

Seven Fingers -The Guild of Thieves


The organization known as the Seven Fingers, or more often by its nickname “the fingers”, is a loose criminal syndicate originating from the camp followers of the military of the old Colovian Empire. Originally, this organization was a means for unscrupulous military officers to make extra coin from supplying their troops with illicit goods, but with time the Seven Fingers grew into one of the most powerful (albeit fractured) entities in the entire Heartlands.

The Fingers fills many different roles in different places, and the amount of power it can wield also varies greatly; in some of the larger cities of the Dolovian Compact, this guild can influence the official rulers and wield significant political power.

For members, the Fingers provide a safe place to hide from the law, as well as a place where illicit goods can be both sold and procured. Also, a banking service is provided, since members are often forced to avoid official life and need somewhere safe to keep their money. A strong sense of “honor”, albeit in a way viewed as perverted by the rest of society, permeates the guild, but treachery is common and members usually need to watch their backs – “finger politics” is a common term for a treacherous or deadly game of intrigue.



The Thieves' Guild

Emblem & Dues			Prospect	Three syllable name Haul Fee at 20%	Lvl 1-3
Guild Name with a number of syllables signaling the rank of the user.			Finger	Five syllable name Haul Fee at 15%	Lvl 4-8
			Hand	Seven syllable name Haul Fee at 10%	Lvl 9+
		Benefits		<ul style="list-style-type: none"> Sell stolen goods for 50% of value, minus the “Haul Fee” Hideout Stash at 10% deposit/withdrawal fee 	
		<ul style="list-style-type: none"> Hideout Access unless wanted for severe crimes Hideout Stash at 5% deposit/withdrawal fee Prospects may be recruited for a specific job/adventure, at standard Henchman rates (D3+Cha bonus) 			
		<ul style="list-style-type: none"> Sell stolen goods for 75% of value, minus the “Haul Fee” Council membership at local chapter Fingers may be recruited for a specific job/adventure, at standard Henchman rates (D3+Cha bonus) 			
Duties		<ul style="list-style-type: none"> Guild Secrets must be kept on penalty of death The Haul from a Job must be sold through Guild channels Unguilded Operators must be reported, and unsanctioned Jobs disrupted 			