

Basic: Anyone who is staying in that room is considered to have access to the space. List of character names may be kept if needed. Door is considered to have a basic lock. anyone using Break on the Door receives 1 unavoidable mangle limb to an unmangled limb Door is immune to uses of Break from Ranged Attacks.

Proficient: Door is considered locked with a Proficient Lock. Anyone using Break on the Door receives 1 unavoidable mangle limb to an unmangled limb. Door is immune to uses of Break from Ranged Attacks. Requires 2 uses of Break to Break the door.

Master: Door is considered locked with a Master Lock. Anyone using Break on the Door receives 1 unavoidable mangle limb to an unmangled limb. Door is immune to uses of Break from Ranged Attacks. Requires 3 uses of Break to Break the door.