

SAFEHOUSE IMPROVEMENTS

ALCHEMY LAB 2○

- + LIMITLESS SUPPLY OF TRIVIAL AND CHALLENGING REAGENTS
- + ALCHEMY SKILL CHECKS MADE IN THE SAFEHOUSE IGNORE 1 BOTCH

CRYPTOADMIN 3○

- + A LOYAL CRYPTOADMIN: DISPATCHER, RESEARCHER, AND BRIDGE TO THE SHARDSCAPE
- + ALLOWS DENIABLE CELLS
- + REQUIRED BEFORE ACQUIRING A GOLEM

DUNGEON 2○

- + SAFELY HOUSE CAPTIVES FOR INTERROGATION AND RANSOM
- + SOCIAL SKILL CHECKS MADE AGAINST CAPTIVES OF THE SAFEHOUSE IGNORE 1 BOTCH

FORGE 2○

- + ALLOWS THE PRODUCTION OF LARGE, LONG-TERM PROJECTS
- + CRAFT SKILL CHECKS MADE IN THE SAFEHOUSE IGNORE 1 BOTCH

GOLEM 4○

- + ALLOWS INSTANT QUERYING OF THE SHARDSCAPE
- + ALLOWS PRIVATE SHARDNETS TO CONNECT WITHOUT BRIDGING

HEALER'S DEN 3○

- + REPLENISH ALL HP WHEN RESTING IN THE SAFEHOUSE
- + MEDICINE SKILL CHECKS MADE IN THE SAFEHOUSE IGNORE 1 BOTCH

LIBRARY 2○

- + ALLOWS A PLAYER TO GAIN AN OUT-OF-THE-BOX INSPIRATION OR INSIGHT FROM THE GM
- + QUERY SKILL CHECKS MADE IN THE SAFEHOUSE IGNORE 1 BOTCH

LOUNGE 2○

- + SAFELY HOST AND ENTERTAIN DISTINGUISHED GUESTS
- + SOCIAL SKILL CHECKS MADE AGAINST GUESTS OF THE SAFEHOUSE IGNORE 1 BOTCH

RITUAL CHAMBER 3○

- + REPLENISH ALL MP WHEN MEDITATING IN THE SAFEHOUSE
- + WILLPOWER SKILL CHECKS MADE IN THE SAFEHOUSE IGNORE 1 BOTCH

STABLE 3○

- + SAFELY HOUSE AND SUPPORT THE PARTY'S MOUNTS
- + BEAST KEN SKILL CHECKS INVOLVING MOUNTS IGNORE 1 BOTCH

TRAINING ROOM 3○

- + ALLOWS A PLAYER TO TRAIN A SINGLE PHYSICAL SKILL, BANKING A SINGLE FREE RE-ROLL ON THAT SKILL, LASTING UNTIL THE RE-ROLL IS USED OR ANOTHER SKILL IS TRAINED.

TRANSFER 2○

- + A ONE-TIME TRANSFER OF ALL SAFEHOUSE IMPROVEMENTS FROM ONE LOCATION TO ANOTHER

CELLS

○ CLOSE, 4 SKILL DIE
○ DENIABLE, 2 SKILL DIE

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CAMPAIGN TOTALS

RISK ○	STRATEGIC ASSETS ○	TALENT POINTS ○	ATTRIBUTE POINTS ○
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THREAT LEVEL

○ NUISANCE
 ○ DISRUPTION
 ○ DESTABILIZER
 ○ EXISTENTIAL THREAT

MOUNTS

CRYPTOMANCER