

**Basic:** Spend 5 Mind and 2 minutes Active Role-Play working on a Basic lock. Report to Logistics to receive 'Gizmo: Temporary Key' with the lock's location and name. This can be given to anyone to open that lock. Breaks upon opening.

**Proficient:** Spend 10 Mind and 2 minutes Active Role-Play working on a Proficient lock. Report to Logistics to receive 'Gizmo: Temporary Key' with the lock's location and name. This can be given to anyone to open that lock. Breaks upon opening.

**Master:** Spend 15 Mind and 2 minutes Active Role-Play working on a Master lock. Report to Logistics to receive 'Gizmo: Temporary Key' with the lock's location and name. This can be given to anyone to open that lock. Breaks upon opening.

**Villon:** When a trap goes off that would affect you spend 1 Resolve and call 'Delay Trap 1 Minute'. After one minute trap will go off and affect anyone still within range of it. Can only be used once per trap.