

# Saints of the Night

## The Saints of the Night (Guild)

### Background:

The Saints of the Night are one of the oldest thief's guilds still operating in Sorcerer's City. The guild is not overly greedy and this gives it many benefits. The law rarely catches its members due to this fact which adds to the mystery of who its members are. The members will abort a job rather than take unnecessary risks. Beryllia, its current 2<sup>nd</sup> in command, keeps her leaders name a very guarded secret and runs most of the day-to-day activities. The Law knows of her reputation but she is a stalwart defender of the town. Her guild has aided the town several time when it has needed it.

### Joining the Saints:

When you join the guild your abilities are tested for 2 weeks. Your test is 24/7. The guild is pretty easy to join but to move up to the higher ranks much more is required, but also much is given. Jobs in town are a part of the saints life. The testing is also so the guild can put its people in areas where the guild feels they can do their best.

### Membership Requirements

- This guild is very big on the credo of "Honor among thieves". If they can't trust you, you will not last long.
- Pass the test.
- 5+ in Notice,
- 5+ in Security or Sleight of Hand,

### Saint Requirements & Benefits

Path Rank	Requirements	Benefits
1	Complete 2 jobs	Hide thoughts, Agile, Case the Joint
2	6+ in Acrobatics or Appraise, Complete 3 jobs	Light Sleep, Cat Fall, Blind Fight Feat
3	Complete 3 jobs	Light footed, Resist Energy Type, Streetwise
4	10+ Security, Complete 3 jobs	Nimble Fingers, Shakedown
5	15+ Sneak, Complete 3 jobs	Mark of the Guild, Foxes Escape

**Hide Thoughts:** This ability gives you a +1 per rank to your Sense Motive (Resist influence) skill. Further, you gain a +1 to your critical success range with that skill.

**Agile:** This ability increases your critical success range with all of your agility skills.

**Case the Joint:** You are able to look over an area 10' x 10' spending 1 minute, you gain a bonus to any search check in the area = to twice your rank in the Saints.

**Light Sleep:** This ability allows you to wake up instantly and be alert, you do not need to orient. Further, any attack that misses or hits, wakes the Saint.

**Cat Fall:** All distances you fall are considered  $\frac{1}{2}$  the distance for catching yourself and damage calculations. You must be conscious for this ability to work.

**Light Footed:** You gain a +1 to your ground movement. Further, you gain a +2 to your Sneak (Stealth) skill. Finally, if you spend an Action die sneaking or running from the law and you roll a 1 on that action die you get it back, regardless if you were successful in the check you were aiding.

**Resist Energy Type:** You pick one energy type and you receive a resistance of 5 to that energy type.

**Streetwise:** This ability lets you know the streets of most urban settings. You get a bonus to gather information +2, and knowing the layout of streets and how the community is doing as a whole. This is basically "Knowledge, Local" for any city you go into of +2.

**Nimble Fingers:** You gain +1 to your sleight of hand skill per rank. Further, you gain a +1 to all your security skill critical success ranges.

**Shakedown:** You gain a bonus to your influence skill = to your rank in the Saints. Further, your Critical Success range with influence is 1 better.

**Fox's Escape:** This ability allows you to disappear when not being viewed by pursuers and reappear 100' away in any direction. This ability uses 20 mana. You can do this 1x per day.

**Mark of the Guild:** This is a special mark of the Saints. This mark allows you to operate freely with sanction. You are allowed to use any rogue resources but are responsible for all expenses. This mark also gives you +10 vs. scrying.