

**Basic:** May use Basic Larceny to escape Basic carded Binds. May activate this item even if you are in Bleed Out or Stable. This item may not be looted from you and cannot be discovered during a search without your consent.

**Proficient:** May spend 10 Mind to escape Proficient carded or uncarded Binds. May activate this item even if you are in Bleed Out or Stable. This item may not be looted from you and cannot be discovered during a search without your consent.

**Master:** May spend 15 Mind to escape Master carded or uncarded Binds. May activate this item even if you are in Bleed Out or Stable. This item may not be looted from you and cannot be discovered during a search without your consent.

**Inner Circle:** Countered by the PFA use of Law Dog Manacles. You may spend 1 Resolve or 20 Mind to escape from any carded or uncarded Binds and heal 1 Body. Any item-card binding used on you is broken and may not be repaired. May activate this item even if you are in Bleed Out or Stable.