

Influence reflects how the Lodge, and the Rippers that run it, interact with the Ripper Organisation and the Cabal. Influence Restriction (x) means that Influence may not be raised over this level until all other areas of the Lodge reach level (x) and the reverse is also true.

Membership represents the level of 'permanent' recruitment in the lodge. Should the number of available extras drop below this level, they will be restored to this level at the end of the game month.

Resources represents the Lodge's base income (before expenses and stipends are paid) as well as the investment into the facilities in the Lodge.

Influence		Membership		Resources		Facilities		Upgrade Cost	Upkeep Costs		Number	Cost	
1	-2 Charisma with other Rippers	1	2 Servants, No Rippers, Lose 1 Influence/Month	1	Facility Rating -2 Lose 1 Facility and 1 Membership/Month	1	-2 Charisma on Recruitment Missions	n/a	£10/ Novice Ripper.	19	£190		
2	Local Importance: -1 Adventure Table Cabal Threat 2d4	2	4N	2	£50/Month	2	Each Level Adds 1 Facility Meeting Room <input checked="" type="checkbox"/> +Public Area (£500) <input checked="" type="checkbox"/> Sleeping Quarters <input checked="" type="checkbox"/> Library <input checked="" type="checkbox"/> +2 Modifier from Belladona's Personal Library. +Specialist (£100):Rippertech <input checked="" type="checkbox"/> +Specialist (£100): _____ <input type="checkbox"/> +Specialist (£100): _____ <input type="checkbox"/> +Specialist (£100): _____ <input type="checkbox"/> Ripper Lab <input checked="" type="checkbox"/> Chapel <input checked="" type="checkbox"/> Medical Centre <input checked="" type="checkbox"/> Workshop <input checked="" type="checkbox"/> Armoury <input checked="" type="checkbox"/> Secure Cells <input checked="" type="checkbox"/> +Torture Chamber (£450) <input type="checkbox"/> Training Room <input checked="" type="checkbox"/> Foundry <input type="checkbox"/> Operating Theatre <input checked="" type="checkbox"/> Alchemist's Lab <input type="checkbox"/> Reliquary <input type="checkbox"/>	£100	£20/ Seasoned Ripper.	6	£120		
3	+0 Charisma with other Rippers	3	6N	3	Facility Rating -1	3		£150	£30/ Veteran Ripper.	3	£90		
4	Rank Threshold (Veteran)	4	8N	4	£100/Month	4		£200	£40/ Heroic Ripper.	10	£400		
5	Regional Importance: +0 Adventure Table Cabal Threat 2d6	5	10N	5	£150/Month	5		£250	£10/ Facility	11	£110		
6	Influence Restriction (5)	6	12N	6	Facility Rating +0	6		£300	Total Cost/Month.		£910		
7	Renown: +1 Charisma With other Rippers	7	14N	7	£200/Month	7		£350	Cabal Threat				
8	Rank Threshold (Heroic)	8	16N	8	£250/Month	8		£400	1	2	3	4	
9	Connected: +1 Status	9	18N	9	Facility Rating +1	9		£450	5	6	7	8	
10	Influence Restriction (9)	10	20N	10	£300/Month	10		£500	9	10	11	12	
11	High Renown: +2 Charisma with other Rippers	11	20N + 1d4S	11	£400/Month	11		£550	13	14	15	16	
12	National Importance: +1 Adventure Table Cabal Threat 2d8	12	20N + 1d8S	12	Facility Rating +2	12		£600	17	18	19	20	
13	International Importance: +2 Adventure Table Cabal Threat 2d10	13	25N + 1d8S + 1d4V	13	£500/Month	13		£650	Additional Income				
14	Seat on the Grand Council	14	30N + 1d8S + 1d8V + 1d4H	14	£600/Month	14		£700	£50/Month from Percival St. John-Smythe £400/Month from Mystery Donors £25/Month From British Museum £100/month from Donnelly d4x£5/month from sewing circle. £75/month from Mrs. Jenson £100/month from Lord Wicks £50/month from the Pevensie Family £50/month from blackmailed smugglers £50/Month from Artefact Sales				
15	Fame Edge	15	Sidekick Edge	15	Mysterious Benefactor Edge	15		Improved Facilities Edge	£750				