

# SAFEHOUSE SUPPLEMENT

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Welcome, welcome. It's a pleasure to meet you. I understand you've been sent to me as you've decided you want a safe place to retreat too that won't lead people directly to your main base of operations. Well we can help you as we provide a vast range of customizable safehouse options for everything from a place to lick your wound up to regrouping to fight a war. Still providing these don't come cheap so lets see what your budget is . . . ah I see we've had a transfer for 1,000 Safehouse Points. Let's get started then.

## SAFEHOUSE LOCATIONS

Ok so let's start off with how widespread you want your safehouses to be. Fairly straightforward we will build you a free one in your arrival location in a jump but you can purchase upgrades giving you additional safehouses in a larger area.

### 1) **SAFE HOUSE (FREE)**

Alright as I said we'll provide this to you for free. It's a single safehouse located in the starting city where you arrive on a jump. Not much more to say about this really.

### 2) **CITYWIDE (-50 SP)**

So I'll admit we don't get many people purchasing this level. What you receive here is basically one safehouse per suburb or region of your starting city. Its value varies significantly on the location you're jumping into. A medieval village is still only going to have one safe house somewhere nearby to retreat to. On the other hand going into a future with arcologies forming planet wide cities. You could wind up with millions. Still as I said, not a popular choice.

However it is important to keep in mind that this option is intended for prolonged operation in a single city and as such is the only one that will place multiple safehouses in one single metropolis. All our larger options will only place one option in every population center that has several thousand or more people who won't immediately note your movement due to there being small numbers of people there. With this in mind we allow you to pay an additional 50 SP for any of the larger purchases to add this feature to it. That is if you paid 250 SP for a nationwide safehouse chain. You could choose to have more cities in the states with safehouses or more safehouses in the cities where you do have them.

### 3) **REGIONWIDE (-100 SP)**

Our most popular choice here will give you a safehouse for every major city or town in a region such as a state or province.

4) ***NATIONWIDE (-200 SP)***

Another popular choice, this one will give you one safehouse in the primary city for each state or similar division inside a nation state.

5) ***WORLDWIDE (-300 SP)***

You now have safehouses scattered across the entire planet with one located in each nation's capital city.

6) ***SYSTEMWIDE (-400 SP)***

Much less popular than our other options except for jumpers who enjoy operating in futuristic settings. It will give you a safehouse and every major station in a starsystem.

7) ***SETTINGWIDE (-500 SP)***

Our most expensive option and like city wide one whose value is quite variable. However it will provide you with a safehouse in every system that is part of a jump's universe.

## SAFEHOUSE SIZE

Before we go any further I do need to warn you that a larger safe house is very much a balance between your needs and secrecy. The basic one room safe house is not likely to be noticed but an entire building sitting unused well people do tend to notice that sort of thing. It may be just an in passing thought that it's going through repairs or been on the market a long time but it does tend to get noticed. Now let's talk about how much room you want your safehouses to have..

1) ***ONE ROOM (FREE)***

As I mentioned this is the basic option: your safehouse will be a single room with everything stuffed into it. This does limit your options for equipment but will provide the least attention. This could be a small largely unused storage area accessible from the outside of a mall, a disused railway storage room or a shipping container at the docks..

2) ***HOME (-100 SP)***

A large step up in the comfort and storage options here with very little increase in the chance of it being noticed. What you have here is a basic home with two bedrooms, a living slash lounge area and a bathroom. It could be an apartment in a city or a small house in the suburbs, it might even be an old railway depot where you've incorporated a few offices and toilet facilities.

3) ***FLOOR (-200 SP)***

You receive an entire floor of a building typically the size of six apartments that you can either combine into a large safe house or divide up into different areas and functions. Though we'll get into that in a little bit.

4) ***BUILDING (-300 SP)***

Our most extensive option and not one that is very popular. This is more for people running an organization who will want a safe location where their staff can operate in hostile territory, or at least territory where they don't want people from other groups active. This can be either disguised as a place of work where your people come and go from or one they operate out of with sleeping facilities inside. It's typically a basement, a ground level and a story above that. Yes that sounds weird but some people number the building size separately e.g. ground floor, 1st floor or 1st floor, 2nd floor. Point is you have three levels each the size of the floor option. Just bear in mind that as I said these are much harder to conceal especially when active.

## **SAFEHOUSE SERVICES (-50 SP PER SERVICE)**

Now as most people don't enjoy peeing in a bottle and defecating in the corner we do provide certain facilities that can be used to upgrade your safehouses. No, don't say anything. We are aware that most modern cities and the options of home and above should offer facilities normally. What you are purchasing here are fiat backed facilities to be provided to your safehouse. They can't be interrupted, don't leave any trail such as power consumption being higher than it should be and will provide a redundant backup to places that have their own normal supply such as a city power grid complete with a changeover station where you can manually toggle between the fiat backed and regular supplies and which will automatically switch to the fiat backed one if the normal is cut off.

### **1) POWER**

A three phase power supply to your safehouse capable of meeting any electricity needs you might have whether it's a regular light circuit or industrial power tools. For locations that don't normally have an electricity supply such as a shipping container this provides both three phase and normal power sockets in addition to the electricity itself.

### **2) WATER**

A clean supply of cold water to your safe house. In the event of your safehouse not normally having a water supply this will include a tap for the water to be accessed. If you have electricity either purchased via the "POWER" option or supplied by a mundane source there is also hot water supplied.

### **3) GAS**

Your safehouse has a source for natural gas that can be used in cooking, or if necessary to blow the safehouse up when it's attacked. There are several outlets scattered around your safehouse that can be hooked up to cook tops, barbecues or other items that rely on a gas source. There is also a switch that can't be accidentally toggled which will flood the safehouse with gas waiting for a spark to set it off.

# SAFEHOUSE PACKAGES

Alright we've got the basics out of the way here are a number of standard packages that can be purchased for your safe house. These are basic options which people typically like to have in a safehouse such as living facilities or weapon storage. Just as mentioned previously, keep in mind the size of your safehouse while there is a certain degree of overlap you can design such as a bed, gun rack, workstation and toilet in a one room safe house the more you purchase the more advantage there would be to having multiple rooms dedicated to each function.

1) **LIVING FACILITIES (50 SP)**

One of our most common upgrades to the bare room you get with the free safe house. This upgrade will provide you with the basic facilities you would want to live in for a prolonged period of time. Specifically a bed, toilet, shower, mini-fridge and storage cabinets Nothing particularly fancy but enough to live there till the attention on you has died down. This package will retain any upgrades you may make to it going forward..

2) **COMMUNICATIONS (-50 SP)**

The package contains a computer with internet access, a satellite phone and charging facilities for the same and a radio that can be used to communicate with the outside world. Any upgrades made to these items will be retained.

3) **MEDICAL SUPPLIES (-100 SP)**

A basic but comprehensive set of medical supplies for treating various injuries. Bandages, antiseptics, forceps, tweezers, painkillers, drugs and even a defibrillator. Although anyone with basic first aid knowledge could use this kit proper medical training is recommended for some of the drugs kept in a refrigerated storage area.

4) **WEAPON STORES (-100 SP)**

The other popular upgrade provides you with gun racks and lock up bins for your ammunition. We even throw in a basic selection of weapons for free consisting of a handgun, shotgun, hunting rifle and enough ammunition for 10 reloads of each of them. There is also a small work station to maintain and repair your weapons.

Any ammunition and weapons removed from a safe house is replaced when it is used, damaged beyond repair or otherwise permanently lost to you with one exception. Willingly selling them will permanently remove any weapons or ammunition from your safehouse. However you may want to do so if you're replacing them with a more powerful or advanced weapon. Any items stored on the weapon racks and ammunition bins will receive the same fiat backing and any upgrades made to this package will be retained.

5) **THIEVES STORES (-100 SP)**

A rather mixed option this one. In addition to the standard lockpicks both manual and auto-picker you receive a number of computer programs useful for breaking digital security, a workstation to create false ID's, numerous props and make up to alter your appearance including hair dyes and contact lenses

## SAFEHOUSE ROOMS

Of course you might not want just a basic package. For greater customization we also have the following rooms available to you for purchase. However these are a lot less customizable than the basic packages. Each of these is a room in its own right, in some cases such as the surgery several rooms in size. These also tend to be more expensive than the basic packages offering better facilities and items. That said, here are the rooms you can purchase for your safehouses. All of these rooms will retain any upgrades you make.

1) **BATHROOM (-50 SP)**

A dedicated bathroom with toilet, shower, bath, washbasin and two cupboards one below the washbasin with drawers and the second a mirror cabinet above it.

2) **BEDROOM (-50 SP)**

Not much in this purchase is a comfortable single person bed, a few bookshelves to store things on, a desk with a mid-range computer, printer and a cupboard for storing clothes. You will need to provide your own clothing.

3) **GARAGE (-50 SP)**

A lock up parking space containing a cheap second hand car, keys are in the engine and the car is unlocked.

4) **GYM (-50 SP)**

A fully equipped gym to exercise in including weights, treadmills, stairmasters, a stretching area, rowing machine and all other requirements to keep you fit and healthy while you hide.

5) **INTERROGATION ROOM (-50 SP)**

A large room set up for interrogation of subjects in order to retrieve information on them. The walls are foot thick reinforce concrete with a half wall dividing the room into two with each half having its own door. A one way mirror forms the top half of the divider. One room allows observation of subjects, as well as containing extensive recording equipment. The interrogation half of the room has a plain metal table and two chairs one secured to the floor. The table contains bolts for a dangerous subject to be secured to it as well as the floor. There are multiple cameras set up to record any interrogation.

6) **KITCHEN (-50 SP)**

A dedicated kitchen with a full size combination fridge and freezer, sink, washing machine, microwave, oven and cooktop as well as a number of cupboards to store things in.

7) **LAUNDRY (-50 SP)**

Just your standard apartment laundry in a cupboard with a washbasin, cupboard under the washbasin and a washer and dryer for your clothing.

8) **LIVING ROOM (-50 SP)**

An area for you to relax in with a dining room table and chairs, couches, a large television and a few shelving units to store things in.

9) **PANIC ROOM (-50 SP)**

Little more than a concealed room with video monitors in the rest of your safehouse this provides a place for you to hide if your main safe house is discovered. This room will be impossible for anyone to find once, after a safe house search this room can be located normally by search techniques but that first time you're forced to use it you can rest assured they won't find you.

10) **DETENTION ROOM (-100 SP)**

A simple room containing a bed, toilet and hidden cameras capable of holding any being short of a god for one day of twenty four hours. After that time period has elapsed the room is still secure with foot thick reinforced concrete walls, an inch thick solid steel door with flap to provide food and no windows as well as anti magic and power suppression facilities to block magical and super power usage as long as the being doesn't have training in getting around those types of suppression.

11) **DISGUISE ROOM (-100 SP)**

Filled with a vast range of prosthetics and other items this room contains anything you might need to change your appearance and create false identification to suit that newly created identity.

12) **ENHANCED INTERROGATION ROOM (-100 SP)**

Torture is often more for the torturer than the tortured as some people may not break at all while others will tell you anything you want to hear true or not. Still this room is set up to allow you a wide range of options to try and loosen the tongue of someone. Electric shock paddles, waterwheels to run them underwater, knives with extensive drainage and more unusual methods of enhanced interrogation such as lemons, ginger beer bottles and other items.

13) **SECURED ENTRY (-100 SP)**

This entry room is set up to provide a second layer of protection should someone locate your safe house. It comes with decontamination facilities in event of viral or other outbreak, video monitors to observe the people in this room and concealed weapons ports to allow them to be fired on if necessary. This room also comes with a heavy steel vault door leading into the main safe house and reinforces all outside walls to make a forced entry more difficult. It also has scanners capable of checking for a wide range of potential hazards including viruses, explosives or gunpowder, cybernetic enhancements,

marked body temperature differences and other indicators of a potential threat.

14) **SITUATION ROOM (-100 SP)**

A room set up to allow people using the safe house to plan and prepare for operations in the surrounding area. It contains communication gear to speak with people out and about, maps of the surrounding area, powerful computers to hack into sites if needed, communication numbers for any first responders and useful codes to divert them somewhere else. It also has project facilities to display projections and mission briefings. This also has monitors tracking city wide use power, water and other useful information.

15) **SURGERY (-100 SP)**

A dedicated room that maintains itself in a sterile state for full scale operations on people if required. It contains all the equipment necessary to perform operations on people using the safehouse from removing bullets and sewing up the wound to, if necessary, a full organ transplant. Attached to this room is a pharmacy with a range of medications and drugs.

16) **ARMORY (-200 SP)**

A dedicated and secured room for the storage of weapons and ammunition. This comes with enough side arms and military assault rifles as well as 20 reloads for each of them to equip a group of 9 people, in addition to this there are two shotguns and one heavy weapon of your choice either a belt fed gatling gun or four shot portable rocket launcher. These last options also contain 20 reloads. Attached to this armory is a firing range capable of absorbing the impact of any weapons used in it and providing a number of moving targets to aim at.

## SAFEHOUSE PERKS

You should have a good idea how your safehouse looks now but we do offer some additional upgrades you can purchase to make it that much more appealing a place to stay.

1) **CUSTOMIZATION (-50 SP)**

You are able to mix and match any components you have purchased and apply them to all your safehouses or just some of them. For example you may have one safe house be a large building with multiple dedicated rooms, some being a normal house with no weapons or other illegal items and some be small rooms used to store some equipment or interrogate someone rather than a place to lay low in. You must have purchased any components you are using and can apply the changes to all safehouses or some.

2) **FILTERED (-50 SP)**

You have good quality filters to help purify your air and water. These aren't perfect of course, only filtering out major contaminants like smog or lead in the

water. They won't protect you against viral infections or other smaller containments. They are however set up to not just filter outside air sources entering the safe house but internal air as well.

3) **IMPROVED SEP (-50 SP)**

The problem with most safehouses you find along the chain is that when you use them the protection against being found stops working. We extend it by one week with a 1 for 1 recharge time. What this means is you can use your safehouse for up to 1 week before the SEP keeping people from noticing it fails. Of course even after that happens depending on how well it's hidden it may be some time before someone realizes you are using it. Once you stop using the safehouse it needs to recharge for 1 day for each day or part thereof you used it to regain this protection.

4) **MARVELOUS VIEW (-50 SP)**

Your safehouse has an extensive view on any approach angles to it allowing you plenty of warning to get clear if someone is headed towards it. This may be because it is located in a high place with clear views of the surrounding area, via remote cameras placed to monitor the entrances or some other method. Whatever method is used you will receive at least 5 minutes warning before anyone reaches your safehouse.

5) **MOBILE (-50 SP, -100 SP)**

Your safehouse unlike most such places is actually mobile. It may be a shipping container on a ship, a plane or other mobile contraption. For 50 SP it is limited in its movement such as a container on a train that is restricted to the lines and train movements. For 100 SP you are free to move it largely as you wish such as a mobile home.

6) **MULTIPLE ENTRIES (-50)**

Your safehouse has another entry or exit allowing you to access it via different methods e.g. a manhole leading to the sewer system or a window opening onto a fire escape. This perk can be purchased multiple times adding an extra entrance for each 50 SP spent.

7) **OFF THE GRID (-50 SP)**

Your safehouse is now relying on isolation and secrecy to protect it more than hiding in plain sight. This toggle moves your safehouse from the major cities out into the wilderness where it now is self-sufficient with no internet, no water, power or gas supplies. There is a nice creek or river nearby where you can get water and tree's to supply wood in cold weather. You can choose to change all your safehouses or just some of them if you have multiple ones.

8) **VERMIN PROOF (-50 SP)**

Your safehouse is and will remain insect free. No cockroaches, spiders, flies or other annoyances. You could leave a window wide open in the middle of the rainforest and not one insect would cross the invisible boundary protecting you.

9) **SECURE LOCATION (-100 SP)**



Due to a unique sequence of events you were able to acquire a safehouse in an especially secure location. Such as a home that used to be provided for the maintainer of a water treatment plant in between multiple rail lines. Anyone seeing you come or go is going to assume you are just part of the staff either for the rail company, the water company or just a safety inspector. Meanwhile the need for authorization to enter the area will make anyone searching for you readily apparent all while you have multiple directions to depart from meaning they may not even realize you are still on site assuming you left via a different entrance. Comes by default with one free "Multiple Entries". These two entries are on opposite sides of the safehouse with regular traffic to conceal you.

10) **SELF CONTAINED SYSTEMS (-100 SP)**

Your safehouse has been upgraded to be entirely self contained with its own water and air supplies. As long as no one actually opens the door you can wait out any apocalypse self from air and water borne contaminants.

11) **UPGRADE (-100 SP)**

Your standard safehouse is intended to lay low and hide out so the quality of the items is not normally that great. This upgrade improves all the items to the level you would expect to find in a normal home rather than just the minimum to survive. A proper bed rather than a cot, electronic treadmills with programs and monitors rather than just a track on rollers.

## SAFEHOUSE ITEMS

Of course in addition to furniture and other large items you may want to buy some smaller more portable items that will help you out.

1) **DEADDROPS (-50 SP)**

Every city with a safehouse or safehouses in it will also be provided with separate dead drops where messages can be left for or collected from without requiring that you enter the safehouse itself. This may be an ornamental fountain with a hidden pneumatic tube that will send a physical message or just a series of shirts on a line that can be hung in different colours to send basic pre-coded messages e.g. three black shirts = Run!

2) **MREs (-50 SP)**

Your safehouse has a stack of MRE's that will provide a group of 9 three meals a day. Any consumed refill every night at midnight.

3) **FOOD AND DRINK (-100 SP)**

Your safehouse has actual real food and drink to eat in the fridge. This is basic fare, no lobster or champagne but it will feed a group of 3 people for a week. This food restocks whenever the safehouse is unused for a day.

4) **GO BAG (-100 SP)**

This large backpack contains the basic equipment you'll need to survive on the run. Three one litre bottles of water. Any prescription and over the counter

medication you may need such as insulin if you're a diabetic (if you have no medical needs there will be just one pack of panadol). Personal Hygiene Items e.g. toothbrush, toothpaste, soap, deodorant, tampons and other essentials. A long lasting flashlight with one set of extra batteries (comes in white or red light). A hand-crank radio to stay. A P2 dust mask to help filter contaminated air though it won't stand up to actual viruses or similar threats. Plastic Sheeting and a roll of Duct Tape. Moist Towelettes, Garbage Bags, and Plastic Ties: For personal sanitation needs. A multi-tool/leatherman. A change of clothes and shoes and a sleeping bag. A 3 day supply of MRE's. A small first-aid kit. This replenishes when removed from the safe house. The contents can't be sold.

5) **HANDGUN AND AMMUNITION (-100 SP)**

An unregistered Glock 22 with two clips of ammunition. This is kept in a locked drawer in the safehouse. These will be replaced every month if removed from the safe house. The gun and ammunition can't be resold.

6) **SALES DEPARTMENT (-200 SP)**

These followers can be imported into future jumps taking up a single companion slot. They provide a permanent organization or business front for any safehouses or other hidden businesses you may have.

For example a large safehouse may have a dozen electricians going in and out working full time acting as a screen for the upstairs "engineering department" which is the special agents spying on the country. Alternatively it may be an old lady selling fish and chips allowing an authorized person to enter the safehouse hidden under her shop. Another option could be a bartender and staff for a nightclub who's VIP rooms are where your criminal organization sells drugs.

As they are followers they will not fight or commit illegal actions themselves but neither will they sell you out or betray the people they are acting as a front for. There is no limit to the number of followers this purchase can provide for the cover of your safehouses and hidden organizations. They will generate sufficient funds to cover their needs but will not make you any profit.

7) **STACK OF FALSE ID's (-200 SP)**

A drawer in the safe house contains a half dozen packets set up with false identities for you to assume. These false identities consist of four basic identities and two advanced ones. The basic identities contain a passport, drivers licence, a thousand dollars in the currency of the passport issuer. The identity will be you just with a different name and details, these are good enough to stand up to basic checks like travelling through an airport though active investigation can find flaws in them.

The advanced identities are ones you can assume that look markedly different either through disguise (false contacts, hair dye, bodysuits, etc) or through

transformation into an alt form. They come with the same documentation and money as the basic identity as well as a birth certificate and social security or tax file number. Only a thorough investigation will be able to determine they aren't real and that only due to things like the lack of anyone who actually knows the person in the documentation.

In addition to these six packets there is also \$5,000 in the currency for the area where the safe house is located in unmarked non-sequential bills, a prepaid phone with \$100 worth of minutes, and a pass for any local public transport.

## SAFEHOUSE DRAWBACKS

Of course not all places are good to stay at and if you need some extra points you can take these drawbacks.

1) ***BAD LOCATION (+50 SP)***

Your safehouse is located in an absolutely horrible location down wind of the sewage treatment plant, between two freight rail lines and the interstate freeway into town. It stinks, there's constant loud rattling, screeching and horns all while the brilliant neon lights of the city keep you up at night and just when your starting to get used to it something changes. The light levels shift as the cars drive past, the driver uses the horn longer to alert people of a train approaching or worst of all the loud screech and crash of a car stopping badly at the train crossings resulting in sirens and first responders. Your not going to get a peaceful rest here.

2) ***NO WARNING (+50 SP)***

Your safehouse is locked up tight preventing you from being able to see if anyone is nearby without leaving it and potentially compromising it. The first you will know of someone having discovered it is when they kick open the entrance to capture you.

3) ***POOR MRE'S (+50 SP, REQUIRES MRE ITEM PURCHASE)***

Seems like the contractor decided to take advantage of the fact that in bulk orders people are only going to check the correct item is delivered rather than going into further detail. Your MRE's all selected from the ones widely considered to be the worst MREs around. The cheese and veggie omelette, the pork chop and applesauce delight, Turkey ala king. The food will be rubbery or in the case of meat rice cake like in texture, able to be broken up rather than cut, it's probably best not to think about the flavour. Still it has all the nutrients you'll need and a long shelf life.

4) ***FAULTY SEP (+100 SP)***

Your safehouse is entirely reliant on its normal cover and offers no fiat backed protection against it being discovered for this jump.

5) ***FRESH AND READY (-100 SP)***

6) We just finished work on this and it shows. There will be a noticeable smell of paint in the safehouse throughout your stay that won't disappear.

7) ***RESTRICTED ENTRY (+100 SP)***

The access to your safehouse is restricted when you are able to safely use it such as only being clear of passers by between 2 and 4 in the morning or requiring you to get past security systems you don't control such as security guards on the dock your shipping container is located at. This drawback will prevent you being able to just go to any safe house you have for the first jump at the time you need it until you have managed to deal with the restricted access. For example waiting till it's safe to enter or sneaking past security patrols.

8) ***SECOND HAND (-100 SP)***

For the jump when you first purchase the safehouse it will still be in use by its previous owners. Any time you attempt to use one of your safehouses there is a cumulative 10% chance there will already be someone hiding out in there, or has just hidden out there and has already taken the supplies leaving it empty.

9) ***SHODDY CONSTRUCTION (+100 SP)***

The water and power for your safehouse wasn't wired up correctly and suffers regular faults and failures. The lights flickering and power cutting out entirely, the water suddenly running cold, failing or otherwise not working properly. These faults will always happen at the worst possible times such as the AC failing in your shipping container safe house just as the outside temperature hits 55 degree's celsius/131 degrees fahrenheit.

10) ***OPEN SECRET (-200 SP)***

A lot of people seem to know that there is a 'secret' hideout and that there may be goodies around here. In short, expect a lot of visitors. Not all of them may have bad intentions but at least some have.

## **NOTES**

## **VERSION CHANGES**