
Picking Locks

(This greensheet details how to attempt to break into a lock protected by magic. (Assume all locks in game are magical unless you know otherwise).)

Magical locks, while more secure than mundane locks, are still susceptible to being picked. Picking locks is a delicate and often time consuming process. The difficulty of picking a lock depends on the lock itself. If anyone observes you while in this process, you must tell them that you are fiddling with the lock in an obvious attempt to break in.

How to pick a Lock:

1. Shuffle the deck seven times.
2. Deal out a card. This is your *working hand*.
3. Deal out 5 cards in a line above your working hand. This is your *dynamic library*.
4. You may swap out a card in your working hand with a card in your dynamic library.
5. Check to see if you can make a straight of the required size from the cards in your working hand and dynamic library. If not, discard your dynamic library.
6. Repeat steps 3-5 until you have fulfilled your success condition or you run through the deck. If you run out of deck, you must start over from step 1.

Success Condition by Lock Difficulty:

Lock Difficulty	Required hand
0	Straight of 4
1	Straight of 5
2	Straight of 6
3	Straight of 7
4	Straight of 8

Aces can count as high or low, but wrapping is not allowed. (IE: Q, K, A, 2, 3 is **not** a valid 5 card straight.)

You may notice that several locks start out impossible. This is intentional. If you attempt to pick a lock and fail (by running out of deck), you may try again immediately (continue the session), or you may give up (end the session). If you have tried to pick a lock twice in the same session, the third time you try to pick the lock in the same session, you may reduce the lock difficulty by 1. Failing twice with the new lock difficulty will allow you to reduce it further, and so on, down to a minimum of 0.

There may be other ways to reduce the difficulty of a lock.

Addicted!

You are addicted to Red Seaweed (632). Normally you would smoke Red Seaweed (632), but since that doesn't really work under water, you've been chewing it. To your great frustration, chewing is far less effective at calming your cravings. You can already feel your dose this afternoon fading, and you have only one left.

Throughout the evening tonight, you will have to continue to take doses of Red Seaweed (632). You will need to acquire more doses from your dealer. See the "(Memory/Event Packet for Questions)" membook for details of this mechanic.)

1. Within 5 minutes of T+45min, you must take 1 dose.
2. Within 5 minutes of T+1.5hrs, you must take 2 doses.
3. Within 5 minutes of T+2.5hrs, you must take 2 doses.
4. Within 5 minutes of T+3hrs15min, you must take 3 doses.

If you don't get your doses on time, you start to experience withdrawal. Once you hit withdrawal, you go into a confused rage. You must make a knock out attack on the first person you see with your full CR. If you miss multiple doses, you must attack 1 new person for each missed dose. Once you have attacked as many people as doses you have missed, you must fall unconscious for 5 minutes. Withdrawal applies each hour you don't get your doses.

Red Seaweed (632) has some positive effects and some negative effects. Immediately upon consumption, it will boost your CR by 1 for 10 minutes, but then it will reduce your base CR by 1 for the ten minutes following that. The buffs do not stack or cancel each other out.

N.B. If anyone in your family finds out about your addiction, give them the mem-packet related to this.

