
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.

Signing the Treaty

As someone involved with the treaty negotiations, you know about the signing procedure for the treaty. A treaty exists in one of four states: Incomplete, Drafted, Ratified, and Vetoed. A treaty is considered Incomplete until a choice has been circled for every relevant article, and a signature from the acting ruler of Atlantica and the currently highest ranking Pacifican in game. At the start of game, this is King Triton and Prince Jared respectively. Once complete, a treaty can be Vetoed by anyone with veto power on the list below. Once Vetoed, a treaty can not be made valid again by any means, and a new one must be drawn up.

1. The acting ruler of Atlantica (King Triton at the start of game)
2. The current highest ranking Pacifican (Prince Jared at the start of game)
3. Hermes, the representative from the Explorer's Guild.
4. Gladius, the representative from the Guardian's Guild.
5. Pandora, the representative from the Merchant's Guild.

A complete treaty is considered Ratified if it has signatures from every player involved in talks that currently holds veto power, or it has been publicly displayed for at least 15 minutes, has no vetoes, and the Neptune Ball is over. If a member of the guilds is dead, their signature is not required to ratify a treaty and their veto is lost - however, if a representative for Atlantica or Pacifica cannot be found, the treaty cannot be signed. A treaty, once ratified by the former method, cannot be made invalid - only physical destruction of that copy can make it invalid at that point.

In order for a signature on a new treaty to be valid, the previous version of the treaty must be first made invalid, either through a veto, by physically destroying it, or if it cannot be found.

Battling Depression

You are clinically depressed and under a huge amount of stress at the moment. Your mental state is extremely fragile, and to make matters worse, you have to hide this fact to remain fit as ruler.

You start with a β score of 6, which represents your level of depression. Your score can never go higher than 8, and when it hits 0, you sink into a depression that only large amounts of therapy can help you with. Differing depression levels should affect your roleplaying in different ways:

β 6-8: You have your depression under control. You don't need to act noticeably depressed.

β 3-5: You are starting to spiral into depression. You should show occasional flashes of dark thoughts, and be generally less energetic.

β 1-2: You are on the verge of losing it. Act clearly depressed and seek ways to alleviate your depression as soon as possible.

β 0: You have lost the battle with depression and need professional help. Curl into a ball (or something similar) and talk to yourself for 10 minutes. After this time, your score becomes 1. All future gains, but not losses, to your β are halved.

Here are events that can improve your β score:

1. +2 points: Talk to a family member for at least 1 minute. This can only trigger once per hour, regardless of who you talk to.
2. +2 points: Consume your Medicinal Tablets (729) (destroy it). You may do this in response to losing β .
3. +4 points: Get the treaty ratified. If this happens in game, this also raises your β score cap by 2 points.

Here are events that can penalize your β score:

1. -2 points: If you are knocked unconscious.
2. -2 points: If you have a fight, verbal or physical, with a family member.
3. -2 points: Major setback in treaty negotiations (vetoes by the guilds, you fight with Pacificans, etc.)
4. -2 points: See or learn of the death of a guest OR
5. -4 points: See or learn of the death of a family member.
6. -4 points: Lose the throne.
7. -4 points (Post Game): Fail to sign the treaty.

A ruler who has gone into a depressive fit is not fit to rule, so make sure to keep your β score high, especially going into the post game if the treaty is looking tenuous.

Your Depression Packet has different triggers that may increase or decrease your β score. These triggers are ingame knowledge for your character. You may strive for them or avoid them as you wish.

