

# The Black Company

A setting for Hollowpoint



We are the Black Company, the last of the Free Companies of Khatovar.

We work for anybody who can afford us.

Trough centuries we survived and we write our history in the Annals.

Cook's Black Company is a blend of fantasy and military fiction. It is a gritty and down-to-earth portrayal of the Company's chief personalities and their everyday struggles in a merciless world constantly at war. The characters are members of the Company, they are soldiers with enough skills and experience to overcome the worse situations.

## SKILLS

Terminate TER  
Snoop SNO  
Deceive DEC  
Scare SCA  
Question QUE  
Leadership LEA



By Doc Dandy and Kantelder for Hollowpoint's rpg. <http://lesbonsremedes.overblog.com/>

BLACK COMPANY is a Glenn COOK creation.

HOLLOWPOINT is a VSCA Game <http://www.vsca.ca/Hollowpoint>

## RANKS

- Mercenaries
- Annalist. There can't be more than 2 Annalists: one is the Teacher and the other the Apprentice.
- Captain. There can only ONE Captain.

If a character wants to use sorcery, he can but the player will have to explain what the effect of the spell is. Traits could be a good way to explain them. Magic is only a way to terminate, deceive, scare through fireballs, illusions and so forth.

## TRAITS QUESTIONNARY

- **What is my gimmick?**

*I'm the physician, lone bastard, tricky illusionnist.*

- **Dirty works not a problem but I will never...**

*Betray my fellows, hurt a child, forget to cheat.*

- **What did leave behind me when I joined the company?**

*2 Childs, a hurting romance, an unfinished vengeance*

- **Your joker when shit happens.**

*Find something helpful in the Annals, feint to be dead, my old hat.*

- **This person who brings you anything else but troubles.**

*Raven Goblin, Darling, The Lady...*



## The MISSION

**To Seize Bellara, the Pearl of the West. Know to be impregnable.**

1 – The Annals speak of a secret passage in the city that the Company used to flee the city 300 years ago. Must enter the city and find information.

*Opposition*

*Alcebe*, Chief of the guard and secret underground holder. Snoop / Question / leadership

*Bellara's guards*. Terminate

*Rotten and his band of cut throats* who don't like the nosey. Scare / Terminate

2- Find the underground and open for passing the company.

*Opposition*

*The Borrower*, sorcerer trapped in the underground. Scare / leadership

*Ghouls* serving the Borrower. Scare / Terminate

## SAMPLE CHARACTERS

### Croaker

Terminate TER - 1  
Snoop SNO - 2  
Deceive DEC - 4  
Scare SCA - 0  
Question QUE - 5  
Leadership LEA -3

#### Traits:

**What is my gimmick?** I am the physician.

**Dirty works not a problem but I will never...** torture.

**What did I leave behind me when I joined the company?** A sad romance.

**Your joker when shit happens.** Take a look in the 1000 years old annals.

**This guy/girl who brings you anything else but troubles.** The LADY, she's not my girlfriend!



### The Captain

Terminate TER - 4  
Snoop SNO - 2  
Deceive DEC - 0  
Scare SCA 1  
Question QUE 3  
Leadership LEA 5

#### Traits:

**What is my gimmick?** Nobody's perfect, except The Captain

**Dirty works not a problem but I will never...** Betray my men.

**What did I leave behind me when I joined the company?** A family.

**Your joker when shit happens.** Sacrifice me.

**This guy/girl who brings you anything else but troubles.** Raven, my only friend.

### One Eye

Terminate TER - 1  
Snoop SNO - 2  
Deceive DEC - 5  
Scare SCA - 3  
Question QUE 4  
Leadership LEA 0

#### Traits:

**What is my gimmick?** Very old sorcerer

**Dirty works not a problem but I will never...** forget to cheat.

**What did I leave behind me when I joined the company?** My little village and all my people.

**Your joker when shit happens.** My old dusty hat.

**This guy/girl who brings you anything else but troubles.** Goblin, one day I'll kill you

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