

The Gold Daggers

The Gold Daggers (Guild)

Background:

The Gold Daggers started out as a small gang of entrepreneurs who ran into a bit of trouble and decided to kill the persons who had unfortunately bested them. They conceived an elaborate plan to remove their problem with hands clean. After the unexplained murders they had dropped a gold dagger at the scene to implicate someone else but their plan backfired and the law thought there was an assassin group that had carried out the murders and they dubbed them “The Gold Daggers”. Although this plan worked to throw off the law it gave rise to a market that was void of willing participants.

After a short time someone started asking around to get a problem taken care of. One of the group members heard about it. This shocked him and after much discussion with colleagues it was agreed to give it another go. After that The Gold Daggers began the rise as a very clean and discreet group of Assassins that were very careful with their identities.

Characteristics:

The Gold Daggers are joined by invitation only. You can't ask to join. At least know one ever admits to being recruited this way. These men and women all have secret identities and are very careful to protect them. The 3 leaders all have their own people and no underling of one leader knows the other 2 leaders. All negotiations are done by the 2nd in command with the leaders acceptance of each deal. The gold daggers have since changed their MO and only leave a small replica gold dagger at the scene of any sanctioned job. These are about ¼ the size of a real dagger and do 1 point of damage. They are more like a small stickpin and are very good quality. They were reduced in size to keep the easily concealable and keep the cost down. Their Leader is in Darkwell on Rogue Island in the Mineral Islands. She goes by the name Goldie-Locks.

Membership Requirements

Personality Profile: Members of this order have little regard for life and to join you will need to have a Morality (**Life has no value / Value Life**) less than 3.

Religion: There are no limitations to religions that might work for the gold daggers. Many believe that they are serving the public good by killing these greedy and sometime evil men. That is the party line anyway. There are a few members that believe they are serving the common good and the group does nothing to dissuade this belief.

Other: Must have killed someone of note and not be wanted for it under your real identity. Sneak 6+ and Falsify 6+.

Gold Dagger Requirements & Benefits

Rank	gc	Requirements	Benefits
1	250	See above	Death Strike I
2	900	2 More Kills,	Death Strike II
3	1200	2 More Kills,	Death Strike III, Clean Getaway
4	1500	2 More Kills,	Death Strike IV, Leave no Trace
5	2000	2 More Kills,	Death Strike V

Death Strike: The Gold Dagger can attempt to make a single attack this takes 2 actions. This ability may only be done when the target meets the rules for being vulnerable. This attack provokes an enemy action from all opponents except the target. If his attack is successful his hit is considered a critical hit. If the defender survives he must make an Athletics (Brawn) the SC is based on the rank of the Gold Dagger. If the target fails the resist they die.

Death Strike Power	Resist SC
Death Strike I	15
Death Strike II	20
Death Strike III	25
Death Strike IV	30
Death Strike V	40

Clean Getaway: You are adept at killing now and hiding it. Your critical success range with Sneak (Blend) and Influence (Bluff) are 1 better.

Leave No Trace: If you spend an action die on a falsify (Cover Up) skill check you gain double its result and if you roll a 1 you get the die back as well. Further, your critical success with that skill is 1 better.