

Basic: Requires Basic Criminal Influence to use. Spend 5 Mind to instantly disarm a Basic trap. Does not recover trap.

Proficient: Requires Proficient Criminal Influence to use. Spend 5 Mind to instantly disarm a Proficient trap. Does not recover trap.

Master: Requires Master Criminal Influence to use. Spend 10 Mind to instantly disarm a Master trap. Does not recover trap.

Inner Circle: May spend 1 Resolve when using any of this item's mechanics to recover the trap.