# 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

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◯ CLOSE, 4 SKILL DIE
◯ DENIABLE, 2 SKILL DIE

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◯ CLOSE, 4 SKILL DIE
◯ DENIABLE, 2 SKILL DIE

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◯ CLOSE, 4 SKILL DIE
◯ DENIABLE, 2 SKILL DIE

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◯ CLOSE, 4 SKILL DIE
◯ DENIABLE, 2 SKILL DIE

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◯ CLOSE, 4 SKILL DIE
◯ DENIABLE, 2 SKILL DIE

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◯ CLOSE, 4 SKILL DIE
◯ DENIABLE, 2 SKILL DIE

# CAMPAIGN TOTALS

| RISK ◯ | STRATEGIC ASSETS ◯ | TALENT POINTS ◯ | ATTRIBUTE POINTS ◯ |
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# THREAT LEVEL

NUISANCE ◯
DISRUPTION ◯
DESTABILIZER ◯
EXISTENTIAL THREAT ◯

# MOUNTS

# CRYPTOMANCER