

Basic: Requires Basic Larceny to use. Spend 5 Mind to affix 2 clothespins instead of 1 as per Basic Larceny.

Proficient: Requires Proficient Larceny to use. Spend 5 Mind to instantly wiggle free of any non-locked bindings put on by Basic Malicious skill. Must not be in bleedout Unconscious or Stunned to use. Steelpaw Finger Mitts cannot be forcibly removed from the wearer unless another item specifically allows for it.

Master: Requires Master Larceny to use. Spend 10 Mind on top of usual required Mind point costs to instantly unlock a locked container. If doing so would trigger a trap you may choose not to open it. Mind points are still spent.

Villon: Spend 20 Mind to use a clothespin to mark placing a container trap card in Target Supply bag. Trap is considered active and will go off next time Supply Bag is opened. Counts as CvC action.