

# RISK EVENTS

# CELLS

- RISK ○
- UPS ○
- ASSETS ○

OPERATIONS 1 ○ 10

DOWN | DAYS | WEEKS ○ ○ ○ ○ ○

# SAFE HOUSE UPGRADES

**CRYPTOVAULT** 3  
 A secure room fit with a Shardscape pylon and a skilled administrator with the callsign:  
 Can access the Shardscape via bridge. Skill Push is added to all cell operations.

**DUNGEON** 2  
 A place to safely house captives. Their needs are met, and their escape attempts are foiled by:  
 The ability to take prisoners for later interrogation, ransom, etc., and not have to worry about them.

**FORGE** 3  
 A workshop with all the tools and raw materials to work on large or long-term projects, maintained by:  
 The ability to work on large and difficult projects including masterwork weapons and outfits.

**FRONT** 2  
 No secret heroes hiding in here! It's just a successful business or charitable organization. The face of this front is:  
 Player characters can work this front during downtime, making a skill check and gaining 50 coin per hit.

**GOLEM** 4  
 A faithful dwarven automaton built over the Cryptovault's Shardscape pylon, whose true name is:  
 Can recruit deniable cells. Skill Break is added to all cell operations. Requires a Cryptovault and Forge.

**LABORATORY** 3  
 A steady supply of alchemical reagents is gathered, prepared, and delivered by an assistant named:  
 Limitless supply of trivial/challenging reagents for brewing concoctions while in the safehouse.

**LOUNGE** 2  
 A lush and comfortable place to kick back, relax, and enjoy spirits and recreational soma, managed by:  
 Can frame a scene between two player characters and then use it to "Take 5" on a single skill check.

**SANCTUARY** 3  
 A quiet place of deep reflection, ritual, and rejuvenation, kept serene by a caretaker named:  
 +2 HP when resting, +2 MP when meditating, and the ability to perform and maintain ritual magic.

**STABLE**  
 A comfortable home for mounts, which are regularly fed, groomed, and cared for by a stable hand named:  
 Our mounts are named:

**TRAINING ROOM** 2  
 A room full of props, mannequins, padded floors, and training gear, set up and managed by:  
 Select one skill to focus on during downtime. Gain one re-roll with that skill until your next downtime.

**WAR ROOM** 3  
 A room of maps, diagrams, military figurines, and tomes of dossiers, all organized by an advisor named:  
 Temporary Skill Break or Skill Push when Following Leads or Social Networking, +1 to all cell operations.