

Basic: Counts as having a Gizmo: Basic Lock on all entrances into the room. Anyone who is staying in that room is considered to have access to the space. List of character names may be kept if needed.

Proficient: Counts as having a Gizmo: Proficient Lock on all entrances into the room. Anyone who is staying in that room is considered to have access to the space. List of character names may be kept if needed. Replaces the benefits of Basic crafting.

Master: Counts as having a Gizmo: Master Lock on all entrances into the room. Anyone who is staying in that room is considered to have access to the space. List of character names may be kept if needed. Replaces the benefits of Proficient crafting.

Friend To All: Spend 20 Mind or 1 Resolve in a Sanctuary point to 8 Targets in the room and state 'Bolt Hole. Exit the door OOG and take 10 steps OOG away from the building.' Does not work on self. Targets must agree to leave willingly.