

Den of Thieves

Den of Thieves (Guild)

Background:

Dens of thieves exist in every town of 800 or more people. Although there are thieves in smaller towns, in those towns these smaller organizations do not benefit from the experience and training of places with a fully organized den. Some Dens may have specializations and some Dens will gain reputations, deserved or not. The leader of “**The Den**” is only known to two people. His name is Ersten Tillean, he lives in Sabre Gate (City of Thieves) on rogue Islands. The knowledge of this being the primary HQ or special Den is not widely known, even in the Organization.

Characteristics:

They are secretive by nature. Much of their personality will be dependant on the type of legal authority in the locale. It will dictate the amount secrecy and the types of safeguards they will employ to keep infiltrators and others out of their ranks. It will also dictate the types of crimes that they may or may not participate in.

Membership Requirements

Someone in the guild must sponsor you.

The gold coin costs are an amount from jobs you do for the guild. You may try to buy your way in, that is okay, but you will be required to prove yourself and then serve for an amount of time so they can watch you. The Minimum is 1 week, but it could be longer depending on the paranoia and size or need of the guild. They may reduce or waive these requirements if you have an unequivocal reference from another guild.

Den Requirements & Benefits

Path Rank	Other requirements	Benefits
1	See Above	Art of the Escape, Climber
2	Do a # of Jobs that bring in 200 gc.	Foil the Lock, Master of Deceit
3	Do a # of Jobs that bring in 400 gc.	Daring Dodge, Quick Fingers
4	Do a # of Jobs that bring in 800 gc.	Dangerous Grab, Sneak
5	Do a # of Jobs that bring in 2,000 gc.	First Strike, Press the Advantage, Take the Opportunity, Guild Sneak

Benefits

Art of the Escape: When you are involved in a criminal activity and you must escape in anyway. You, as a true artist, you spend an action die and you gain a +10 to the action die result when making your escape check.

Climber: You can climb now at $\frac{1}{2}$ your normal movement speed, instead of $\frac{1}{4}$. Further, if you spend an action die on a climb check that you have failed you can automatically catch yourself. You can do this after you fail your first catch yourself check. Finally, your Athletics Climb Skill critical success range is increased by 1.

Dangerous Grab: You can make your Sleight of Hand checks during combat with no -10 penalty to your check for being in combat.

Daring Dodge: Whenever you are subject to an action that could push, pull or slide you, you may spend an action die and take up to a 10' move to get out of the way. This does not provoke an enemy action.

First Strike: If any target becomes vulnerable while next to you and you are able to make a melee attack on them then, the target provokes an enemy action from you.

Foil the Lock: When you use your Security (Disable) check to open a lock and you spend an Action Die, If after spending the action die you still fail, you get your action die back. You can only use this ability 1 time per lock.

Guild Sneak: You are a team player and your abilities show it. Whenever your team needs to make a team sneak check, you can spend an Action Die and make the check for the team instead of the person with the worst sneak in the team.

Master of Deceit: You can re-roll any Influence (Bluff) check, keeping the better of the 2 checks. Further, your Influence (Bluff) critical success range is increased by 1. Finally, if you spend an Action Die to aid in your bluff and you still fail the check, you get the Action Die back.

Press the Advantage: When you take advantage of an opponent being vulnerable. If you hit them you can spend an action die and they stay vulnerable to you for a # of actions = to the Action Die result +1. They can still act normally.

Quick Fingers: You're a master with your hands. Your error range with Sleight of Hand (Sleight of Hand) is reduced by 1, further you can do sleight of hand with only a swift action instead of a standard action. Finally, your Critical Success range with Sleight of Hand is one better.

Sneak: You gain the ability to sneak while you move. Normally if you move, you are -5 to your Stealth Check for every 2 hexes you move. Now you are -5 for every 6 hexes you move. Further, your Critical Success range with Sneak is 1 better. Finally, if your check is a Critical Success you can apply this check to a number of your fellow *Sneakers* = to the action die result.

Take the Opportunity: You can follow up a successful critical hit with another. Just roll a 2nd attack with the same weapon and all the same bonuses.