Lock

Locks can be found on doors or other items. They can apply modifiers to Open Lock checks:

| Lock Type | OL Modifier |
|-----------|--------------------|
| Poor | +10% |
| Standard | - |
| Superior | -10% |
| Complex | -20% |

DM note: The vast majority of locks in dungeons should be Standard. Poor locks are useful for cheap houses in town and such.

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