



The Black Company - Mercenary Edition

Version 1.0

By Jalinth

"Evil is relative, Annalist. You can't hang a sign on it. You can't touch it or taste it or cut it with a sword. Evil depends on where you are standing, pointing your indicting finger."

— The Lady, *The Black Company*

The Black Company setting is a dark and gritty world where powerful sorcery, ancient evils, and political intrigue dominate. This world is one that has been shaped by powerful wizards. Wizards with such power that they are often mistaken for and worshipped as gods. That said they are not invincible nor is their will irresistible.

That is fortunate for you, as this jump is not the story of those wizards. This is another kind of story. A story told from the point of view of the common soldier. A story of mercenaries fighting for coin. Of witnessing great events not as a great power but one of the nameless masses.

Of course there is nothing preventing an experienced jumper from transcending those limits.

You will begin this jump one year before the Black Company leaves the service of the Syndic of Beryl and signs on with the Northern Empire ruled by the Lady of the Tower. You are a member of the Black Company, albeit a relatively new one.

You will spend the next 10 years here. You will leave shortly after the Battle of Juniper would take place during the canon timeline.

Your employer has provided **+1000 Coin Points (CP)** to get you ready for service. It's going to be a long ten years here. Make sure you're ready for it.

ORIGINS

Choose one of the following options to determine your background and discounts. As new brothers of the Black Company leave their former identity behind when they join, any origin can be a drop-in. Drop-ins will still get the most common language for the area where they have started.

Age and Sex can be selected freely within human norms. While the company is predominantly male some women do join its ranks.

Annalist

The Black Company places great value on its history and traditions. One of the most respected roles in the company is that of the Annalist. They record the history and achievements of the company, as well as the fate of every fallen member of the company. Being recorded in the annals is considered the closest thing to immortality that a brother of the company will ever get. Most captains highly value the opinion of the Annalist and take their counsel into account when making important decisions. By default you will not replace Croaker, but rather be his assistant or understudy.

Brother of the Black Company

While all members of the company are known as 'brothers' this background applies to the rank and file of the company. Soldiers from all walks of life, united in a desire to leave their past behind. Despite the name this is not gender locked, indeed later in the series there are a number of prominent female members of the company including some in command of the entire company. Elmo is one of the most visible examples of this background.

Captain

Men like the Captain and the Lieutenant provided leadership to the Black Company. From logistics and contract negotiations to leadership in battle their skills were a key contributor to the company's reputation. By default you will be in a junior leadership position, but considered a good prospect for future advancement.

Minor Wizard

There are wizards who shake the world around them. Then there are wizards represented by this background. Wizards like Goblin, One-Eye and Silent. They do not have the power to go toe to toe with titans like the Ten who were Taken. Instead they need to use cleverness and misdirection in order to be successful. Each Minor Wizard perk increases your magical power slightly. See Notes for details.

PERKS

All **(Free)** perks are optional. Perks for your background are half price, with discounted **(100 cp)** perks being free. There are no discounts on **General** perks.

General

Basic Training (Free)

The world of the Black Company is a harsh place. This perk will give you the bare minimum required to survive. You have a healthy and fit body suitable for military service, and enough skill with fighting to at least have a reasonable chance of surviving a battle. You also have a firm grasp on all the other basic skills of a soldier. How to make camp, how to march, how to play cards and the like.

Nickname (Free)

When you join the Black Company you leave your old life behind. This often includes your old name, replaced with a nickname. These names are normally given by your comrades and often have a mocking edge to them. In this case you are able to choose your nickname. Example nicknames include Croaker, One-Eye, Silent, Pawnbroker, and Mercy. If you cannot think of anything better your nickname will be Jumper. In future jumps you can be known by this name instead of your birth name (also known as your true name). This will make it nearly impossible for others to discern your true name without you telling them.

Disease Immunity (200 cp)

Disease is the biggest killer in a pre-modern society. Armies have been laid low by disease countless times. It will no longer be a concern for you as you are both immune to all diseases and cannot be a carrier for them.

Mental Fortitude (200 cp)

The world of the Black Company is not kind. Many will break under the stresses that they will experience here. This perk will protect you from that fate. Your willpower is such that it will not falter even in the face of ancient horrors beyond mortal ken. PTSD and other mental damage will not mark you. Your stomach will not be turned by even the worst violence, gore, or depravity.

Nameless (200 cp)

You are immune to rituals and powers that target individuals via their true name. This immunity provides protection against magical attacks and manipulations that rely on knowing your true name, but will not interfere with beneficial effects unless you choose otherwise.

Doctor (200 cp)

You are the master of all of the healing arts of this time. You understand a wide variety of herbal remedies and quickly pick up new ones as you travel. Your surgery skills are unmatched and once you get someone on your table they're almost guaranteed to survive.

You also have an understanding of the importance of hygiene that wouldn't occur on earth until the 20th century. You have an exceptional talent for ensuring that even the most ornery and stubborn of people will comply with your instructions on matters of health and hygiene.

Annalist

Polyglot Literacy (100 cp)

You have the skills to speak many languages, pick up new languages surprisingly easily, and are able to read and write them as well. You also have a talent for writing enabling you to not only keep accurate records of a mercenary company's exploits but also make them a compelling read.

Historian (200 cp)

You have a talent for history. You are exceptionally skilled at swiftly finding the most important and relevant pieces of information in any body of historical texts. Be it pulling precedents out of the history books to apply to the current situation or taking a wagonload of unsorted papers to pull out secrets thought lost for centuries. This won't let you discover information that is not actually in the documents you are researching, but you will be able to find even the most obscure or encoded details. You also are very good at presenting the history you found in the most favourable light to your goals.

Oratory (400 cp)

One of the duties of the analyst is to recite the history of the company. You are a powerful and inspired speaker capable of inciting fervour in the masses. Taking ten minutes to give a speech to a broken and dejected unit could inspire them to march into battle against the Dominator himself if you wish it too. If you put your mind to it, leveraging this to become the leader of a nation is not unreasonable.

Charmed Life (600 cp)

You possess a natural charisma and luck that seems to protect you from harm and draw the positive attention of powerful individuals. While this doesn't make you invincible, it significantly increases the chances of survival in dangerous situations. This luck also extends to your ability to uncover hidden weaknesses of the powerful, though it requires effort and investigation on your part.

Captain

Logistics (100 cp)

An army marches on its stomach. You possess a deep understanding of military logistics, able to efficiently manage the supply chains of any military force under your leadership, whether it's a small detachment or an entire army. You excel at organising supply convoys and their escorts, ensuring that your forces are well-equipped and supplied at all times. You have a keen intuition for determining what and how much to stockpile before a campaign, and while your logistics planning is not infallible, it would take a truly extraordinary event to disrupt your preparations, such as the emergence of an ancient evil in the middle of your supply lines.

Strategist (200 cp)

You possess the acumen of a seasoned general, able to lead troops ranging from a single squad to a large army with skill and precision. Your expertise lies in deception and cunning traps, allowing you to outmanoeuvre and outwit your enemies on the battlefield. You excel at convincing your foes to split their forces, enabling you to defeat them in detail, or leading them into deadly killing fields prepared by your troops.

Inspiring Leadership (400 cp)

Your charisma and leadership abilities are unparalleled, inspiring unwavering loyalty and dedication in those who follow you. Under your command, even a peasant militia will fight with the discipline and skill of trained soldiers, while your regular troops will perform like battle-hardened veterans. Your presence on the battlefield boosts the morale and combat effectiveness of your forces, often leading to victory against overwhelming odds.

Contingency Planning (600 cp)

You excel at creating and implementing detailed plans for emergency situations. Your plans are thorough and well-organised, ensuring that everyone who needs to know about them is informed, and those who don't remain unaware until the plans are enacted. This includes plans for retreats, ambushes, and other unexpected events, allowing you to stay several steps ahead of your enemies. Even the most unlikely of possibilities can be covered at least partially by one of your plans.

Brother of the Black Company

Low Cunning (100 cp)

In war, there are no points for being sporting. You have mastered every dirty, underhanded trick for winning a fight, from the simplest of deceptions like pocket sand to elaborate ambushes that exploit your enemy's expectations. Your effectiveness with these tricks increases with your knowledge of your target and the time you have to prepare. While this ability won't allow you to achieve the impossible, it enables you to leverage whatever resources you have to their maximum potential, ensuring that you always have an ace up your sleeve in battle.

Takes One to Know One (200 cp)

It would be embarrassing for you to fall victim to the same cunning tactics you employ. You now possess a preternaturally keen sense for when you are about to be on the receiving end of a dirty trick or ambush, allowing you to anticipate and counter such tactics effectively. This heightened awareness ensures that you will never be caught off guard by an ambush again.

Fighter (400 cp)

All the tricks in the world will not save you if you can't fight when push comes to shove. You are hard as nails and a master at fighting. Your skill in combat is unmatched, and you excel in a variety of fighting styles and weapons. Whether it's hand-to-hand combat, swordplay, archery, or any other form of combat, you are a formidable opponent. Your combat instincts are honed to perfection, allowing you to react swiftly and decisively in battle. You have a knack for survival, often finding a way to emerge victorious even in the direst of situations. After a battle that reduced your side's army to a dozen soldiers, you would be one of the ones left standing.

Soldiers Live, And Wonder Why (600 cp)

Like the Black Company itself, you have a knack for surviving against all odds. Once per jump or every 10 years (whichever is shorter), when faced with a situation that would normally be fatal, you are able to miraculously survive and heal from your injuries. Often this will involve you waking up after receiving medical care, sometimes from a very unexpected source. Awakening on the battlefield with a crow poking at your face is a common alternative.

Minor Wizard

Conjurer Of Cheap Tricks (100 cp)

You are a master of using simple magics to entertain your friends and to confound your enemies. From minor illusions to keeping hornets from stinging you or your allies when you throw their nest into a room crowded with your enemies. You are also very good at disguising your magical activities as mundane skills or trickery.

Longevity (200 cp)

Wizards in the Black Company setting are known for their extended lifespans, and you are no exception. Even if you're not one of the legends like one of the Ten who were Taken or the Lady of the Tower, you can expect to live a long and healthy life. Your lifespan is extended to around 200 years, and you will remain reasonably fit and active right up to the end. As your power grows, so too does your lifespan. Should you gain supernatural power to rival The Lady or one of the Ten Who Were Taken you will achieve ageless immortality, meaning age alone will never kill you and will always be in the prime of your life.

Lore (400 cp)

Your knowledge of the arcane and the supernatural is unparalleled, allowing you to navigate the stranger side of the world with ease. You will rarely be taken off guard by mystical monsters, strange lands, or ancient buried evils, as your understanding of these phenomena gives you insight into their nature and behaviour. This knowledge not only helps you avoid dangers but also enables you to exploit weaknesses and vulnerabilities in supernatural foes. Your expertise in the lore of the world grants you a significant advantage when dealing with the mystical and the unknown, making you a valuable asset in any supernatural or mystical conflict. This perk will update for any future jumps, ensuring that your knowledge remains relevant and applicable.

Enchanter (600 cp)

Through extensive study and practice, you have mastered the art of enchanting items with magical properties. Given enough time and effort, you can imbue items with powerful abilities or properties, such as enhanced durability, magical protection, or the ability to store and release magical energy. This ability requires specialised materials, as well as a deep understanding of the item being enchanted. The process is time-consuming and complex but can result in incredibly potent artefacts with unique capabilities.

Ritualist (600 cp)

You are a master of ancient rituals, able to perform complex and powerful ceremonies with precision and skill. This ability requires time, preparation, and knowledge of the ritual's intricacies but allows you to cause effects far beyond your normal limits. Modifying or even creating new rituals are not beyond your skill. With enough understanding you will be able to make rituals using other systems of magic.

This proficiency extends to the Ritual of Naming, a potent ritual that allows you to strip the magic from a wizard. This ritual requires the True Name of the victim, generally a closely guarded secret that only the most skilled and knowledgeable individuals can uncover. Once you possess the True Name, you can perform the Ritual of Naming to strip the supernatural powers from the named individual, rendering them powerless and vulnerable. In future settings, the Ritual of Naming will work as intended, allowing you to wield its power to neutralise magical threats and adversaries.

ITEMS

All **(Free)** items are optional. Items for your background are half price, with discounted **(100 cp)** items being free. There are no discounts on **General** items.

All items will be restored 24 hours after being lost or destroyed. They will reappear in your warehouse. If you do not have a warehouse or equivalent you will find them hidden out of sight in a vaguely plausible location.

General

Silver Skull Badge (Free)

These small silver badges in the shape of a skull with exaggerated canine teeth and no lower jaw breathing fire were given to the Black Company after being recruited by Soulcatcher. It marks you as a member of the company and anyone who sees it will believe you when you make a claim to that effect. In future jumps it will gain the ability to change form to prove your membership of any group you are actually a member in good standing of.

Basic Kit (Free)

You have all the basics you require to serve as a member of the company. A basic weapon, suit of armour, camp kit, a pack of cards and a set of dice. You also have a purse with 2 months of pay for a common brother of the Black Company. The money only renews itself once every ten years or at the start of a jump, whichever is sooner.

A Good Horse (100 cp)

This horse is an excellent mount for any mercenary. It is the very peak of capabilities for a real world horse in all ways. It will never take sick and will recover from any injuries within 24 hours.

Surgeons Tools (200 cp)

This collection of razor sharp knives, sewing needles, bandages, medicines, and other medical supplies provides everything you need to perform any form of surgery. They are of the very highest quality and never need maintenance or cleaning. The supplies are not completely unlimited but you will always find just enough to save your patient, provided you have the skills to do so.

In future jumps they will update to include the available medical supplies matching the best equipped hospitals of the setting.

Annalist

The Annals of the Black Company (100 cp)

This is a complete copy of the Annals, including all of the missing volumes. Over four hundred years of history written by many hands. Be warned there are a great many forgotten truths within these pages and not everything will be comforting to learn.

You will also always have another book to record the Annals in and the appropriate tools to make the record with. In future jumps you will have additional books that self-fill with the story of that jump. While accurate, they generally won't have any information you didn't have from other sources. Sometimes, however, you can draw small insights on future events thanks to vague allusions in the text. Almost as though the Annals were being written some time after the events recorded took place.

Traveler's Satchel (200 CP)

A sturdy and spacious satchel that seems to have enough room to carry whatever you need for your travels. In total, it can hold ten times its apparent volume. It is equipped with compartments and pockets that adjust in size to accommodate any item you wish to store, from books and scrolls to maps and writing tools. The satchel is also enchanted to be lightweight and easy to carry, no matter how much it contains.

Widowmaker or Lifetaker Armour (400 cp)

I felt like a fool in the getup Lady put on me. A real Ten Who Were Taken costume, baroque black armor with little threads of bloody light slithering over it. Made me look about nine feet tall when I was up on one of those black stallions. The helmet was the worst. It had big black wings on the side, a tall gismo with fluffy black feathers on the crown, and what looked like fire burning behind the visor.

-Croaker, Shadow Games

While these suits of armour would not be created until the Books of the South, you have somehow gotten your hands on one early. They are high-quality armors enchanted to look very flashy and intimidating. Those that view you wearing it will believe you to be a powerful and dangerous being, at least until proven otherwise. This armour is also quite effective in providing protection, exceeding the protective abilities of even the finest of locally produced armour.

Black Bow (600 cp)

During the Battle of Charm, The Lady gifted Croaker with this magnificent black bow and a number of finely-crafted silver-headed black arrows. While the bow simply matched the size and pull of the company's normal bows, it proved able to puncture magical defences with great ease.

Captain

Quality Maps (100 cp)

A collection of maps that are always accurate and reasonably up to date for anywhere you are going. These maps are detailed enough to show features that only a local to the area would know about, giving you an advantage in navigating unfamiliar terrain.

Portable Command Tent (200 cp)

This tent serves as your mobile command centre on the battlefield. It provides a comfortable and secure space for planning and strategizing, with maps, tables, and other tools for conducting military operations. The tent is spacious enough to accommodate your staff and aides, allowing you to coordinate your forces with ease. Attempts to spy on what goes on in this tent from the outside will fail. Only by getting a report from someone who is inside will allow another party to learn what was discussed within. In future settings you may choose to have it update to fit the setting.

Supply Train (400 cp)

An army marches on its stomach, and without a reliable source of supplies that army will swiftly disintegrate. This is a fully laden wagon train that can keep any military force you are a member of supplied with all the food and supplies it needs on the march. Food, ammunition, and medical supplies. These wagons still need to come from a plausible supply point. In the event of a situation like your force being besieged they will be replaced with smugglers who can slip the barest minimums of supplies in to allow your force to maintain the ability to fight. In future jumps they can adapt to the technological level of the army they are supporting if you see fit.

The Black Company (600 cp)

The Black Company is renowned for its rough and dirty tactics, as well as its ability to stand and fight against formidable foes. They are also highly adaptable, able to adjust to new cultures and ways of fighting with surprising speed. The brothers of the Black Company are no strangers to exploring other worlds; following you to future jumps will just be another contract for them. For the duration of the jump, unless you replace The Captain, you will not be the commander but rather a well-respected and influential senior member. You will be strongly considered for leadership if The Captain or The Lieutenant were to die. In future worlds, you will be considered the commander from the start. The members of the Company are treated as followers. While their numbers can vary wildly, if they start a jump with fewer than 1,000 members they will recruit up to that number supernaturally quickly. At maximum strength 10,000 members will follow you to the next jump.

Brother of the Black Company

Little Luxuries (100 cp)

Life can be hard for soldiers. It's a mix of hard work, intense boredom and pants defiling terror. It can be the little luxuries that helps a soldier make it through the day.

You always seem to have a canteen of clean water that is just a slightly better temperature to drink than it should be. Your pouch always has a tasty snack when you find yourself wanting one. An apple, some cookies, a mix of nuts and dried fruit or something similar. The snacks are enough to keep you from starving but they will not substitute for a proper meal.

When you have the chance to take your boots off, if you have a pair of socks in your pack you will find one pair is always clean and dry.

For the snacks and water you will have enough to share a small taste with your squad (~10 people) but not more. This will be enough to briefly raise their spirits even in the most dire of circumstances.

This item will never seem strange, as all observers will find some way of explaining away the oddity and not thinking further about it. You are unable to sell or trade any of these little luxuries for anything of significance.

Marching Boots (200 cp)

One truth known to soldiers throughout time, it is that you will be doing a lot of walking. When doing a long march there is almost nothing worse than bad boots. That will never be a problem with these boots. While they might not look like much, they always fit you perfectly and are more comfortable than the finest of slippers but provide better protection and support than the finest of 21st century boots. They never rub or chaff, never give you blisters, and never let your feet get wet. Your feet will never get cold or overheated while wearing them. Even problems like foot fungus will not trouble you. Should you have an outfit that does not match the boots they can temporarily merge with any other foot covering and provide you with the full benefits. Dancing slippers or power armoured boots would be equally valid.

Cold Steel (400 cp)

The **Basic Kit** may give you a weapon, but it is nothing compared to this. This masterwork weapon is the very pinnacle of craftsmanship of this world. It never requires maintenance, and will somehow always find its way back to you when you need it. While non-magical, it is an excellent base to enchant if access to the necessary skills could be acquired. Despite the name implying a blade, this can be any mundane personal weapon of the world of The Black Company.

The Standard of the Black Company (600 cp)

It did not look like something that ought to excite the envy of a blacksmith, let alone great powers. It was nothing but one rusty old spearhead atop a long wooden shaft. Five feet down from the head there was a cross-piece four feet long tied to the shaft. From that hung the black banner...

—Murgen, She Is the Darkness

The role of standard-bearer is an important one in the company. Only the most trusted and respected members of the company are honoured with the role. The standard is a 12' long pole with a 3' long spearhead, with a black banner hung below it. Having been carried by the company since they left long forgotten Khatovar, its mere presence can steady the hearts of all who follow it even in the most dire of circumstances.

Unbeknownst to anyone in the company during the time frame of this jump, the standard is also a potent magical artefact more properly known as the Lance of Passion. It serves three purposes. The first is to open the Shadowgate that leads to the Glittering Plain, far to the south. The second is that it acts to repel the shadows that reside there in a small radius. The shadows are maddened undead spirits that seek to slay everything living.

The third is that a strike from the spearhead delivers destructive sorcery to the target. So potent is this magic that even one of the neigh-immortal Ten Who Were Taken was nearly slain by a single blow. Only by fleeing immediately to the care of an ally did he survive. An effort that took that powerful wizard a full week of effort. While the weapon was mighty enough to even harm the godlike wizard Kina, it was not enough to slay her even with the lancehead embedded in her for years.

Post jump it will keep back all forms of lesser undead. Even the most powerful Vampires and Liches will be slowed and weakened slightly by the lance.

Minor Wizard

Magic Focus (100 cp)

This item is a magical focus that enhances your ability to cast spells. When you use the Magic Focus, your spells are cast more smoothly and with greater precision. It helps you maintain concentration and control over your magical energies, making spellcasting easier and more effective overall. An example would be Tom-Tom's drum from the first novel.

Tomes of Lore (200 cp)

These are a collection of ancient books filled with knowledge about magic and history. These tomes are not only valuable for learning new spells and magical techniques but also contain detailed information about the world's history, cultures, and magical artefacts. Pulling this information out will require a great deal of effort but everything publicly available can be found, along with many secrets. Most secrets will be of minor to moderate importance, but once per jump you can even find a critical secret that would be all but impossible to find otherwise. Perhaps the True Name of one of your strongest enemies, or the exact location of an important artefact.

Enchanting Tools (400 cp)

This set of tools and supplies is essential for crafting enchanted items. It includes a variety of specialised tools such as enchanted hammers, precision chisels, and delicate brushes, all of which are imbued with magical properties to aid in the enchanting process. You also have a small stockpile of raw materials. This stockpile never contains the absolute rarest or unique resources but almost anything else required for your current project will be found there.

One-Eye's Spear (600 cp)

Another item that shouldn't exist yet, this enchanted spear of immense power was created by the wizard One-Eye during the Books of the South. Its wooden shaft and metal blade are both black, adorned with silver runes, gold inlays, and inscriptions of an unknown alphabet. One-Eye spent years perfecting the spear, considering it his masterwork. The spear is imbued with powerful spells to pierce sorcerous defences. It is specifically designed to kill sorcerers and magical beasts and is quite good at this task.

COMPANIONS

Import (100/200/300 cp)

Import 4/8/all companions with 600 cp each. Each gets a background including all the freebies. They can not spend their points on further companions.

Canon Character (100-200 cp)

This gives you a guaranteed opportunity to persuade a character from the Black Company setting to join you on your journey. For 100 cp each, you can bring along most characters. For 200 cp, you can attempt to convince very powerful characters like The Lady or one of the Taken. You are required to make a convincing pitch without the use of mind control or similar powers. Characters you make a pitch towards will accept any truthful statements you make during your pitch as true. If you fail to convince them by the end of the jump, you can be refunded the points spent on this perk and can spend them on something else.

DRAWBACKS

"You who come after me, scribbling these Annals, by now realize that I shy off portraying the whole truth about our band of blackguards. You know they are vicious, violent, and ignorant. They are complete barbarians, living out their cruelest fantasies, their behavior tempered only by the presence of a few decent men. I do not often show that side because these men are my brethren, my family, and I was taught young not to speak ill of kin. The old lessons die hardest."

— Croaker, The Black Company

You may take as many drawbacks as you feel you can survive. If a given drawback does not make sense for the toggles applied, it will be modified to fit better if possible. If this is not possible, then it will apply as written no matter how little sense that makes. It provides the same amount of danger and difficulty no matter what. For example if you take **The Dominator Walks** and start after the events of The Silver Spike then some other godlike wizard will emerge with his involuntarily loyal servants. If you take the same drawback in a Middle Earth/Black Company fanfic then it might be Sauron reclaiming his ring with his Ringwraiths and a corrupted Saruman serving him.

Fanfic Toggle (+0 cp)

There are very few Black Company fanfics but if you want to participate in one you can do so. This will not allow you to gain any significant advantages that would not otherwise be available in the Black Company setting or seriously reduce the danger level of the jump. You can also use this toggle to adjust what parts of canon apply. Some of the stories written after Soldiers Live contradict earlier books. Smooth out these as you see fit.

Replacement Toggle (+0 cp)

You may replace a canon member of the Black Company. You must have an appropriate background and perks. This will not give you anything beyond what you have purchased. You can only replace The Captain if you have taken the Black Company item.

Stay Extender Toggle (+0 cp)

Want to stick around for the entire duration of the Black Company series? Go for it. Leave this jump any time after your 10 years is up.

Alternate Start Toggle (+0 cp)

Don't want to start as a member of the company? Maybe you would prefer to explore a different timeframe for the setting. Feel free to choose some other time and place. Be aware that there are very few details about vast portions of history and what little there is suggests that some very powerful beings walked the world. Tread carefully.

Terrible Nickname (+100 cp)

Instead of choosing your own nickname you will be forced to endure this jump with a nickname that you hate. Everyone will use it for you pretty much exclusively no matter what you do. You will be annoyed every time you hear it.

Eating Dust (+100 cp)

Whenever you travel you'll always be in the most uncomfortable position. Walking in the back of the column, experiencing all of the dust kicked up by an army on the march, the smallest and least comfortable sleeping positions on a boat, or being forced to break trail through heavy jungle.

Unsanitized Annals (+200 cp)

Croaker admits that he does not detail all of the darkness that the Black Company commits. You will not be spared. This drawback guarantees that you will see first hand the very worst of people during your stay here. Even if you are not a victim of crimes you will see the aftermath of them. It will affect you deeply, regardless of any perks you might have. Post-jump these memories will react normally to your perks.

Unwelcome Attention (+200 cp)

Forget avoiding attention. For some reason you seem to catch the attention of powerful people here. Often this will be negative attention as you run afoul of their plots and plans. Even when they have a positive opinion of you, you will be seen mostly as a valuable tool rather than a friend or ally.

Unavoidable Action (+200 cp)

Some people may be tempted to find an out of the way place to hide from the violence that is so common in this world. With this drawback that will no longer be possible. No matter where you go you will find danger comparable to that faced by the Black Company following you. Like the Black Company you will have some time to rest and recover but in the end your peace will be shattered. If that means an army led by one of the Ten has to find itself inside your Warehouse while you hide within then so be it.

Friendless and Alone (+100/200/300 cp)

The various members of the Black Company went through countless dangerous situations. Frequently it was only through their bonds of loyalty and friendship were they able to survive. Each level includes the effects of the levels above it.

For +100 cp you will find it almost impossible to forge close bonds with people. You will be able to make a few friendships but for the most part the best you will be able to hope for are polite co-workers.

For +200 cp your companions will be locked out of any contact with you. If they are imported they will arrive in places distant from you. Nothing will enable you to have any form of communication with them or even be in the same area. At best you will be able to get indirect indications of their activities.

For +300 cp your companions will be unable to enter the jump with you. Instead any companions that you import are sent to their own version of the world where their activities will have absolutely no effect on your own jump.

Rite of Naming (+100/200/300 cp)

Someone has performed the Ritual of Naming on you and spoken your True Name. Your powers and perks from other jumps are rendered non-functional for the duration of the jump. Gain +100 cp if you keep powers and perks from other jumps that fit both in theme and scale to what is available in this jumpdoc.

At the +200 cp level you keep powers and perks from other Black Company jumps that may exist sometime in the future.

For +300 cp to all of your out-jump powers and perks are locked.

Locked in Ice (+100/200/300 cp)

Your warehouse is locked frozen in ice, similar to the caves beneath the Glittering Plain. While you can still deposit items inside, nothing can be interacted with or removed from the warehouse that was not brought in during your last visit. All items acquired from other jumps will be forced to remain within the warehouse. You are unable to stay in the warehouse for any significant amount of time, being forcefully ejected if.

+100 cp to keep access to items from other jumps that fit both in theme and scale to what is available here.

+200 cp to keep access to items from other Black Company jumps that may exist sometime in the future.

+300 cp to have all items locked.

The Many Deaths Of The Black Company (+400 cp)

The Black Company was reduced to a handful of people on more than one occasion. A Jumper may believe they can prevent such losses (either through prowess or OCP resurrection magic) or be unmoved by the deaths. With this drawback that Jumper would be wrong. You will forge deep bonds with the other members of the company and repeatedly lose many of those friends. If you refuse to go near other people and live like a hermit then you will dream of or hallucinate about the existence of others to make real emotional connections with only to lose them in terrible ways. If you have taken **Friendless and Alone** you will find yourself valuing others deeply without them reciprocating. This will cause an emotional toll upon you, regardless of any perks you might have. Post-jump these memories will react normally to your perks.

Enemy Never Rests (100-600 cp)

There are many powerful grudges at work in this world. Hatred and spite seems to drive most of the major events. You can see it from the millions of shadows on the glittering plain, the vicious infighting between the former servants of the Dominator, to the simple murders committed by Marron Shed. Now it seems someone has a grudge against you. They consider you an enemy that must be destroyed, although you will not necessarily be their top priority.

For +100 cp there is a single normal person with a grudge against you. They have kept their hatred of you well hidden. If they feel you are too strong to kill directly, they will work to undermine your efforts in whatever subtle manner they can. Even if it means making a deal with powers that should not be dealt with. Ex: Shed from Shadows Linger.

+200 cp The single person who hates you is not so normal. They will have some kind of significant magical advantage. Perhaps they are a forvalaka (a kind of wereleopard) or some other monster. Ex: Lisa Daele Bowalk during her appearances in the later books.

+300 cp Now a small army hates you. Ex: The Black Company or the Nightstalker Brigade.

+400 cp An individual with great magical and political power wishes to see you dead. Ex: One of the Ten Who Were Taken. The Limper continued to act against the company even after he was decapitated.

+600 cp A truly powerful wizard hates you with all their heart. They will have numerous wizards on par with the 400 cp level in their service and an entire nation's worth of resources to throw at you. Ex: The Lady directing all her servants against you.

The Dominator Walks (+600 cp)

Instead of freeing just The Lady, The Dominator was also freed. He is up and about at full power, has bound The Ten Who Were Taken to his will and forced The Lady to serve him again. He aims to dominate everything and everyone in the world to serve him. He was nearly impossible to kill when inside a magic null area, and he will not be caught in one so easily a second time.

-Code Black (+600 cp)

Requires The Dominator Walks

Not only does the Dominator walk, he is actively searching for you with the goal of Taking you or failing that, killing you. His personal power will be strengthened to be your match, and will be granted resources to match the resources you bring in from other jumps. The Taken will be strengthened to be on par with your strongest companions. Good luck.

END

After you finish your ten years you have the normal options. If you die without any 1-ups or similar your only option is to Go Home. As per usual the effects of Drawbacks fall away.

Go Home

Stay Here

Keep Jumping

NOTES

This jump is meant to focus on the members of the Black Company as of the Books of the North. You can extend your stay long enough to get to the Books of the South but at present no purchases really support that. I may make a Books of the South jump later. Alternatively someone else is more than welcome to do so.

It is also not meant to recreate the capabilities of the Ten Who Were Taken or other similar world shaking powers. I intend to do a separate jump for wizards of that scale. Having them as an option would lead to a "One True Build" problem. Again if someone beats me to it, all power to them.

If you do not take the Minor Wizard background but you do take **Conjurer Of Cheap Tricks** you will be roughly on par with Raven. If you have the Minor Wizard background, **Conjurer Of Cheap Tricks** will put you on par with Silent, One-Eye and Goblin. If you take the full Minor Wizard perkline you will be roughly on par with Smoke from the Books of the South. You are still vastly less powerful than any of the Taken or even Longshadow (again from the Books of the South)

Yes, **Charmed Life** is a reference to The Lady's fortress.

The Black Company wiki - https://blackcompany.fandom.com/wiki/Black_Company_series

In the next update I intend to talk about what happens if you are a victim of the Ritual of Taking. For now just read about it and know that you want to avoid it at all costs.

If you are unsure of how something from one of my jumpdocs works consider the following four interpretations:

Interpretation A is a good solid perk that is useful but not an auto-take for every build.

Interpretation B is really kinda pointless and mostly useless.

Interpretation C is so amazing that you'll take the perk in every chain you ever do.

Interpretation D is a hidden trap that will make you regret ever taking it.

In general **Interpretation A** is the correct one, while **Interpretation D** is always wrong. You can apply similar logic to any drawbacks. If a drawback could be read either as a reasonable challenge or instant chainfail go for the first possibility. Be harsher in the interpretation of a 600cp drawback and more forgiving for a 100cp drawback. If you feel a drawback is mispriced, please let me know on the General Jumpchain thread on Spacebattles.

I listened to the Myth: The Fallen Lords OST and the Black Moon Chronicles OST while writing this jump.

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CHANGE LOG

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