

**Basic:** When using Basic Malicious to tie someone up with this item reduce the cost to 0 Mind if they are of your faith. Counts as Gizmo: Basic Lock.

**Proficient:** When using Basic Malicious to tie someone up with this item reduce the cost to 0 Mind if they are of your faith. Counts as Gizmo: Proficient Lock. Replaces benefits of Basic crafting.

**Master:** When using Basic Malicious to tie someone up with this item reduce the cost to 0 Mind if they are of your faith. Counts as Gizmo: Master Lock. Replaces benefits of Proficient crafting.

**Saint:** Spend 20 Mind or 1 Resolve to place wraps over hands of a Target. Target has all fractures and mental effects (intoxication mentally-altering disease symptoms et cetera) on their person suppressed while tied up.