
How to Pick Pockets

You know how to pick pockets.

The GM will provide you with a sheet of stickers before game for this mechanic

In order to successfully pick pocket someone, you must stick at least one sticker on them without their noticing. More stickers allow you to steal items of greater value and/or metaphysical connection to the current owner. You do not know exactly how many stickers it will take to get any particular item. Once you have successfully stuck a sticker (or stickers) on someone, tell a GM, and they will facilitate getting the item to you. (This is so your target does not have any idea why they are losing the item.)

You can attempt to steal a random item, steal a specific item, or sneak an item **into** someone's pocket. If you want a specific item, describe it to the GM. If you just want something random, tell a GM. If you want to sneak an item into someone's pocket, give the item to a GM. In either case, once you have stuck a sticker(s) on your target, come talk to a GM.

If your target catches you sticking a sticker on them you must tell them that they caught you attempting to pick-pocket them.