. She pushes her luck with her school uniform, adding jewelry, studded belts, and dyed designs to
the regulation blouse, trousers, and tie. Shes especially adept at enchantments. While she loves showing up those goons in Cyclops House, she does have a tendency to act before thinking. ABIGAIL ZHAO High Concept: Enchantment Specialist of Hippogriff House Trouble: Cast Now, Ask Questions Later Other Aspects: I Hate Those Guys in Cyclops
House; Sarah Has My Back; Dexter Fitzwilliam Is Going Down APPROACHES Careful: Mediocre (+0) Clever: Fair (+2) Flashy: Average (+1) Forceful: Fair (+2) Flashy: Average (+1) Forceful: Fair (+2) Flashy: Average (+1) Flash
two more stunts without reducing refresh!) STRESS OOO CONSEQUENCES Mild (2): Moderate (4): Severe (6): REFRESH: 3 Dr. Flushing is a fellow at the Institute for Gravitical and Electro-Mechanical Advancement (IGEMA), and is one of IGEMAs lead test engineers and field agents. IGEMA is frequently in conflict with agents of various
international organizations who seek to steal their technology, take over the world, or both. Gustaf von Stendahl, leader of a shadowy spy agency of uncertain affiliation, is frequently a thorn in her side. Dr. Flushing has bright red hair and is never without several gadgets, including her helicopter pack. BETHESDA FLUSHING High Concept: Chief
Field Agent of IGEMA Trouble: Ill Get You, von Stendahl! Other Aspects: My Inventions Almost.; My Grad Students Come Through, Just Not How I Expect Them To; I Trust Dr. Alemiedas Genius APPROACHES Careful: Fair (+2) Clever: Good (+3) Flashy: Average (+1) Forceful: Fair (+2) Quick: Average (+1) Sneaky: Mediocre
(+0) STUNTS Experimental Helo Pack: When I use my Experimental Helo Pack, I gain a +2 bonus to Quickly create an advantage or overcome an obstacle if flying would be both possible and helpful. Gadgeteer: Because I am a Gadgeteer or overcome an obstacle if flying would be both possible and helpful. Gadgeteer or overcome an obstacle if flying would be both possible and helpful.
(May take one more stunt without reducing refresh!) STRESS OOO CONSEQUENCES Mild (2): Moderate (4): Severe (6): REFRESH: 3Once youve decided what they believe. What Kind of Characters Can I Play? Think about
the setting that youve decided to play in and make that your main guide. Are you playing in a school for young sorcerer! Are you playing space pilots fighting an evil empire? Play a space pilots fighti
Character? Now its time to start writing stuff down. Grab a pencil and a copy of the character sheet. Some people like to use form-fillable PDFs on a laptop or tablet computer. Any of thats fine, but you definitely want something that lets you erase and change. Aspects in a Nutshell An aspect is a word, phrase, or sentence that describes something
centrally important to your character. It can be a motto your character lives by, a personality quirk, a description of a relationship you have with another character has, or any other part of your character that is vitally important. Aspects allow you to change the story in ways that tie in with
your characters tendencies, skills, or problems. You can also use them to establish facts about the setting, such as the presence of magic or the existence of a useful ally, dangerous enemy, or secret organization. Your character will have a handful of aspects (between three and five), including a high concept and a trouble. Aspects are discussed in
detail in Aspects and Fate Pointsbut for now, this should help you get the idea. High Concept, try to think of two things: how this aspect
could help you, and how it might make things harder for you. Good high concept aspects do both. Examples: Feline Captain of Cirrus Skimmer; Suncaller of the Andral Desert; Chief Field Agent of IGEMA Trouble Next, decide on the thing that always gets you into trouble. It could be a personal weakness, or a recurring enemy, or an important
obligationanything that makes your life complicated. Examples: Steel Assassins Want Me Dead; Cast Now, Ask Questions Later; Gotta Look Out for My Little Brother Another Aspect. Think of something really important or interesting about your character. Are they the strongest person in their hometown? Do they carry a
mighty sword known through history? Do they talk too much? Are they filthy rich? Optional: One or Two Additional Aspects If you wish, you may create one or two more aspects. These aspects might describe
something especially interesting about your character. If you prefer, you can leave one or both of these aspects blank right now and fill them in later, after the game has started. Name and Appearance Describe your characters appearance and give them a name. Write two aspects: a high concept and a trouble. Write another aspect. Give your
character a name and describe their appearance. Choose approaches. Set your refresh to 3. You may write up to two more aspects and choose a stunt if you wish, or you may do that during play. Approaches choose your approaches choose a stunt if you wish, or you may do that during play. Approaches choose approaches choose approaches choose approaches choose approaches choose approaches.
Flashy Forceful Quick SneakyEach approach is rated with a bonus. Choose one at Good (+3), two at Fair (+2), two at Average (+1), and one at Mediocre (+0). You can improve these later. What each approach means and how you use them can be found in How to Do Stuff: Outcomes, Approaches, and Actions. The Ladder Fate uses a ladder of
adjectives and numbers to rate a characters approaches, the result of a roll, difficulty ratings for simple checks, etc. Heres the ladder: +8 Legendary +7 Epic +6 Fantastic +5 Superb +4 Great +3 Good +2 Fair +1 Average 0 Mediocre -1 Poor -2 Terrible Your approaches can say a lot about who you are. Here are some examples: The Brute: Forceful
+3, Careful and Flashy +2, Sneaky and Quick +1, Flashy +2, Forceful and Flashy +2, Sneaky and Quick +1, Flashy +0 The Trickster: Clever +3, Sneaky and Flashy +2, Forceful and Clever +3, Sneaky and Quick +1, Flashy +0 The Trickster: Clever +3, Sneaky and Flashy +2, Forceful and Flashy +2, Flashy +0 The Trickster: Clever +3, Forceful and Flashy +2, Flashy +0 The Trickster: Clever +3, Flash
Quick +2, Clever and Flashy +1, Forceful +0 The Swashbuckler: Flashy +3, Quick and Clever +2, Forceful and Sneaky +1, Careful +0 Stunts give you a bonus (almost always +2) to a certain approach when used with a particular action
under specific circumstances. Find out more about stunts in Stunts. Choose one stunt to start, or you can wait and add a stunt during the game. Later, when your character advances, you can know that are points you begin each game session with more unspent fate points.
than your refresh, in which case you start with the number you had left last time. By default, your refresh starts at three and is reduced by one for each stunt after the first three you chooseessentially, your first three stunts are free! As your character advances, youll get opportunities to add to your refresh may never go below one. By
default, [FAE] suggests choosing one stunt to start with. However, if this is your first time playing a Fate game, you might find it easier to pick your first stunt during or after youre first game session. On the other hand, if youre an experienced
Fate gamer, you might look ahead and discover that, just like in Fate Core, your character is entitled to three free stunts before it starts costing you refresh. In that case, let the least experienced member of your game group be your guide; if someone is new to the game and only takes one to start with, thats what everyone should do. If youre all
experienced, and you want to start with more powerful characters, just take all three to start and off you go. Reddit and its partners use cookies to deliver and maintain our services and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and similar technologies to provide you with a better experience.
personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Reddit and its partners use cookies and similar technologies to
provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the
proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Character from a favorite novel or movie, or it could be based around some specific thing that you want to be able to do (like break boards with your
head, turn into a wolf, blow things up, etc.). Just like you did with the games issues earlier, youre going to take your ideas and turn them into the two central aspects for your characters in less exciting situations than those that come
their way in play. You must figure out why your character is going to keep getting involved in these more dangerous things. If you dont, the GM is under no obligation to go out of her way to make the game work for youshell be too busy with other players who made characters that have a reason to participate. As youre making stuff up for your
characters, youll also make stuff up about the world around them. Youll end up talking about NPCs, organizations, places, things like that. Thats fantastic! You might also come up with a character concept that adds something fundamental to the world, like saying I want to play a wizard when no one talked about magic yet. When that happens,
discuss with the group if thats a part of your setting and make any necessary adjustments. Because picking a high concept and trouble are linked, theyre grouped together. Youll likely have more success coming up with a compelling character idea if you think about them as one big step rather than two separate steps. Only after you have that (and a
name, of course!) can you move on to the rest of character creation. That said, dont worry too muchif your character idea evolves later on, thats great! You can always go back and tinker with the early decisions. Fate Core isnt the be-all and end-all of Fate. Its just a starting pointa set of default decisions that will work if you use it as-is. As you get
more familiar with the system, youll be tempted to change things in order to suit your individual game or play style a little bit better. Thats totally okay. These defaults arent sacrosanct. It is expected that you will change them. In fact, throughout this system, the dials will be pointed out. Another book, the Fate System Toolkit, is all about how to
change and configure the Fate system to meet your needs. So, tweak away. High Concept is a phrase that sums up what your character is aboutwho he is and what he does. Its an aspect, one of the first and most important ones for your character is aboutwho he is and what he does. Its an aspect, one of the first and most important ones for your character is aboutwho he is and what he does. Its an aspect, one of the first and most important ones for your character is aboutwho he is and what he does. Its an aspect, one of the first and most important ones for your character.
at, but its also a duty you have to deal with, and its constantly filled with problems of its own. That is to say, it comes with some good and some bad. There are a few different directions you can take this: You could take the idea of like your job literally: Lead Detective, Knight of the Round, Low-level Thug. You could throw on an adjective or other
descriptor to further define the idea: Despicable Regent of Riverton, Reluctant Lead Detective, Ambitious Low-level Thug. You could mash two jobs or roles together that most people would find odd: Wizard Private Eye, Singing Knight of the Round Table, Monster-slaying Accountant. You could play off of an important relationship to your family or an
organization youre deeply involved with (especially if the family or organization are well-connected or well-known): Black Sheep of the Thompson Family, Low-level Thug for the Syndicate, Scar Triads Patsy in Riverton. These arent the only ways to play with your high concept, but theyll get you started. But dont stress out over itthe worst thing you
can do is make it into too big of a deal. Youll come up with four other aspects after this oneyou dont have to get it all nailed right now. The golden rule of making aspects in character creation: you can always change it later. If youre struggling to make an aspect, write out the idea in as many words as you need to, in order to get it down on paper in
the first place. If a specific phrase pops up after you write it down, great! If not, maybe someone else at the table can help you come up with an aspect. And if you really need to, its okay to leave some blank. Look at Quick Character Creation for more on leaving
parts of your character sheet blank. High concepts can have overlap among the characters, as long as you have something to distinguish how your characters, such as if the GM pitches an all-swordsmen story, its crucial that the troubles differ. Lenny and Lily settled
on the guy and girl with sword idea, and Ryans going with guy without sword. But those are just starting ideas. Now its time to turn them into proper high concepts. Lenny latches onto the idea of tying his concept to an organization, and starts with Disciple of something. He envisions a character who has trained in some mysterious martial art, and
that involves rival schools and foes that want to learn those secrets. The group helps him come up with a suitably mysterious martial arts, and all that implies.) Lily, on the other hand, doesn't really know where to go from girl with sword.
Shes not interested in the organization thing, so shes thinking about adjectives. Eventually, she settles on Infamous Girl with Sword (Keeping the girl with sword would be a pretty dull aspect. He thinks about whats been declared so far: an
evil cult who can summon Bad Things and a mysterious martial arts school. So he asks hey, can I be a wizard? They talk a bit about what that means, so that being a wizard doesnt overshadow the swordsmen and isnt a weak idea. After that, he writes down Wizard for Hire. Trouble In addition to a high concept, every character has some sort of trouble
aspect thats a part of his life and story. If your high concept is what or who your characters existence? Trouble brings chaos into a characters life and drives him into interesting situations. Trouble aspects are broken up into two types: personal struggles and
problematic relationships. Personal struggles are about your darker side or impulses that are hard to control. If its something that your character might be tempted to do or unconsciously do at the worst possible moment, its this sort of trouble. Examples: Anger Management Issues, Sucker for a Pretty Face, The Bottle Calls to Me. Problematic
relationships are about people or organizations that make your job easy, or even your family or friends that too often get caught in the crossfire. Examples: Family Man, Debt to the Mob, The Scar Triad Wants Me Dead. Your
trouble shouldnt be easy to solve. If it was, your character would have done that already, and thats not interesting with the characters day-to-day life, hes going to spend all his time dealing with it rather than other matters at hand. You shouldnt have to dealed the characters day-to-day life, hes going to spend all his time dealing with the characters day-to-day life, hes going to spend all his time dealing with it rather than other matters at hand. You shouldnt have to deal his time dealing with it rather than other matters at hand. You shouldnt have done that already, and that so dealing with it rather than other matters at hand. You shouldnt have done that already is a spend all his time dealing with it rather than other matters at hand. You shouldnt have done that already is a spend all his time dealing with it rather than other matters at hand. You shouldnt have done that already is a spend all his time dealing with it rather than other matters at hand. You shouldnt have done that already is a spend all his time dealing with it rather than other matters at hand. You shouldnt have done that already is a spend all his time dealing with it rather than other matters at hand. You shouldnt have done that already is a spend all his time dealing with it rather than other matters at hand. You shouldnt have done that already is a spend all his time dealing with it rather than other matters at his and the spend all his time dealing with the character will be a spend at his time dealing with the character will be a spend at his time at his time at his time dealing with the character will be a spend at his time at h
with your trouble at every turnunless that the core of one particular adventure in the story (and even then, that just one adventure). Troubles also shouldnt be directly related to your high conceptif you have Lead Detective, saying your trouble is The Criminal Underworld Hates Me is a dull trouble, because it is already assumed with your high
concept. (Of course, you can turn that up a notch to make it personal, like Don Giovanni Personally Hates Me, to make it work.) Before you go any further, talk with the GM about your characters trouble. Make sure youre both on the same page in terms of what it means. Both of you may want to find one way this aspect might be invoked or compelled
to make sure youre both seeing the same thingsor to give each other ideas. The GM should come away from this conversation knowing what you want out of your trouble. Lenny wants to contrast the whole I know an ancient martial art vibe. Hes not playing an ascetic monk or anything like that. So he wants something that will get him into social
trouble, something that has to do with him and not with any specific people or organizations. So he writes down The Manners of a Goat. His character will unconsciously make an ass of himself. Lily likes this idea of her character will unconsciously make an ass of himself. Lily likes this idea of her character will unconsciously make an ass of himself.
who cant help but be Tempted by Shiny Things, so she writes that down. After seeing the other two go for personal struggles, Ryan wants to add a bit to the setting by having a problematic relationship trouble. He wants something thats involved with his high concept, someone he cant just fight openly againsthe wants to see intrigue in his story. So he
writes down Rivals in the Collegia Arcana (which also names a group of people in the setting, that Ryans character is a part of). Since your trouble is an aspect, its something you should also be able to invoke, right? Because you've been so focused on how this complicates your characters life, its easy to miss how a trouble also helps your character. In
short, your experience with your trouble makes you a stronger person in that regard. Dealing with personal struggles leaves you want to be. Problematic relationships often cause trouble, but people do learn hard lessons
from the troubles they deal with. They especially learn how to maneuver around many of the smaller issues their troubles present. Lennys The Manners of a Goat could be used to the groups benefit. Maybe he turns that up intentionally, to draw attention away from Lilys character sneaking around. With Lilys Tempted by Shiny Things, it could
reasonably said that Lilys character is well-acquainted with the value of various shiny things (and well-acquainted with getting caught and locked in prison, so she knows wellhe knows what to expect from their tactics. He could
also use this aspect to gain aid from people who share his rivals. A lot of character creation focuses on coming up with aspectsome are called troubles, but they basically all work the same way. Aspects are one of the most important parts of your character, since they define who she is, and they provide ways for you to
generate fate points and to spend those fate points on bonuses. If you have time, you really might want to read the whole section dedicated to aspects before you go through the process of character creation. In case youre pressed for time, here are some guidelines for choosing aspects. Aspects which don't help you tell a good story (by giving you
success when you need it and by drawing you into danger and action when the story needs it) arent doing their job. The aspects which push you into conflictand help you excel once youre therewill be among your best and most-used. Aspects need to be both useful and dangerousallowing you to help shape the story and generating lots of fate
points and they should never be boring. The best aspects to be dull indeed. Bottom line: if you want to maximize the power of your aspects, maximize their interest. When youre told you need to come up with an aspect, you
is the explicit purpose of Phases Two and Threebut that doesnt mean you cant do it elsewhere as well. If you ultimately cant break the block by any means, dont force itleave it completely blank. You can always come back and fill out that aspect later, or let it develop during playas with the Quick Character Creation rules. Ultimately, its much better to
leave an aspect slot blank than to pick one that isnt inspiring and evocative to play. If youre picking aspects youre not invested in, theyll end up being noticeable drags on your fun. Name If you havent already, its time to give your character a name! Lenny names his character Landon, a name that seen in his head for years. He used it years ago for
another roleplaying game, and decides to bring it back for nostalgias sake. Lily names her character Cynere as a beautiful plant, but one thatll prick you if you get too close. That fits nicely. Ryan names his character Zird, because it just hit his mind as an appropriately ridiculous wizardly name. Then he
pauses for a moment before adding the Arcane, because he sees Zird as the sort of guy who would demand to be known as Zird the Arcane. Fate Space Toolkit Typically, characters are defined by their high concept and trouble, as in Fate Core. Additional aspects emerge from the phase trio (Fate Core, pages 38-44) to help define a characters
backstory and their history with the other characters. To help reinforce the setting, you might modify the procedures described in Fate Core, such as by changing the kinds of aspects that will let them focus their high concept In general, GMs, youll want to give guidance to players that will let them focus their high concept In general, GMs, youll want to give guidance to players that will let them focus their high concept In general, GMs, youll want to give guidance to players that will let them focus their high concept In general, GMs, youll want to give guidance to players that will let them focus their high concept In general, GMs, youll want to give guidance to players that will let them focus their high concept In general, GMs, youll want to give guidance to players that will let them focus their high concept In general, GMs, youll want to give guidance to players that will let them focus their high concept In general the guidance to players that will be the guidance to player the guidance to players that will be the guidance to player the guidance the guidance the guidance to player the guidance to player the guidance to player the guidance th
to serve the pitch and scope of your gamefor example, You are all crew or otherwise permanent party aboard an interstellar tramp freighter that makes frequent port calls on frontier planets. Your high concept should be consistent with this situation. Part of a characters high concept may refer to their backgroundtheir planet of origin or homeworld
their species or ethnicity, and so forth. In such cases, it may be worth it to discuss the possible invocations and compels of that aspect prior to the beginning of the play in greater detail than usual. Here are some examples: Spacer: Invoke to reflect familiarity with space-going culture and folkways, including moving around in microgravity easily.
Compel to suffer weakness and the possibility of injury in normal and high gravity, and to suffer the prejudices of planetbound people. Cyborg. Invoke to reflect machine-augmented physical and computer-related capabilities. Compel to have to deal with software glitches, mechanical failures, or electronic short-circuits as well as the effects of an
increasing psychological detachment from humanity. Slowtimer: Invoke to access millennia-old secrets, information, and data from your long years of experience; compel to be blindsided by recent developments, changes, and anomalies. Trouble is a good way to reinforce the tone and themes of the setting and connect characters trouble is a good way to reinforce the tone and themes of the setting and connect characters trouble is a good way to reinforce the tone and themes of the setting and connect characters trouble is a good way to reinforce the tone and themes of the setting and connect characters trouble is a good way to reinforce the tone and themes of the setting and connect characters trouble is a good way to reinforce the tone and themes of the setting and connect characters trouble is a good way to reinforce the tone and themes of the setting and connect characters trouble is a good way to reinforce the tone and themes of the setting and connect characters trouble is a good way to reinforce the tone and themes of the setting and connect characters trouble is a good way to reinforce the tone and themes of the setting and connect characters trouble is a good way to reinforce the tone and themes of the setting and connect characters trouble is a good way to reinforce the tone and the setting and the set
to the fictional universe, so when your designing a setting you should keep in mind what sorts of troubles come from a complication related to the setting itself, such as the characters relationships to a military or naval hierarchy in which you expect
them to be located, or the intergalactic code of ethics that they all vowed to uphold. Phase Trio In addition to using the phase trio to connect them and their actions, organizations, and NPCs. For example, in a game about fleeing alien space invaders across
interstellar space, a characters first phase could be Life Before They Came, followed by During the Invasion, and finally At the Exodus. If you don't have much experience making FATE characters, I figured starting a thread about making
characters would be helpful to play around with your options. Sometimes a new game system is daunting and without any outside input it's hard to learn how to do stuff, so hopefully this thread can give us the opportunity to try out creating some characters on the fly. i've chosen FATE Accelerated character generation rather than FATE Core because
it's simpler. The ole "learning to walk before learning to run". This thread is just to get used to the concepts and try it out. So let's make some characters! /Matt The key to making an interesting character in FATE Core or FATE Accelerated is choosing good Aspects that add details that can be used to Invoke and Compel. Don't say "ex-soldier" because
that's BORING. Say "Ex-soldier who's seen too much Death" or "Ex-soldier who wants his Soul back". Don't say "a sword" because that's BORING. Say "My family's ancestral sword, carried by each generation of warriors" or "Blackrazor, Drinker of Souls!" Don't say "a wizard" because that's BORING. Say "The Youngest Archmage of the Age" or "The
Boy Wizard Who Lived Troubles are even more important to get a good Aspect done right. Don't say "alcoholic bum" because that's BORING. Say "I shot a man in Reno just to
Agent and his Math Genius Brother. Charlie Epps, Math Genius High Concept: Aging Child Math Prodigy, wondering what it's all about Trouble: If I'm no longer the Boy Wonder, then what am I? Aspect: I've Got an Equation for That! Aspect: Guns make me Nervous For Charlie Epps, a High Concept of Math Prodigy makes a lot of sense, but if you've
watched the show, Charlie has to confront the fact that he's aging and no longer the Wunderkind. So "Aging Child Math Prodigy" ups the Aspect. Since the character also has several confrontations about who he is in the world, adding "wondering what it's all about" adds even more detail to the character. For his trouble, he's no longer the
Wunderkind, so "If I'm no longer the Boy Wonder, then what am I?" throws much more into the mix. Here's his brother Don: Don Epps, FBI Agent High Concept: Hot-shot FBI Agent, Making a Name for Himself Trouble: My Team has to Trust Me, I don't have to Trust my Team Aspect: I Almost made it to the Majors (Baseball) Aspect: Charlie can't see
my World, he's too innocent If I started with the High Concept "FBI Agent", that's pretty boring. So adding "Hot-shot" and might get himself shot as a result. Brash, confident, etc, is all in that High Concept
During the course of the show, he has to confront his Trouble, that he has trouble trusting his team. In fact, he tells a police therapist that "they have to trust ME!" That Trouble is going to cause him problems with his Team. Just you wait. Give it a try. Start with one or two words for Aspects then add more detail. Don't go overboard and make it a
paragraph because that's not going to work for you or anyone. But a little detail is good. Here's some examples I've used above: Ex-soldier ----> Hot-shot FBI Agent, Making a Name for Himself Math Prodigy -----> Aging Child Math Prodigy, wondering
 what it's all about With these examples in mind, try these out: Cowboy ----> Writer ----> Then add some more...... The next part of character generation in FATE Accelerated is the Approaches. Think of them as skills in some sense or large groupings of skills that can overlap, like a Venn diagram. The six approaches are: Careful
Clever Flashy Forceful Quick Sneaky When confronted with a locked door, it's possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? But equally possible to open it by knocking it down, right? B
Some approaches are appropriate in most circumstances but rarely are all approaches appropriate. The situation usually limits it. In the locked door example above, Flashiy showing a fake ID and blustering your way in or waiting till someone goes through and Quickly
tailgating in after them. Approaches are really informed by your Aspects. Action characters will be more Forceful and Quick than others, while Brainy character will be more Careful and Clever. When making your characters will be more Forceful and Clever. When making your character, you get to decide which score each approach gets. For a standard FATE Accelerated game, that means allocating one +3, two
 +2s, two +1s and one +0. In the Numb3rs example from above, Charlie Epps would have Clever +3, Careful +2, Sneaky +2, Careful +2, Sneaky +1 and Clever +0. Take those Aspects you defined above and couple them with some
approaches like I've done here. The last step in character creation in FATE Accelerated is Stunts. Stunts take approaches and give them a +2 in certain circumstances. The format for stunts is as follows: Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome], I get a +2 when I [pick one: Carefully
Cleverly, Flashily, Forcefully, Quickly, Sneakily [pick one: attack, defend, create advantages, overcome] when [describe a circumstance]. or Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome] or Because I [describe some way that you are exceptional, have a cool bit of gear, or are otherwise awesome].
Aspects and Approaches. It doesn't make sense for a stunt to have nothing to do with the character created thus far, so adding a Stunt about casting spells when none of your Aspects mention spell casting ability is right out. In the Numb3rs example, it's pretty easy to come up with a Stunt for Don Epps: Because I am a bad-ass FBI Agent, I get a +2
when I Quickly attack an opponent using a gun. You could even change "bad-ass" to "exceptionally well-trained" or "highly-skilled" or "experienced" since they all mean the same thing but sometimes the tone of the Stunt is different. Bad-ass is all about Action, whereas exceptionally well-trained says something more about how the character
approaches things. To make it more about Force than Quickness, you can change "Quickly" to "Forcefully". But Don is pretty fast on the draw with his gun. This Stunt doesn't give him a +2 in all circumstances, only when he's got a gun, so if he's unarmed, he can't use it. If he's fighting an opponent and they knock the gun out of his hand (creating an
Aspect: Unarmed on him), then he's left with using just one of his Approaches to defeat his opponent (often, given the genre, involving some Clever way to knock someone out with only a sock and a loaf of soft bread). Charlie could have this Stunt: Because I'm a Math Prodigy, once per game session I can use Math to figure out where the bad guys are
or will be. That's a pretty powerful Stunt, since every episode the characters are pursuing bad guys. It doesn't say that the outcome of that will be in the player's favor, often in the show it is to the contrary, it is just that once a game session he can figure out something important to the plot. On the Aspects you've started above, try adding a Stunt or
two to them and see where it gets you. Pulling the Numb3rs characters together from the above posts produces the following: Charlie Epps, Math Genius High Concept: Aging Child Math Prodigy, wondering what it's all about Trouble: If I'm no longer the Boy Wonder, then what am I? Aspect: I've Got an Equation for That! Aspect: Guns make me
Nervous Approaches: Clever +3 Careful +2 Quick +2 Flashy +1 Sneaky +1 Forceful +0 Stunt: Because I'm a Math Prodigy, once per session I can use Math to figure out where the bad guys are or will be. Refresh: 3 ---
Himself Trouble: My Team has to Trust Me, I don't have to Trust my Team Aspect: I Almost made it to the Majors (Baseball) Aspect: Charlie can't see my World, he's too innocent Quick +3 Forceful +2 Sneaky +2 Careful +1 Flashy +1 Clever +0 Stunt: Because I'm a bad-ass FBI Agent, I get a +2 when I Quickly attack an opponent using a gun.
Refresh: 3 Here's an easy one: Hawaii 5-0 character Steve McGarrett: High Concept: Ex-Navy SEAL turned Maverick Cop Trouble: My Family has so Many Secrets, I'm in Over My Head Aspect: First in Everything Approaches: Forceful +3 Quck +2 Sneaky +2 Flashy +1 Careful +1 Clever +0 Stunt: Because I'm a Bad-Ass Ex-Navy SEAL, I get a +2
when I Forcefully attack someone with a gun. Refresh: 3 More about Aspects: Aspects can be Invoked by the character for their benefit (gaining a re-roll or a +2 to a roll) at the cost of a Fate Point or Compelled to go against the character for their benefit (gaining a re-roll or a +2 to a roll) at the cost of a Fate Point or Compelled to go against the character for their benefit (gaining a re-roll or a +2 to a roll) at the cost of a Fate Point or Compelled to go against the character for their benefit (gaining a re-roll or a +2 to a roll) at the cost of a Fate Point or Compelled to go against the character for their benefit (gaining a re-roll or a +2 to a roll) at the cost of a Fate Point or Compelled to go against the character for their benefit (gaining a re-roll or a +2 to a roll) at the cost of a Fate Point or Compelled to go against the character for their benefit (gaining a re-roll or a +2 to a roll) at the cost of a Fate Point or Compelled to go against the character for their benefit (gaining a re-roll or a +2 to a roll) at the cost of a Fate Point or Compelled to go against the character for their benefit (gaining a re-roll or a +2 to a roll) at the character for their benefit (gaining a re-roll or a +2 to a roll) at the character for their benefit (gaining a re-roll or a +2 to a roll) at the character for the c
stuff when they Invoke their Aspects. When the player is confronted with a situation where it's prudent for McGarrett to go second, say in a delicate diplomatic situation, the GM can turn to them and say "You're First in Everything, aren't you? I'm going to Compell your Aspects. Either accept this Fate Point and cause a diplomatic incident or pay me a
Fate Point to avoid it." That puts the player in a quandary: do they use a Fate Point to avoid an issue or do they complicate matters further by accepting a Fate Point? Either way, the story is changed. Just as easily, the player could be put in a situation where "Ex-Navy SEAL" is Compelled. If McGarrett is undercover as a computer nerd, if a thug
threatens him with a gun, he could just take it away from the guy, breaking his cover and the GM could say "You can take this guy. I'm going to Compel your Ex-Navy SEAL Aspect. Either accept this Fate Point and disarm the guy or pay me a Fate Point to maintain your cover." So he'll have to avoid giving away that he's actually a bad-ass Action Hero
by paying the GM a Fate Point when Compelled and the GM hasn't pointed that out, speak up! Do something foolish and get that Fate Point! It's
been a long time since I worked the system so it would be good for me to to try out characters: I'll do the first book Mom ----> Thief who wants to go straight but has
debts. We've heard hints about good Aspect-making since the 80s. Basically, it shouldn't be just a Turtle, it should be a Teenage Mutant Ninja Turtle, lol! I think Aspects are one of the harder elements for creation, if only because I struggle with naming things. Let's see what I can do with the first part... Cowboy -----> Cowboy of the New Age Writer ---
-> Writer of the newest hit Mom ----> Mother to a hero Thief ----> The Guy who saw everything. Zookeeper to exotic species. I don't like Accelerated, but I'll do aspects, anyday. Cowboy ----> The Blood-Stained Desperado of El
Paso Writer ----> Bitter Fantasy Author who's Past his Prime Mom ----> Corrupt Police Captain on the Don's Payroll Janitor ----> Superhero High's Caped
Custodian Here's mine Cowboy ----> Found his pie baked to perfection Cop ----> A foot pounder with vision
Janitor ----> Sweeps away all the evil in school May as well throw in some examples for these as High Concepts, Troubles, and Normal aspects (HC,T, And N respectively): Cowboy ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Writer ----> HC: Disgraced Lawman of Drywood Creek; N: Rugged Rider Rid
and World Saver; T: The Recital is at Eight!; N: Davey, 8 years old Thief ----> HC: Heiress of the Mandorian Throne; T: Damsel In Distress; N: A suitor around every corner Baker ----> HC: Baker of Dreams; N: Bread for Every
Occasion Cop ----> HC: The Incorruptable Sergeant; T: My Duty to Protect and Serve; N: I know every Criminal in town. Janitor ----> HC: Master of Mop-Fu; T: Cleanup in Aisle 5; N: Not worth noting Arctic said: I think Aspects are one of the harder elements for creation, Sometimes, it works pretty good kicking the Aspect idea around to see what
the rest of the group thinks. It lets someone else take your words into a clearer thought that sounds better for you! /Matt Decided to arbitrarily create a sample character based on one of the sample aspects I gave so here is another example with commentary. Name: David Errant High Concept: The Pen Behind the Lawrence Enigma Trouble: It was
supposed to be fiction! Aspects: - Millionaire Bestseller - Super-spy Wannabe - The Secret-Mobile Approaches: Careful - +2 Flashy - +2 Forceful - +1 Quick - +1 Sneaky - +2 Stunts: Because I spend too much on spy gadgets, once per session when I successfully create an advantage I get an extra Free Invoke because I have the perfect
gadget. Description: David Errant is a short 27 year old shut-in who would best be described as perfectly average looking, who stumbled onto success with his breakthrough hit Lawrence Enigma series, published under the pseudonym Edward Lawrence, describing the (Fake) author's years of adventures as a Super-Spy. However it seems that David's
research was perhaps a bit too good as now he has more than a handful of entities seeking revenge for leaking their secrets despite him making them up in the first place. Character detail Commentary: High Concept - For this I started with Writer, but decided that I really needed to define it a bit more to get a reasonable character. First any writer
has a genre which I ended up selecting Spy Thriller because it seemed right, and from there it was a matter of making the character unique, in this case introducing the character should always be unique and interesting, not just
another person blending in with the surroundings which is a great use for one's high concept. Trouble - This one was a bit difficult as Writers don't typically lead particularly troubled lives at least in the spectacular sense Fate assumes, but in this case I took the High Concept and came up with as direct of a way for this to cause trouble that could be
played up for an entertaining plot Aspect 1 - The first one is typically fairly easy, as for example in this case this was largely a set of details I wanted to include in the High Concept but couldn't reasonably include. Notably this is likely to be useful to the character as he has a notably amount of funding, and is known by a great many people; On the
other hand this is likely to prove frustrating, as pushy fans and publicity events are bound to work their way up at annoying times. Aspect 2 - Here I started working with the idea of why does David write this type of novel in the first place, and ended up deciding he was a fan of the genre already. It ends up being useful when he needs to do spy type
things as he has read all the books and researched all the gadgets a spy could want, however this proves difficult as what super-spy takes the easy approach when he can do things in style? Aspect 3 - In this case I decided to use the last aspect to establish David's most notable piece of spy gear, his ultra fancy customized spy car the Secret-Mobile.
Obviously it proves useful any time the party needs an awesome ride with all sorts of tricks. As with many aspects focusing on establishing a physical thing, there tends to be fewer negatives offered up to the GM, but with the rest being double edged I shouldn't have too much trouble getting fate points. Approaches - Not really much to say here,
mostly just assign them as it would make sense for the character Stunt - Obviously any massive spy fan with more money than sense is going to end up with a few gadgets on hand at any time, it is just a matter of figuring out how to implement it mechanically. In this case, it doesn't take long to realize that this is going to be a once per session power.
as any good spy fiction ends up with the spy pulling out their tools but a handful of times so it works better. Further, generally the spy's tools just make success easier for the spy as opposed to solving the problem entirely, so this seems more along the lines of Creating an Advantage. In this case Upgrading a success to a success with style is a fairly
basic stunt option. The one thing to note is generally this would be a bit too broadly useful, but given the once per session nature it generally won't prove problematic. Also since I forgot, here is another aspect seed: Dragon; Trouble: "Look... I only ate one villager!" Normal: The Size of a Large Horse I
thought I might throw my own group into the ring here: Cowboy ----> The bread o' mancer of Drury Lane Cop ----> The precognitive gumshoe Janito
----> The hit-man who cleans up the mess. Cowboy ----> Gunslinging Alcoholic Sheriff, "My Mistakes Haunt my Nightmares." Writer ----> the Mother of Monsters, "I'll do anything to feed my family." Thief ----> Gentleman Thief, "Subtlety, Good looks & Fast Cars. I'm just
magnificent." I guess I'd place my idea of this like this: Approaches: Careful +1 Clever +2 Flashy +1 Forceful +0 Quick +3 Sneaky +2 Cowboy -----> A genius that many person think they are crazy. Mom -----> A genius that take care of you for some time. Thief -----> A street smart person willing to do
anything to survive. Nice thread first of all, here's my first character, creative critique is welcome :-) Name: Matt Turk High Concept: A human/cyborg surivalist, abadoned from society. Trouble: Wants to help, but will never fit in. Aspects: - "If i can't fix it, nobody can" - "My cybernetic arm never lost an arm wrestling" - "But this city is my home'
Approaches: Careful +3 Clever +2 Flashy +1 Forceful +2 Quick +1 Sneaky +0 Stunt: Because have a cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand-to-hand combat when i attack forcefully. Refresh: 2 (-1 Due to the cybernetic arm, i get a bonus on hand combat when i get a bo
 Physical Description: Made of black sand compressed into ahuman shape, small bits of other colored sand is formed as eyes to keep a lookabout me that is actually just sand made to look like clothes (it would be oddto people to walk around naked). He has a small bag he
holds around his back, and he wears a cloak made of thin cloth material. Not the most extravagant thingsin the world but it keeps him dry and covered and not always holding items inhis own sand body. Aspects: - "Shady Sandman" - "Curious to the Living" - Quick with a Knife Approaches: Careful +2 Clever +1 Flashy +0 Forceful +1 Quick +2 Sneaky
+3 Stunts: 1. Fast as the Hourglass -Because I am madeof sand, I have a +2 to dodging attacks quickly 2. Always Finds a Way In -ProvidedI am not wearing or holding anything, I can squeeze through small spaces. 3. Keep your Dusty Hands off Me Ican move the sand of body and grab a small item that is not within normalreach. Refresh: 3 Cowboy ----
-> Cursed to serve the master until released I'll do the Thief. Sam Spindial HC: Wisecracking Safecraker Trouble: The McCormick's know I pinched the goods Aspect: I haven't met a lock I can't pick. Aspect: HA! I always have a quip up my sleeve. Approaches: Careful +0 Clever +2 Flashy +2 Forceful +1 Quick +1 Sneaky +3 Stunt: Because I haven't
met a lock I can't pick, once per game I get +2 when using sneaky to overcome a locked object or door. Yeah, I will do one. I really want Star Wars fans to pick this one apart. I wanna see if I have the idea right. Name: Han Solo High Concept: Spice Smuggler turned Rebel Hero Trouble: A death mark's not an easy thing to live with. Aspect: Never
tell me the odds. Aspect: I shot first! Aspect: Well, then, it's gonna cost you something extra. Description: Han stands a hand's breadth under two meters in height. Slender build, dark trousers sporting a Corellian Blood Stripe for
valor. His trusty Blas-Tech DL-44 blaster is strapped to his right thigh in a highly worn quickdraw holster. He is often seen with his Wookie companion, Chewbacca, and is known to fly a dilapidated, slightly modified, YT1300 Corellian light freighter that will make point five past lightspeed. Approaches: Quick +3 Sneaky +2 Clever +2 Flashy +1
Forceful +1 Careful +0 Stunt: Dead eye dick. +2 to attacks when AIMING his blaster at a target in the same zone. Refresh: 3 Took some real consideration on the Aspects. I think I moved them around and changed them like 15 times each. But I think that about covers it. What do you think? I read the Fate Accelerated Edition quite a few times
before I ever had the opportunity to play, and since then, I've also read a lot of thoughts and opinions regarding Fate, which I found to be very insightful. It also helps that I have had a good teacher along the way. So, I would like to try my hand at this, as well! With the examples above being pretty well taken care of, please allow me to introduce:
Frank Palmer (protagonist of the book The Haunted Streets ) Background: Frank Palmer is a 1930's detective that grew up in an orphanage after his father died in World War I and his mother until she died. In the orphanage, he met
 Arturo and Cesca Casadonte, becoming good friends with both. While they were there, the orphanage received a visit from the city's major crime boss. Salvadore Barone, who was there to donate a substantial sum to the children of the war's fallen heroes. A rival family attacked during the photo-op on the front steps, and Frank saved Barone by
knocking him to the ground. Barone's wife was hit in the shoulder, and Arturo Casadonte plugged her would be taken care of the time they were at the orphanage. Once they became adults, Frank married Cesca and became a cop,
where he rescued a little girl and a dog from a fire, and was given the dog (a Pembroke Welsh Corgi named Maurice) by the family in gratitude. Meanwhile, Arturo Casadonte evolved into Salvadore Barone's protege. Following a case involving an apparent serial killer (the God's Acre Murders), Frank and Cesca had planned to move to the southeast,
with Cesca presumably going ahead to get their new house ready. That was, however, the weekend of the Labor Day Hurricane of 1935, and Cesca was one of the many that were never found. After his wife's death, Frank becomes cold and apathetic, never moves to the southeast, and remains at his current job as a detective in the city. He stores away
all of Cesca's things - not because they are bad reminders - but because he feels he must protect all that is left of her. When another serial killer arrives in the prequel will have any insight), Palmer tracks him to a farmhouse in a place called
Rohde Falls, where he becomes the only reliable witness to have ever seen the urban legend that the newspapers call Mortuary, Frank doesn't even lift a finger to stop Mortuary, allowing him to murder the serial killer and escape. Palmer is later paired up with his new partner, recently promoted and enthusiastic detective, Charlie Callaghan, where
the two are called in to investigate the murder of locally famous radio host Morgan Maxwell. Salvadore Barone dies in the first chapter of the book, setting the stage for a mob war between several of the crime families, including the one ran by Arturo Casadonte. And that's essentially where the book begins. I will avoid any real spoilers from there, as
I believe it's a fairly recent book. Aspects: High Concept: Insensible Detective Trouble: My Best Friend is a Crime Boss (and My Brother-in-Law) What I Saw at Rohde Falls Maurice, my Colt .38, named after my former Pembroke Welsh Corgi Approaches: Forceful +3 Clever +2 Quick +2 Careful +1 Sneaky +1 Flashy +0 Stunt: Because of What I Saw
at Rohde Falls, once per game session, I can gain assistance from Mortuary. Refresh: 3 Any thoughts, comments, pointers, or criticisms are welcome!, the free encyclopedia that anyone can edit.116,704 active editors 7,002,099 articles in EnglishThe English-language Wikipedia thanks its contributors for creating more than seven million articles!
Learn how you can take part in the encyclopedia's continued improvement. Logo of Namco Limited was a Japanese multinational video game and entertainment company founded in 1955 by Masaya Nakamura which operated video game and entertainment company founded in 1955 by Masaya Nakamura which operated video game and entertainment company founded in 1955 by Masaya Nakamura which operated video game and entertainment company founded in 1955 by Masaya Nakamura which operated video game and entertainment company founded in 1955 by Masaya Nakamura which operated video game and entertainment company founded in 1955 by Masaya Nakamura which operated video game and entertainment company founded in 1955 by Masaya Nakamura which operated video game and entertainment company founded in 1955 by Masaya Nakamura which operated video games, films, toys, and arcade cabinets. In the 1960s, it
manufactured electro-mechanical arcade games such as the 1965 game Periscope. It entered the video game industry after acquiring the Japanese division of Atari in 1974, distributing games such as Breakout and Gee Bee. Among Namco's first major hits was the fixed shooter Galaxian in 1979 and Pac-Man in 1980. During the golden age of arcade
video games in the early 1980s, Namco released titles such as Galaga, Xevious, and Pole Position. Namco entered the home market in 1984 with conversions of its arcade games. Namco produced several multi-million-selling game franchises, such as Pac-Man, Galaxian, Tekken, Tales, Ridge Racer, Ace Combat, and Taiko no Tatsujin. In 2006, Namco
merged with Bandai to form Bandai Namco Holdings. (Fullarticle...)Recently featured: The Boat Race 2018Radar, Gun Laying, Mk.I and Mk.IIAndrea NavageroArchiveBy emailMore featured articlesAboutSylvilagus aquaticus... that the swamp rabbit (pictured) is both territorial and a great swimmer?... that no other month in a calendar year starts
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Olympic and non-Olympic champions, such as himself?... that John P. Morris won a strike by hiding pigeons in fur coats? ArchiveStart a new articleNominate an articleNominate an articleNog wa Thiong'oKenyan writer and activist Ngg
wa Thiong'o (pictured) dies at the age of 87. In sumo, nosato Daiki is promoted to yokozuna. In association football, Liverpool win the Premier League title. In the Surinamese general election, the National Democratic Party wins the most seats in the National Assembly. In motor racing, lex Palou wins the Indianapolis 500. Ongoing: Gaza warM23
campaignRussian invasion of UkrainetimelineSudanese civil wartimelineSecant deaths: Harrison Ruffin TylerPhil RobertsonMary K. GaillardPeter DavidAlan YentobGerry ConnollyNominate an articleJune 1Wreckage of American Airlines Flight 14201676 Scanian War: The Swedish warship Kronan, one of the largest ships in the world at the time, sank
at the Battle of land with the loss of around 800 men. 1857 The Revolution of the Ganhadores, the first general strike in Brazil, began in Salvador, Bahia. 1974 In an informal article in a medical journal, Henry Heimlich introduced the concept of abdominal thrusts, commonly known as the Heimlich maneuver, to treat victims of choking. 1988 Group
representation constituencies were introduced to the parliament of Singapore.1999 On landing at Little Rock National Airport in the U.S. state of Arkansas, American Airlines Flight 1420 overran the runway and crashed (wreckage pictured), resulting in 11 deaths. Kitabatake Chikafusa (d.1354)Louisa Caroline Tuthill (d.1879)Tom Holland
(b.1996) Faizul Waheed (d.2021) More anniversaries: May 31 June 1 June 2 Archive By emailList of days of the year About Drosera capensis, commonly known as the Cape sundew, is a perennial rosette-forming carnivorous plant in the family Droseraceae. It is endemic to the Western Cape and Eastern Cape provinces of South Africa. As in all sundews, the
leaves are covered in stalked, mucilage-secreting glands (or 'tentacles') that attract, trap, and digest arthropod prey. When prey is captured, the tentacles bend inward and the leaves curl around it, preventing escape and enhancing digestion by increasing the surface area of the leaf in contact with the prey. This time-lapse video shows a D.capensis
leaf curling up around a Mediterranean fruit fly over a period of approximately six hours. Video credit: Scott SchillerRecently featured: Cucumis metuliferusIgnace TonenAustralian white ibisArchiveMore featured picturesCommunity portal The central hub for editors, with resources, links, tasks, and announcements. Village pump Forum for discussions
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Halmstad.1676 (MDCLXXVI) was a leap year starting on Wednesday of the Gregorian calendar and a leap year starting on Saturday of the 2ndmillennium, the 76th year of the 17thcentury, and the 7th year of the 1670s decade. As of the
start of 1676, the Gregorian calendar was 10 days ahead of the Julian calendar, which remained in localized use until 1923. Calendar year December 4: Battle of LundJanuary 29 Feodor III becomes Tsar of Russia. January 31 Universidad de San Carlos de Guatemala, the oldest institution of higher education in Central America, is founded. [1] January 31 Universidad de San Carlos de Guatemala, the oldest institution of higher education in Central America, is founded.
Six months into King Philip's War, Metacomet (King Philip), leader of the Algonquian tribe known as the Wampanoag, travels westward to the Mohawk nation, seeking an alliance with the Mohawk against the English colonists of New England; his efforts in creating such an alliance with the Mohawk nation, seeking an alliance with the Mohawk nation with 
Massachusetts, colonist Mary Rowlandson is taken captive, and lives with the Indians until May. February 14 Metacomet and his Wampanoags attack Northampton, Massachusetts Council debates how to handle the
Christian Indians they had exiled to Deer Island on October 13, 1675, a coalition of Indians led by Metacomet attacks colonial settlements just 16km (9.9mi) outside of Boston. March 29 Providence, Rhode Island is attacked and destroyed by Native Americans. April 2 Chief Canonchet of the Narragansett people is captured by mercenaries of the
Pequot, Mohegan and Niantic nations who have been hired by English settlers. He is offered a chance to live if he makes peace with the English, refuses, and is executed the next day in Stonington, Connecticut. April 12 Richard Raynsford becomes the new Lord Chief Justice of England and Wales. April 21 Sudbury, Fight: The village of Sudbury, Inc. 22 Sudbury, Inc. 23 Sudbury, Inc. 24 Sudbury, Inc. 25 Sudbury, Inc. 25 Sudbury, Inc. 26 Sudbury, Inc. 26 Sudbury, Inc. 27 Sudbury, Inc
Massachusetts is attacked by Metacom's Wampanoag Confederation as one of the last major battles of King Phillip's War. Captain Samuel Wadworth and 28 of his men are killed in the defense of the town. April 22 The Battle of Augusta is fought in the Mediterranean Sea off of the coast of Sicily during the Franco-Dutch War. The French Navy and the
combined Dutch Republic and Spanish forces each lose over 500 men. May 2 Mary Rowlandson is ransomed from captivity by Native Americans by a subscription raised by women of Boston. May 19 Peskeomskut Massacre: Battle of Turner's Falls Captain William Turner leads a raid at first light on an encampment consisting mainly of women and
children. An estimated 300-400 lives are taken in less than half an hour, first from gunshot directly into the sleeping tents, then by sword and by drowning as the victims try to flee. This incident happens on the west bank of the Connecticut River, just above the falls known as Turner's Falls in Gill, Massachusetts. May 26 A fire destroys the town hall
and 624 houses in Southwark, London. [2] May 31 The Massachusetts Council finally decides to move the Christian Indians from Deer Island to Cambridge, Massachusetts (approximate date). June 1 Scanian War: Battle of land A combined fleet of the Dutch Republic and DenmarkNorway decisively defeats the Swedish Navy, which loses its flagship
Kronan June 12 The Indian coalition attacks Hadley, Massachusetts, but are repelled by Connecticut troops. June 19 Massachusetts issues a declaration of the People of Virginia July 2 Major
John Talcott and his troops begin sweeping Connecticut and Rhode Island, capturing large numbers of Native Americans from Algonquian tribes and exporting them out of the English colonies as slaves. July 4 Captain Benjamin Church and his soldiers begin sweeping Plymouth Colony, for any remaining Wampanoag tribesmen. July 11 The Wampanoags
attack Taunton, Massachusetts, but are repelled by colonists. July 17 In France, Madame de Brinvilliers is executed for poisoning and witchcraft (later called the Affair of the Poisons). July 27 Nearly 200 Nipmuc tribesmen
surrender to the English colonists in Boston. July 30 Virginia colonist Nathaniel Bacon and his makeshift army issue a Declaration of the People of Virginia, instigating Bacon's Rebellion against the rule of Governor William Berkeley. August 12 King Philip (Metacomet), chief of the
Wampanoags that had waged a war throughout southern New England that bore his name, is killed by an Indian named Alderman, a soldier led by Captain Benjamin Church. August 17 Battle of Halmstad (fought at Fyllebro): Sweden gains a decisive victory over DenmarkNorway. August 28 The Irish Donation of 1676 is shipped from Dublin, to relieve
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Boston in the Massachusetts Bay Colony. September 19The Russo-Turkish War (16761681) begins, with Russo-Ukrainian troops forcing pro-Ottoman Hetman Ivan Samoylovych to surrender Chyhyryn. Bacon's Rebellion: Jamestown is burned to the ground by the forces of Nathaniel Bacon. September 21 Pope Innocent XI succeeds Pope Clement X, as the 240th Pope of the Roman Catholic Church. October 13 Battle of Gegodog: Trunajaya defeats the Mataram Sultanate. October 17 The Treaty of urawno is signed, between the Ottoman (Turkish) Empire and PolishLithuanian Commonwealth. November 16 A prison is founded on Nantucket Island, in the English colony of Massachusetts. November 27 A fire in Boston, Massachusetts, is accidentally set by a careless and sleepy apprentice, who drops a lighted candle, or leaves it too near some combustible substance; this is the largest fire known at this time in the district. The Rev. Increase Mathers church, dwelling and a portion of his personal library are destroyed. [3] December 4 Scanian War Battle

of Lund: Sweden defeats the forces of Denmark. December 7 Ole Rmer makes the first quantitative measurements of the speed of light. December 21 Sands baronets created in the Baronetage of Ireland. [4] Emperor Yohannes I of Ethiopia decrees that Muslims must live separately from Christians throughout his realm. Anton van Leeuwenhoek

discovers microorganisms. An bo Lantdag (assembly) meets in Turku, Finland. The French East India Company founds its principal Indian base at Pondicherry, on the Coromandel Coast. The first coffeehouse in North America opens in Boston. [5] Robert Walpole March 17 Thomas Boston, Scottish church leader (d. 1732) March 27 Francis II Rkczi, Hungarian rebel against the Habsburgs (d. 1735)April 23 King Frederick I of Sweden (d. 1751)May 26 Maria Clara Eimmart, German astronomer, engraver and designer (d. 1707)May 28 Jacopo Riccati, Italian mathematician (d. 1754)June 17 Louise de Maisonblanche, illegitimate daughter of Louis XIV of France (d. 1718)June 21 Anthony Collins English philosopher (d. 1729)July 3 Leopold I, Prince of Anhalt-Dessau, Prussian field marshal (d. 1747)July 14 Caspar Abel, German theologian, historian, poet (d. 1743)August 26 Robert Walpole, first Prime Minister of the United Kingdom (d. 1745)[6]September 13 lisabeth Charlotte d'Orlans, duchess and regent of Lorraine (d. 1744)September 18 Eberhard Louis, Duke of Wrttemberg (d. 1733)October 8 Benito Jernimo Feijo y Montenegro, Spanish scholar (d. 1733)November 8 Louise Bndicte de Bourbon, duchess of Maine, daughter in law of Louis XIV (d.1753)date unknown Alexander Selkirk, Scottish sailor (d. 1721)John ClarkeMichiel de RuyterMatthew HaleJanuary 14 Francesco Cavalli, Italian opera manager (b. 1602)January 15 Georg Arnold, Austrian musician (b. 1621)January 29 Tsar Alexis of Russia (b. 1629)February 3 Francis Chauveau, French painter (b. 1613)February 14 Abraham Bosse, French engraver and artist (b. c. 1604)February 20 Hugh Forth, English politician (b. 1610)March 2 Juan de Almoguera, Roman Catholic prelate who served as Archbishop of Lima (16731676) and Bishop of Arequipa (16591673) (b. 1605)March 21 Henri Sauval, French historian (b. 1623)March 22 Lady Anne Clifford, 14th Baroness de Clifford (b. 1590)March 23 Paul Wrtz, Swedish general (b. 1612)March 27 Bernardino de Rebolledo, Spanish poet, soldier and diplomat (b. 1597)April 5 John Winthrop the Younger, Governor of Connecticut (b. 1606)April 8 Claudia Felicitas of Austria, Holy Roman Empress (b. 1653)April 20 John Clarke, English physician (b. 1609)April 29 Michiel de Ruyter, Dutch admiral (b. 1607)May 5 Sir Richard Lloyd, English politician (b. 1622)May 26 Thomas Rouse, English politician (b. 1608)June 1 Karl Kaspar von der Leyen, German Catholic archbishop (b. 1618)June 7 Paul Gerhardt, German hymnist (b. 1606)June 13 Princess Henriette Adelaide of Savoy, wife of Ferdinand Maria (b. 1636)June 14 Nathaniel Dickinson, American settler (b. 1601)June 29 Hendrik van der Borcht II, German painter (b. 1614)July Jesse Wharton colonial governor of MarylandJuly 5 Carl Gustaf Wrangel, Swedish soldier (b. 1613) July 8 Francis I Rkczi, Hungarian prince of Transylvania (b. 1645) July 12 Duchess of Brunswick-Lneburg, German poet composer and (by marriage) Duchess of Brunswick-Lneburg, German poet composer and (by marriage) Duchess of Brunswick-Lneburg, German poet composer and (by marriage) Duchess of Brunswick-Lneburg, German poet composer and (by marriage) Duchess of Brunswick-Lneburg, German poet composer and (by marriage) Duchess of Brunswick-Lneburg, German 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reformer (b. 1609)September 11 Anna de' Medici, Archduchess of Austria (b. 1616) September 17 Sabbatai Zevi, Montenegrin rabbi, kabbalist and founder of the Jewish Sabbatean movement (b. 1626) September 28 Anna Maria Antiq, Spanish Catholic nun (b. 1602) October 7 Richard Neville, English soldier and MP (b. 1615) October 10 Sebastian Knpfer, German composer (b. 1633)October 13 Juan de Arellano, Spanish artist (b. 1614)October 15 Simon de Vos, Flemish painter (b. 1603)October 28 Jean Desmarets, French writer (b. 1595)November 1 Gisbertus Voetius, Dutch theologian (b. 1589)November 9 Allart Pieter van Jongestall, Dutch jurist, politician, and diplomat (b. 1602)December 12 William Morice, English politician (b. 1602)December 18 Edward Benlowes, English poet (b. 1603)December 19 Adolph, Prince of Nassau-Schaumburg and Count of Nassau-Schaumburg (16531676) (b. 1629)December 25Matthew Hale, Lord Chief Justice of England (b. 1609)William Cavendish, 1st Duke of Newcastle-upon-Tyne, English soldier, politician, writer (b. 1592)^ Procedure 373 of the Guatemalan Real Audiencia in the General Archive of Indias.^ Walford, Cornelius, ed. (1876). "Fires, Great". The Insurance Cyclopeadia: Being an Historical Treasury of Events and Circumstances Connected with the Origin and Progress of Insurance Cyclopeadia: Being an Historical Treasury of Events and Circumstances Connected with the Origin and Progress of Insurance Cyclopeadia: Being an Historical Treasury of Events and Circumstances Connected with the Origin and Progress of Insurance Cyclopeadia: Being an Historical Treasury of Events and Circumstances Connected with the Origin and Progress of Insurance Cyclopeadia: Being an Historical Treasury of Events and Circumstances Connected with the Origin and Progress of Insurance Cyclopeadia: Being an Historical Treasury of Events and Circumstances Connected with the Origin and Progress of Insurance Cyclopeadia: Being an Historical Treasury of Events and Circumstances Connected with the Origin and Progress of Insurance Cyclopeadia: Being an Historical Treasury of Events and Circumstances Connected with the Origin and Progress of Insurance Cyclopeadia: Being an Historical Treasury of Events and Circumstances Connected with the Origin and Progress of Insurance Cyclopeadia: Being an Historical Treasury of Events and Circumstances Connected with the Origin and Progress of Insurance Cyclopeadia: Being an Historical Treasury of Events and Circumstances Cyclopeadia: Being an Historical Treasury of Events and Circumstances Cyclopeadia: Being an Historical Treasury of Events and Circumstances Cyclopeadia: Being an Historical Treasury of Events and Circumstances Cyclopeadia: Being an Historical Treasury of Events and Circumstances Cyclopeadia: Being an Historical Treasury of Events and Circumstances Cyclopeadia: Being an Historical Treasury of Events and Circumstances Cyclopeadia: Being an Historical Treasury of Events and Circumstances Cyclopeadia: Being an Historical Treasury of Events and Circumstances Cyclopeadia: Being an Historical Treasury of Events and Circumstances Cyclopeadia: Being an Historical Treasury of Events and Circumstances Cyclopeadia: B Archived from the original on October 21, 2019. The arrived September 27, 2010. Retrieved September 21, 2010. Retrieved Septem hundred years, from 1501 to 1600This article needs additional citations for verification. Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed. Find sources: "16th century news newspapers books scholar JSTOR (September 2022) (Learn how and when to remove this
message)Millennia2ndmillenniumCenturies15thcentury16thcentury17thc Vespucci (from whose name the word America is derived) and Belgian Gerardus Mercator shows (besides the classical continents Europe, Africa, and Asia) the Americas as America sive India Nova', New Guinea, and other islands of Southeast Asia, as well as a hypothetical Arctic continent and a yet undetermined Terra Australis.[1]The 16th century began with the Julian year 1501 (represented by the Roman numerals MDI) and ended with either the Julian or the Gregorian year 1600 (MDC), depending on the reckoning used (the Gregorian year 1600 in Julian or the Gregorian year 1600 in Julian year 1600 in Julian year 1501 (represented by the Roman numerals MDI) and ended with either the Julian or the Gregorian year 1600 in Julian yea scientists, and led to the foundation of important subjects which include accounting and political science. Copernicus proposed the heliocentric universe, which was met with strong resistance, and Tycho Brahe refuted the theory of celestial spheres through observational measurement of the 1572 appearance of a Milky Way supernova. These events directly challenged the long-held notion of an immutable universe supported by Ptolemy and Aristotle, and led to major revolutions in astronomy, becoming a major figure in the Scientific Revolution in Europe. Spain and Portugal colonized large parts of Central and South America, followed by France and England in Northern America, and their possessions in the Indies, whereas the Spanish came to dominate the Greater Antilles, Mexico, Peru, and opened trade across the Pacific Ocean, linking the Americas with the Indies. English and French privateers began to practice persistent theft of Spanish and Portuguese treasures. This era of colonialism established mercantilism as the leading school of economic thought, where the economic system was viewed as a zerosum game in which any gain by one party required a loss by another. The mercantilist doctrine encouraged the many intra-European wars of the period and arguably fueled European expansion and imperialism throughout the world until the 19th century. The Reformation in central and northern Europe gave a major blow to the authority of the papacy and the Catholic Church. In England, the British-Italian Alberico Gentili wrote the first book on public international law and divided secularism from canon law the century. In the Middle East, the Ottoman Empire continued to expand, with the sultan taking the title of caliph, while dealing with a resurgent Persia. Iran and Iraq were caught by a major popularity of the Shia sect of Islam under the rule of the Safavid dynasty of warrior-mystics, providing grounds for a Persia independent of the majority-Sunni Muslim world.[2]In the Indian subcontinent, following the defeat of the Delhi Sultanate and Vijayanagara Empire, new powers emerged, the Sur Empire founded by Sher Shah Suri, Deccan sultanates, Rajput states, and the Mughal Empire[3] by Emperor Babur, a direct descendant of Timur and Genghis Khan.[4] His successors Humayun and Akbar, enlarged the empire to include most of South Asia. Japan suffered a severe civil war at this time, known as the Sengoku period, and emerged from it as a unified nation under Toyotomi Hideyoshi. China was ruled by the Ming dynasty, which was becoming increasingly isolationist, coming into conflict with Japan over the control of Korea as well as Japanese pirates. In Africa, Christianity had begun to spread in Central Africa and Southern Africa in the late 19th century, most of Africa was left uncolonized. For timelines of earlier events, see 15th century and Timeline of the Middle Ages. Mona Lisa, by Leonardo da Vinci, c.15031506, one of the world's best-known paintings1501: Michelangelo returns to his native Florence to begin work on the statue David.1501: Safavid dynasty reunifies Iran and rules over it until 1736. Safavids adopt a Shia branch of Islam.[5]1501: First Battle of Cannanore between the Third Portuguese Armada and Kingdom of Cochin under Joo da Nova and Zamorin of Kozhikode's navy marks the beginning of Portuguese conflicts in the Golden Horde, ending its existence.1503: Spain defeats France at the Battle of Cerignola. Considered to be the first battle in history won by gunpowder small arms.1503: Leonardo da Vinci begins painting the Mona Lisa and completes it three years later. 1504: A period of drought, with famine in all of Spain. 1504: Foundation of the Sultanate of Sennar by Amara Dunqas, in what is modern 21.1504: A period of drought, with famine in all of Spain. 1504: Foundation of the Sultanate of Sennar by Amara Dunqas, in what is modern 21.1504: A period of drought, with famine in all of Spain. 1504: Foundation of the Sultanate of Sennar by Amara Dunqas, in what is modern 21.1504: A period of drought, with famine in all of Spain. 1504: A period of drought, with famine in all of Sudan 1505: Zhengde Emperor ascends the throne of Ming dynasty 1505: Martin Luther enters St. Augustine's Monastery at Erfurt, Germany, on 17 July and begins his journey to instigating the Reformation 1505: Sultan Trenggono builds the first Muslim kingdom in Java, called Demak, in Indonesia. Many other small kingdoms were established in other islands to fight against Portuguese. Each kingdom introduced local language as a way of communication and unity.1506: Leonardo da Vinci completes the Mona Lisa.1506: King Afonso I of Kongo wins the battle of Mbanza Kongo, resulting in Catholicism becoming Kongo's state religion. Battle of Cerignola: El Gran Capitan finds the corpse of Louis d'Armagnac, Duke of Nemours1506: At least two thousand converted Jews are massacred in a Lisbon riot, Portugal.1506: Christopher Columbus dies in Valladolid, Spain.1506: Poland is invaded by Tatars from the Crimean Khanate.1507: The first recorded epidemic of smallpox in the New World on the island of Hispaniola. It devastates the native Tano population.[6]1507: Afonso de Albuquerque conquered Hormuz and Muscat, among other bases in the Persian Gulf, taking control of the region at the entrance of the Gulf.1508: The Christian-Islamic power struggle in Europe and West Asia spills over into the Indian Ocean as Battle of Chaul during the Portuguese-Mamluk War15081512: Michelangelo paints the Sistine Chapel ceiling. 1509: The defeat of joint fleet of the Sultan and the Cultoman Empire in Battle of Diu marks the beginning of Portuguese dominance of the Spice trade and the Indian Ocean. 1509: The Portuguese king sends Diogo Lopes de
Sequeira to find Malacca, the eastern terminus of Asian trade. After initially receiving Sequeira, Sultan Mahmud Shah captures and/or kills several of his men and attempts an assault on the four Portuguese ships, which escape.[7] The Javanese fleet is also destroyed in Malacca. 1509: Krishnadevaraya ascendance of the four Portuguese ships, which escape.[7] The Javanese fleet is also destroyed in Malacca. 1509: Krishnadevaraya ascendance of the four Portuguese ships, which escape. [7] The Javanese fleet is also destroyed in Malacca. 1509: Krishnadevaraya ascendance of the four Portuguese ships, which escape. [7] The Javanese fleet is also destroyed in Malacca. 1509: Krishnadevaraya ascendance of the four Portuguese ships, which escape. [7] The Javanese fleet is also destroyed in Malacca. 1509: Krishnadevaraya ascendance of the four Portuguese ships, which escape fleet is also destroyed in Malacca. 1509: Krishnadevaraya ascendance of the four Portuguese ships, which escape fleet is also destroyed in Malacca. 1509: Krishnadevaraya ascendance of the four Portuguese ships, which escape fleet is also destroyed in Malacca. 1509: Krishnadevaraya ascendance of the four Portuguese ships, which escape fleet is also destroyed in Malacca. 1509: Krishnadevaraya ascendance of the four Portuguese ships are the four Portuguese ships as a fine fleet in the four Portuguese ships are the four Portuguese ships as a fine fleet in the four Portuguese ships are the fine fleet in the four Portuguese ships are the fine fleet in the throne of Vijayanagara Empire. Afonso de Albuquerque of Portugal conquers Malacca, the capital of the Sultanate of Malacca in present-day Malaysia. 1512: Copernicus writes Commentariolus, and proclaims the Sun the center of the Solar System.1512: The southern part (historical core) of the Kingdom of Navarre is invaded by Quli Qutb Mulk, rules Golconda Sultanate until 1687.1512: The first Portuguese exploratory expedition was sent eastward from Malacca (in present-day Malaysia) to search for the 'Spice Islands' (Maluku) led by Francisco Serro. Serro is shipwrecked but struggles on to Hitu (northern Ambon) and wins the favour of the local rulers. [9]1513: Machiavelli writes The Prince, a treatise about political philosophy1513: The Portuguese mariner Jorge lyares lands at Macau, China, during the Ming dynasty.1513: Henry VIII defeats the French at the Battle of Flodden Field in which invading Scots are defeated by Henry VIII's forces.1513: Vasco Nez de Balboa, in service of Spain arrives at the Pacific Ocean (which he called Mar del Sur) across the Isthmus of Panama. He was the first European to do so.1514: The Battle of Orsha halts Muscovy's expansion into Eastern Europe.1514: Dzsa rebellion (peasant revolt) in Hungary. Martin Luther initiated the Reformation with his Ninety-five Theses in 1517.1514: The Battle of Chaldiran, the Ottoman Empire gains decisive victory against Safavid dynasty.1515: The Ottoman Empire wrests Eastern Anatolia, the Dulkadirs and the Ramadanids.15161517: The Ottomans conquer the last beyliks of Anatolia, the Dulkadirs and the Ramadanids.15161517: The Ottomans defeat the Mamluks and gain control of Egypt, Arabia, and the Levant.1517: The Sweating sickness epidemic in Tudor England.[10]1517: The Reformation begins when Martin Luther posts his Ninety-five Theses in Saxony.1518: The Treaty of London was a non-aggression pact between the major European nations. The signatories were Burgundy. France, England, the Holy Roman Empire, the Netherlands, the Papal States and Spain, all of whom agreed not to attack one another and to come to the aid of any that were under attack. 1518: Leo Africanus, also known as al-Hasan ibn Muhammad al-Wazzan al-Fasi, an Andalusian Berber diplomat who is best known for his book Description of Africa), is captured by Spanish pirates; he is taken to Rome and presented to Pope Leo X.1518: The dancing plaque of 1518 begins in Strasbourg, lasting for about one month.1519: Leonardo da Vinci dies of natural causes on May 2. Europe at the time of the accession of Charles V in 15191519: Wang Yangming, the Chinese philosopher and governor of Jiangxi province, describes his intent to use the firepower of the fo-lang-ji, a breech-loading Portuguese culverin, in order to suppress the rebellion of Prince Zhu Chenhao.1519: Barbary pirates led by Hayreddin Barbarossa, a Turk appointed to ruling position in Algiers by the Ottoman Empire, raid Provence and Toulon in southern France.1519: Death of Emperor Maximilian; Charles I of Austria, Spain, and the Low Countries becomes Emperor of Holy Roman Empire as Charles V, Holy Roman Empire as Charles V, Holy Roman Empire as Charles V, Holy Roman Empire as Charles I of Austria, Spain, and the Low Countries becomes Emperor of Holy Roman Empire as Charles V, Hol first to Circumnavigate the Earth.15191521: Hernn Corts leads the Spanish conquest of the Aztec Empire. Ferdinand Magellan led the first expedition that circumnavigated the globe in 15191522.15201566: The reign of Suleiman the Magnificent marks the zenith of the Ottoman Empire. 1520: The first European diplomatic mission to Ethiopia, sent by the Portuguese, arrives at Massawa 9 April, and reaches the imperial encampment of Emperor Dawit II in Shewa 9 October.1520: Vijayanagara Empire forces under Krishnadevaraya defeat the Adil Shahi under at the Battle of Raichur1520: Vijayanagara Empire forces under Krishnadevaraya defeat the Adil Shahi under at the Battle of Raichur1520: Vijayanagara Empire forces under Krishnadevaraya defeat the Adil Shahi under at the Battle of Raichur1520: Vijayanagara Empire forces under Krishnadevaraya defeat the Adil Shahi under at the Battle of Raichur1520: Vijayanagara Empire forces under Krishnadevaraya defeat the Adil Shahi under at the Battle of Raichur1520: Vijayanagara Empire forces under Krishnadevaraya defeat the Adil Shahi under at the Battle of Raichur1520: Vijayanagara Empire forces under Krishnadevaraya defeat the Adil Shahi under at the Battle of Raichur1520: Vijayanagara Empire forces under Krishnadevaraya defeat the Adil Shahi under at the Battle of Raichur1520: Vijayanagara Empire forces under Krishnadevaraya defeat the Adil Shahi under at the Battle of Raichur1520: Vijayanagara Empire forces under Krishnadevaraya defeat the Adil Shahi under at the Battle of Raichur1520: Vijayanagara Empire forces under Krishnadevaraya defeat the Adil Shahi under at the Battle of Raichur1520: Vijayanagara Empire forces under the Adil Shahi under at the Adil Shahi under the Adil Shahi coast (in present-day Indonesia), and the pepper and gold producing lands on the east coast.1520: The Portuguese established a trading post in the village of Lamakera on the east era side of Solor (in present-day Indonesia) as a transit harbour between Maluku and Malacca.1521: Belgrade (in present-day Serbia) is captured by the Ottoman Empire.1521: After building fortifications at Tuen Mun, the Portuguese attempt to invade Ming dynasty China, but are expelled by Chinese naval forces.1521: Philippines encountered by Ferdinand Magellan. He was later killed in the Battle of Mactan in central Philippines encountered by Ferdinand Magellan. He was later killed in the Battle of Mactan in central Philippines encountered by Ferdinand Magellan. China.1521: November, Ferdinand Magellan's expedition reaches Maluku (in present-day Indonesia) and after trade with Ternate returns to Europe with a load of cloves.1521: Pati Unus was killed in this battle, and was succeeded by his brother, sultan Trenggana.1522: Rhodes falls to the Ottomans of Suleiman the Magnificent.[11]Sack of Rome of 1527 by Charles V's forces (painting by Johannes Lingelbach)1522: The Portuguese ally themselves with the rulers of Ternate (in present-day Indonesia) and begin construction of a fort.[9]1522: August, Luso-Sundanese Treaty signed between Portugal and Sunda Kingdom granted Portuguese permit to build fortress in Sunda Kelapa.1523: Sweden gains independence from the Kalmar Union.1523: The Cacao bean is introduced to Spain by Hernn Corts15241525: German Peasants' War in the Holy Roman Empire.1524: Giovanni da Verrazzano is the first European to explore the Atlantic coast of North America between South Carolina and Newfoundland.1524: Ismail I, the founder of Safavid dynasty, dies and Tahmasp I becomes king. Gun-wielding Ottoman Janissaries and defending Knights of Saint John at the siege of Rhodes in 1522, from an Ottoman Janissaries and defending Knights of Saint John at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty, dies and Tahmasp I becomes king. Gun-wielding Ottoman Janissaries and defending Knights of Saint John at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the
founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 1524: Ismail I, the founder of Safavid dynasty at the siege of Rhodes in 15 the First Battle of Panipat, end of the Delhi Sultanate.1525: German and Spanish forces defeat France at the Battle of Mohcs.1526: Mughal Empire, founded by Babur.1527: Sack of Rome with Pope Clement VII escaping and the Swiss Guards defending the Vatican being killed. The sack of the city of Rome considered the end of the Italian Renaissance.1527: Protestant Reformation begins in Sweden.1527: The last ruler of Majapahit falls from power. This state (located in present-day Indonesia) was finally extinguished at the hands of the Demak. A large number of courtiers, artisans, priests, and members of the royalty moved east to the island of Bali; however, the power and the seat of government transferred to Demak under the leadership of Pangeran, later Sultan Fatah.1527: June 22, The Javanese Prince Fatahillah of the Cirebon Sultanate successfully defeated the Portuguese armed forces at the site of the Sunda Kelapa Harbor. The city was then renamed Jayakarta, meaning "a glorious victory." This eventful day came to be acknowledged as Jakarta's Founding Anniversary.1527: Mughal Empire forces defeat the Rajput led by Rana Sanga of Mewar at the Battle of Khanwa1529: Treaty of Zaragoza defined the antimeridian of Tordesillas attributing the Moluccas to Portugal and Philippines to Spain.1529: Imam Ahmad Gurey defeats the Ethiopian Emperor Dawit II in the Battle of Shimbra Kure, the opening clash of the Ethiopian Emperor Dawit II in the Battle of Shimbra Kure, the opening clash of the Ethiopian Emperor Dawit II in the Battle of Shimbra Kure, the opening clash of the Ethiopian Adal War. Spanish conquistadors with their Tlaxcallan allies fighting against the Otomies of Metztitlan in present-day Mexico, a 16th-century codex15311532: The Church of England breaks away from the Catholic Church and recognizes King Henry VIII as the head of the Spanish conquest of the Inca Empire.1532: Foundation of So Vicente the first permanent Portuguese settlement in the Americas.1533: Anne Boleyn becomes Queen of England.1533: Elizabeth Tudor is born.1534: Affair of the Placards, where King Francis I becomes more active in repression of French Protestants.1535: The Mnster Rebellion, an attempt of radical, millennialist, Anabaptists to establish a theocracy, ends in bloodshed.1535: The Portuguese Goa where he converts to Christianity and bequeaths his Portuguese godfather Jordao de Freitas the island of Ambon [12] Hairun becomes the next sultan.1536: Catherine of Aragon dies in Kimbolton Castle, in England. Territorial expansion of the Ottoman Empire under Suleiman (in red and orange) 1536: Foundation of Buenos Aires (in present-day Argentina) by Pedro de Mendoza.1537: The Portuguese establish Recife in Pernambuco, north-east of Brazil.1537: William Tyndale's partial translation of the Bible into English is published, which would eventually be incorporated into the King James Bible.1538: Gonzalo Jimnez de Quesada founds Bogot.1538: SpanishVenetian fleet is defeated by the Sur, who supplanted the Mughal dynasty as rulers of North India during the reign of the relatively ineffectual second Mughal emperor Humayun. Sher Shah Suri decisively defeats Humayun in the Battle of Bilgram (May 17, 1540).1541: Pedro de Valdivia founds Santiago in Chile.1541: An Algerian military campaign by Charles V of Spain (Habsburg) is unsuccessful.1541: Amazon River is encountered and explored by Francisco de Orellana.1541: Capture of Buda and the absorption of the major part of Hungary by the Ottoman Empire.1541: Sahib I Giray of Crimea invades Russia.1542: The Italian War of 15421546 War resumes between Francis I of France and Emperor Charles V. This time Henry VIII is allied with the Emperor, while James V of Scotland and Sultan Suleiman I are allied with the French.1542: Akbar The Great is born in the Rajput Umarkot Fort1542: Spanish explorer Ruy Lpez de Villalobos named the island of Samar and Leyte Las Islas Filipinas honoring Philip II of Spain and became the official name of the archipelago.1543: Ethiopian/Portuguese troops defeat the Adal army led by Imam Ahmad Gurey at the Battle of Wayna Daga; Imam Ahmad Gurey is killed at this battle.1543: The Nanban trade period begins after Portuguese traders make contact with Japan.1544: The French defeat an Imperial Spanish army at the Battle of Ceresole. Scenes of everyday life in Ming China, by Qiu Ying 1544: Battle of the Shirts in Scotland. The Frasers and 8 Macdonalds survive. 1545: Songhai forces sack the Malian capital of Niani 1545: The Council Frasers and 8 Macdonalds survive. of Trent meets for the first time in Trent (in northern Italy).1546: Michelangelo Buonarroti is made chief architect of St. Peter's Basilica.1546: Francis Xavier works among the peoples of Ambon, Ternate and Morotai (Moro) laying the foundations for a permanent mission. (to 1547)1547: Henry VIII dies in the Palace of Whitehall on 28 January at the age of 55.1547: Francis I dies in the Chteau de Rambouillet on 31 March at the age of 52.1547: Edward VI becomes King of England and Ireland on 28 January at the Battle of Mhlberg.1547: Grand Prince Ivan the Terrible is crowned tsar of (All) Russia, thenceforth becoming the first Russian tsar.1548: Battle of Uedahara: Firearms are used for the first time on the battlefield in Japan, and Takeda Shingen is defeated by Murakami Yoshikiyo.1548: The Ming dynasty government of China issues a decree banning all foreign trade and closes down all seaports along the coast; these Hai jin laws came during the Wokou wars with Japanese pirates. 1549: Tom de Sousa establishes Salvador in Bahia, north-east of Brazil. 1549: Arya Penangsang with the support of his teacher, Sunan Kudus, avenges the death of Raden Kikin by sending an envoy named Rangkud to kill Sunan Prawoto by Keris Kyai Satan Kober (in present-day Indonesia). The Islamic gunpowder empires: Mughal Army artillerymen during the reign of Jalaluddin Akbar1550: The architect Mimar Sinan builds the Sleymaniye Mosque in Istanbul. 1550: Mongols led by Altan Khan invade China and Gozo, between 5,000 and 6,000, sending them to Libya.1552: Russia conquers the Khanate of Kazan in central Asia.1552: Jesuit China Mission, Francis Xavier dies.1553: The Portuguese found a settlement at Macau.1554: Missionaries Jos de Anchieta and Manuel da Nbrega establishes So Paulo, southeast Brazil.1554: Princess Elizabeth is imprisoned in the Tower of London upon the orders of Mary I for suspicion of being involved in the Wyatt rebellion.1555: The Muscovy Company is the first major English joint stock trading company.1556: Publication in Venice of Delle Navigiationi et Viaggi (terzo volume) by Giovanni Battista Ramusio, secretary of Council of Ten, with plan La Terra de Hochelaga, an illustration of the Hochelaga, an illustration of the Hochelaga. [13] 1556: The Shaanxi earthquake in China is history's deadliest known earthquake during the Ming dynasty. 1556: Georgius Agricola, the "Father of Mineralogy", publishes his De re metallica.1556: Akbar defeats Hemu at the Second battle of Panipat.1556: Russia conquers the Astrakhan Khanate.15561605: During his reign, Akbar expands the Mughal Empire in a series of conquests (in the Indian subcontinent). Political map of the world in 15561556: Mir Chakar Khan Rind captures Delhi with Humayun.1556: Pomponio Algerio, radical theologian, is executed by boiling in oil as part of the Roman Inquisition.1557: Habsburg Spain declares bankruptcy. Philip II of Spain had to declare four state bankruptcies in 1557, 1560, 1575 and 1596.1557: The Portuguese settle in Macau (on the western side of the Pearl River Delta across from present-day Hong Kong).1557: The Ottomans capture Massawa, all but isolating Ethiopia from the rest of the world.1558: Elizabeth Tudor becomes Queen Elizabeth I at age 25.15581603: The Elizabeth Tudor becomes Queen Elizabeth Tudor becomes Queen Elizabeth I at age 25.15581603: The Elizabeth I at age 25.15581603: The Elizabeth Tudor becomes Queen Elizabeth I at age 25.15581603: The Eliz the Kingdom of England loses Calais to France.1559: With the Peace of Cateau Cambrsis, the Italian Wars conclude.1559: Sultan Hairun of Ternate (in present-day Indonesia) protests the Portuguese's Christianisation activities in his lands. Hostilities between Ternate and the Portuguese. The Mughal Emperor Akbar shoots the Rajput warrior Jaimal during the Siege of Chittorgarh in 15671560: Ottoman navy defeats the Spanish fleet at the Battle of Okehazama, Oda Nobunaga becomes one of the pre-eminent warlords of Japan. 1560: Jeanne d'Albret declares Calvinism the official religion of Navarre.1560: Lazarus Church, Macau1561: Sir Francis Bacon is born in London.1561: Guido de Bres draws up the Belgic Confession of Protestant faith.1562: Mughal emperor Akbar reconciles the Muslim and Hindu factions by marrying into the powerful Rajput Hindu caste.15621598: French Wars of Religion between Catholics and Huguenots.1562: Massacre of Wassy and Battle of Dreux in the French Wars of Religion.1562: Portuguese Dominican priests build a palm-trunk fortress which Javanese Muslims burned down the following year. The fort was rebuilt from more durable materials and the Dominicans commenced the Christianisation of the local population. [12]1563: Plague outbreak claimed 80,000 people in Elizabethan England. In London alone, over 20,000 people died of the disease. 1564: Galileo Galilei born on February 151564: William Shakespeare baptized 26 April 1565: Deccan sultanates defeat the Vijayanagara Empire at the Battle of Talikota.1565: Mir Chakar Khan Rind dies at aged 97.1565: Estcio de S establishes Rio de Janeiro in Brazil.1565: The Hospitallers, a Crusading Order, defeat the Ottoman Empire
at the siege of Malta (1565).1565: Miguel Lpez de Legazpi establishes in Cebu the first Spanish settlement in the Philippines starting a period of Spanish colonization that would last over three hundred years.1565: Spanish navigator Andres de Urdaneta discovers the maritime route from Asia to the Americas across the Pacific Ocean, also known as the tornaviaje.1565: Royal Exchange is founded by Thomas Gresham.1566: Suleiman the Magnificent, ruler of the Ottoman Empire, dies on September 7, during the battle of Szigetvar. Siege of Valenciennes during the Dutch War of Independence in 156715661648: Eighty Years' War between Spain and the Netherlands. 1566: Da le Balle Contrade d'Oriente, composed by Cipriano de Rore. 1567: After 45 years' reign, Jiajing Emperor died in the Forbidden City, Longqing Emperor ascended the throne of Ming dynasty.1567: Mary, Queen of Scots, is imprisoned by Elizabeth I.1568: The Transylvanian Diet, under the patronage of the prince John Sigismund Zpolya, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teachings of Ferenc Dvid, the former king of Hungary, inspired by the teaching the former king of the prince Dvid, the former king of the forme and of conscience in the World.15681571: Morisco Revolt in Spain.15681600: The Azuchi-Momoyama period in Japan.1568: Hadiwijaya, who would later become the first ruler of the Mataram dynasty of Indonesia, to kill Arya Penangsang.1569: Rising of the North in England.1569: Mercator 1569 world map published by Gerardus Mercator.1569: The PolishLithuanian Commonwealth is created with the Union of Lublin which lasts until 1795.1569: Peace treaty signed by Sultan Hairun of Ternate and Governor Lopez De Mesquita of Portugal. The Battle of Lepanto 1570: Ivan the Terrible, tsar of Russia, orders the massacre of inhabitants of Novgorod.1570: Pope Pius V issues Regnans in Excelsis, a papal bull excommunicating all who obeyed Elizabeth I and calling on all Catholics to rebel against her.1570: Sultan Hairun of Ternate (in present-day Indonesia) is killed by the Portuguese.[12] Babullah becomes the next Sultan.1570: 20,000 inhabitants of Nicosia in Cyprus were massacred and every church, public building, and palace was looted. Cyprus fell to the Ottoman Turks, responding to the fall of Cyprus to the Ottomans.1571: The Spanish-led Holy League navy destroys the Ottoman Empire navy at the Battle of Lepanto.1571: Crimean Tatars attack and sack Moscow, burning everything but the Kremlin.1571: American Indians kill Spanish missionaries in what would later be Jamestown, Virginia.1571: Spanish missionaries in what would later be Jamestown, Virginia.1571: Spanish missionaries in what would later be Jamestown, Virginia.1571: American Indians kill Spanish missionaries in what would later be Jamestown, Virginia.1571: American Indians kill Spanish missionaries in what would later be Jamestown, Virginia.1571: American Indians kill Spanish missionaries in what would later be Jamestown, Virginia.1571: American Indians kill Spanish missionaries in what would later be Jamestown, Virginia.1571: American Indians kill Spanish missionaries in what would later be Jamestown, Virginia.1571: American Indians kill Spanish missionaries in what would later be Jamestown, Virginia.1571: American Indians kill Spanish missionaries in what would later be Jamestown, Virginia.1571: American Indians kill Spanish missionaries in what would later be Jamestown, Virginia.1571: American Indians kill Spanish missionaries in what would later be Jamestown, Virginia.1571: American Indians kill Spanish missionaries in what would later be Jamestown, Virginia.1571: American Indians kill Spanish missionaries in what would later be Jamestown, Virginia.1571: American Indians kill Spanish missionaries in what would later be Jamestown, Virginia.1571: American Indians kill Spanish missionaries in what would later be Jamestown and Market Mark Spain by Protestant Watergeuzen in the Capture of Brielle, in the Eighty Years' War.1572: Spanish conquistadores apprehend the last Inca leader Tupak Amaru at Vilcabamba, Peru, and execute him in Cuzco.1572: Jeanne d'Albret dies aged 43 and is succeeded by Henry of Navarre.1572: Catherine de' Medici instigates the St. Bartholomew's Day massacre which takes the lives of Protestant leader Gaspard de Coligny and thousands of Lus Vaz de Cames, three years after the author returned from the East.[14]1572: The 9 years old Taizi, Zhu Yijun ascended the throne of Ming dynasty, known as Wanli Emperor.1573: After heavy losses on both sides the siege of Haarlem ends in a Spanish victory. St. Bartholomew's Day massacre of French Protestants. 1574: After a siege of 4 months the siege of Leiden ends in a comprehensive Dutch rebel victory.1575: Oda Nobunaga finally captures Nagashima fortress.1575: Following a five-year war, the Ternateans under Sultan Babullah defeated the Portuguese.1576: The Battle of Haldighati is fought between the ruler of Mewar, Maharana Pratap and the Mughal Empire's forces under Emperor Akbar led by Raja Man Singh.1576: Sack of Antwerp by badly paid Spanish soldiers.15771580: Francis Drake circles the world.1577: Ki Ageng Pemanahan built his palace in Pasargede or Kotagede.1578: King Sebastian of Portugal is killed at the Battle of Alcazarquivir.1578: The Portuguese establish a fort on Tidore but the main centre for Portuguese activities in Maluku becomes Ambon.[12]1578: Sonam Gyatso is conferred the title of Dalai Lama by Tumed Mongol ruler, Altan Khan. Recognised as the reincarnation of two previous Lamas, Sonam Gyatso becomes the third Dalai Lama by Tumed Mongol ruler, Altan Khan. Recognised as the reincarnation of two previous Lamas, Sonam Gyatso becomes the third Dalai Lama by Tumed Mongol ruler, Altan Khan. Recognised as the reincarnation of two previous Lamas, Sonam Gyatso becomes the third Dalai Lama by Tumed Mongol ruler, Altan Khan. Recognised as the reincarnation of two previous Lamas, Sonam Gyatso becomes the third Dalai Lama by Tumed Mongol ruler, Altan Khan. Recognised as the reincarnation of two previous Lamas, Sonam Gyatso becomes the third Dalai Lama by Tumed Mongol ruler, Altan Khan. Recognised as the reincarnation of two previous Lamas, Sonam Gyatso becomes the third Dalai Lama by Tumed Mongol ruler, Altan Khan. Recognised as the reincarnation of two previous Lamas, Sonam Gyatso becomes the third Dalai Lama by Tumed Mongol ruler, Altan Khan. 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Recognised as the reincarnation of two previous Lamas by Tumed Mongol ruler, Altan Lama by Tumed Mongol ruler, Altan Lama by Tumed Mongol ruler, Altan Lama by Tumed Mongol against Brunei in 1578, starting the Castilian War of 1578.1579: The Union of Utrecht unifies the northern Netherlands, a foundation for the later states of the Spanish Netherlands, the Austrian Netherlands and Belgium. The Irish Gaelic chieftain's feast, from The Image of Ireland1579: The British navigator Sir Francis Drake passes through Maluku and transit in Ternate on his circumnavigation of the world. The Portuguese establish a fort on Tidore but the main centre for Portuguese activities in Maluku becomes Ambon.[16]The fall of Spanish Armada1580: Drake's royal reception after his attacks on Spanish possessions influences Philip II of Spain to build up the Spanish Armada. English ships in Spanish harbours are impounded.1580: Spain unifies with Portuguese Empire. The Spanish and Portuguese Empire. The Spanish Armada. English ships in Spanish and Portuguese Empire. The Spanish and Portuguese Empire. Nagasaki comes under control of the Jesuits. 1581: Dutch Act of Abjuration, declaring abjuring allegiance to Philip II of Spain. 1581: Bayinnaung dies at the age of 65.1582: Oda Nobunaga commits seppuku during the Honn-ji Incident coup by his general, Akechi Mitsuhide. 1582: Pope Gregory XIII issues the Gregorian calendar. The last day of the Julian calendar was Thursday, 4 October 1582 and this was followed by the first day of the Gregorian calendar, Friday, 15 October 15821582: Yermak Timofeyevich conquers the Siberia Khanate on behalf of the Stroganovs.1583: Denmark builds the world's first theme park, Bakken.1583: Death of Sultan Babullah of Ternate.15841585: After the siege of Antwerp, many of its
merchants flee to Amsterdam. According to Luc-Normand Tellier, "At its peak, between 1510 and 1557, Antwerp concentrated about 40% of the world trade...It is estimated that the port of Antwerp was earning the Spanish crown seven times more revenues than the Americas."[17]1584: Ki Ageng Pemanahan died. Sultan Pajang raised Sutawijaya, son of Ki Ageng Pemanahan as the new ruler in Mataram, titled "Loring Ngabehi Market" (because of his home in the north of the market).1585: Akbar annexes Kashmir and adds it to the Kabul SubahPortuguese fusta in India from a book by Jan Huygen van Linschoten1585: Colony at Roanoke founded in North America.15851604: The Anglo-Spanish War is fought on both sides of the Atlantic.1587: Mary, Queen of Scots is executed by Elizabeth I.1587: The reign of Abbas I marks the zenith of the Safavid dynasty.1587: Troops that would invade Pajang Mataram Sultanate storm ravaged the eruption of Mount Merapi. Sutawijaya and his men survived.1588 Mataram into the kingdom with Sutawijaya as Sultan, titled "Senapati Ingalaga Sayidin Panatagama" means the warlord and cleric Manager Religious Life.1588: England repulses the English Armada.1589: Spain repulses the English Armada.1589: Spain repulses the English Armada.1589: Catherine de' Medici dies at aged 69. Abu'l-Fazl ibn Mubarak presenting Akbarnama to Mughal Azam Akbar, Mughal miniature 1590: Siege of Odawara: the Go-Hojo clan surrender to Toyotomi Hideyoshi, and Japan is unified. 1591: Gazi Giray leads a huge Tatar expedition against Moscow. 1591: In Mali, Moroccan forces of the Sultan Ahmad al-Mansur led by Judar Pasha defeat the Songhai Empire at the Battle of Tondibi. 15921593: John Stow reports 10,675 plague deaths in London, a city of approximately 200,000 people.15921598: Korea, with the help of Ming dynasty China, repels two Japanese invasions.15931606: The Long War between the Habsburg monarchy and the Ottoman Turks.1594: St. Paul's College, Macau, founded by Alessandro Valignano.1595: First Dutch expedition to Indonesia sets sail for the East Indies with two hundred and forty-nine men and sixty-four cannons led by Cornelis de Houtman's expedition reaches Banten the main pepper port of West Java where they clash with both the Portuguese and Indonesians. It then sails east along the north coast of Java losing twelve crew to a Javanese attack at Sidayu and killing a local ruler in Madura.[18]1597: Romeo and Juliet is published.1597: Cornelis de Houtman's expedition returns to the French Wars of Religion.1598: Abbas I moves Safavids capital from Qazvin to Isfahan in 1598.15981613: Russia descends into anarchy during the Time of Troubles.1598: The Portuguese require an armada of 90 ships to put down a Solorese uprising.[12] (to 1599)1598: More Dutch fleets leave for Indonesia and most are profitable.[18]Edo period screen depicting the Battle of Sekigahara1598: The province of Santa Fe de Nuevo Mxico is established in Northern New Spain. The region would later become a territory of Mexico, the New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US State of New Mexico Territory in the United States, and the US States of New Mexico Territory in the United States, and the US States of New Mexico Territory in the United States, and the US States of New Mexico Territory in the United States, and the US States of New Mexico Territory in the United States, and the US States of New Mexico Territory in the United States, and the US States of New Mexico Territory in the United States, and the US States of New Mexico Territory in the United States, and the US States of New Mexico Territory in the United States, and the US States of New Mexico Territory in the United States, and the US States of New Mexico Territory in the United States, and the US States of New Mexico Territory in the United States, and the US States of New Mexico Territory in the United States, and the US States of New Mexico Territory in the Unite to Europe. The expedition makes a 400 per cent profit.[18] (to 1600)1599: March, Leaving Europe the previous year, a fleet of eight ships under Jacob van Neck was the first Dutch fleet to reach the Spice Islands of Maluku.[18]1600: Giordano Bruno is burned at the stake for heresy in Rome. Siege of Fiakovo castle during the Long Turkish War1600: Battle of Sekigahara in Japan. End of the Warring States period and beginning of the Edo period. 1600: The Portuguese win a major naval battle in the bay of Ambon. [19] Later in the year, the Dutch join forces with the local Hituese in an anti-Portuguese alliance, in return for which the Dutch would have the sole right to purchase spices from Hitu. [19]1600: Elizabeth I grants a charter to the British East India Company beginning the English advance in Asia.1600: Michael the Brave unifies the three principalities: Wallachia, Moldavia and Transylvania after the Battle of elimbr from 1599. For later events, see Timeline of the 17th century. Polybius' The Histories translated into Italian, English, German and French.[20] Mississippian culture disappears. Medallion rug, variant Star Ushak style, Anatolia (modern Turkey), is made. It is now kept at the Saint Louis Art Museum. Hernan Cortes (14851547) Henry VIII, (14911547) King of England and IrelandDon Fernando lvarez de Toledo (15071582) Suleiman the Magnificent, Sultan of the Ottomar Empire (15201566)Ivan IV the Terrible (15301584)Oda Nobunaga (15341582)Sir Francis Drake (c. 1540 1596)Alberico Gentili, (15521608) the Father of international lawPhilip II of Spain, King of Spain (15561598)Akbar the Great, Mughal emperor (15561605)Related article: List of 16th century inventions. The Columbian Exchange introduces many plants, animals and diseases to the Old and New Worlds. Introduction of the spinning wheel revolutionizes textile production in Europe. The letter J is introduced into the English alphabet. 1500: First portable watch is created by Peter Henlein of Germany. The Iberian Union in 1598, under Philip II, King of Spain and Portugal 1513: Juan Ponce de Len sights Florida and Vasco Nez de Balboa sights the eastern edge of the Pacific Ocean. 15191522: Ferdinand Magellan and Juan Sebastin Elcano lead the first circumnavigation of the world. 15191540: In America, Hernando de Soto expeditions map the Gulf of Mexico coastline and bays. 1525: Modern square root symbol ()1540: Francisco Vsquez de Coronado sights the Grand Canyon.154142: Francisco de Orellana sails the length of the Amazon River.154243: Firearms are introduced into Japan by the Portuguese.1543: Copernicus publishes his theory that the Earth and the other planets revolve around the Sun1545: Theory of complex numbers is first developed by Gerolamo Cardano of Italy.1558: Camera obscura is first used in Europe by Giambattista della Porta of Italy.15591562: Spanish settlements in Alabama/Florida and Georgia confirm dangers of hurricanes and local native warring tribes.1565: Invention of the graphite pencil (in a wooden holder) by Conrad Gesner. Modernized in 1812.1568: Gerardus Mercator creates the first Mercator projection map.1572: Supernova SN 1572 is observed by Tycho Brahe in the Milky Way.1582: Gregorian calendar is introduced in Europe by Pope Gregory XIII and adopted by Catholic countries.c. 1583: Galileo Galilei of Pisa, Italy identifies the constant swing of a pendulum, leading to development of reliable timekeepers.1585: earliest known reference to the 'sailing carriage' in China.1589: William Lee invents the stocking frame.1591: First flush toilet is introduced by Sir John Harrington of England, the design published under the title 'The Metamorphosis of Ajax'.1593: Galileo Galilei invents a thermometer.1596: William Barents discovers Spitsbergen.1597: Opera in Florence by Jacopo Peri. Entertainment in the 16th century a b Modern reference works on the period tend to follow the introduction of the Gregorian calendar for the sake of clarity; thus NASA's lunar eclipse catalogue states "The Gregorian calendar is used for all dates from 1582 Oct 15 onwards. Before that date, the Julian calendar is used." For dates after 15 October 1582, care must be taken to avoid confusion of the two styles. de Vries, Jan (14 September 2009). "The limits of globalization in the early modern world". The Economic History Review. 63 (3): 710733. CiteSeerX10.1.1.186.2862. doi:10.1111/j.1468-0289.2009.00497.x. JSTOR40929823. S2CID219969360. SSRN1635517.^ Singh, Sarina; Lindsay Brown; Paul Clammer; Rodney Cocks; John Mock (2008). Pakistan & the Karakoram Highway. Vol.7, illustrated. Lonely Planet. p.137. ISBN978-1-74104-542-0. Retrieved 23 August 2010.^ Babur (2006). Babur Nama. Penguin Books. p.vii. ISBN978-0-14-400149-1.^ "16th Century Timeline (1501 to 1600)". fsmitha.com. 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