

# Freeform Games Investigating Pickpocket Crimes



In some of our games, characters have the pickpocket ability. We don't normally include rules for investigating pickpocketing, but here are some suggested rules if you want to try it out.

Our rules for pickpockets can be found on our [standard rules page](#).

One of the problems with the pickpocket skill is that it can be demoralising to have spent all game trying to get hold of a special item only to have it stolen by someone unknown. So here's an optional system you can add to your game if you are concerned about pickpockets and other minor crimes.

## Pickpockets

First give the characters with the pickpocket ability the following slip for each pickpocket use they have. (So a character with two pickpocket uses gets two slips.)

<b>Pickpocket Use</b>	<b><i>Pickpocket</i></b>
	Complete this form each time you wish to use your <i>Pickpocket</i> ability and give it to the Host. They will contact you with the proceeds of your crime.
	Name of Victim:
	Item to steal:
	Name of pickpocket:
	What was actually stolen (Host use only):

When a thief wants to use their pickpocket ability, they fill in the first three entries (name of victim, item to steal, and their name) and gives it to you (the Host).

You then resolve the pickpocketing ability, and add what was actually stolen (if different from what the thief was after). You also keep the slip of paper – that will be important later.

**Detectives:** Then, give the following ability to detective-type characters – sleuths, investigators, police officers, and possibly even reporters.

***Solve Pickpocket Crime***

You may use your sleuthing skills to solve an in-game pickpocket crime. If you discover a pickpocket crime and want to try and solve it, see the Host.

(This does not work with crimes committed before the murder mystery starts.)

So someone who has been pickpocketed can find a detective and ask them to investigate. The detective checks with a Host and plays scissors-paper-stone:

- **Host wins:** The detective learns nothing.
- **It's a tie!:** The detective learns who was behind the crime, but doesn't have definitive proof.
- **Detective wins:** Proof of the crime! The Host gives the detective the completed Pickpocket Use slip as evidence that they have solved the crime. This is enough evidence to bring before a judge (see below.)

The detective can then go back to the victim with the news that they've either identified the culprit (and maybe even have sufficient evidence to try them) or that they haven't.

**Punishment:** If proof of the crime exists, then the evidence may be taken to the judge/sheriff or whoever is responsible for dispensing justice. They should be given the following slip in their character sheet:

***Minor Crimes Sentencing Guidelines***

You are responsible for dispensing justice. If you have evidence of a crime (for example, pickpocketing) then you may dispense punishment in line with the following guidelines:

- A warning (for a first offence).
- A small fine.
- Community service (helping the victim).
- A short time in jail (if available).

This does not apply to crimes committed before the murder mystery starts.

As a guide, punishments should, if possible, improve a player's game rather than detract from it.

**Note:** The goal is not necessarily to punish the wrongdoer, but to create more plot for the players by exposing secrets and shining light on dark deeds. Even if the culprit is known, the investigation doesn't necessarily result in hard evidence that you can take to a judge. However, that shouldn't stop the victim from dramatically confronting the pickpocket and demanding their goods back.

Not all of our games have a character suitable to give the sentencing guidelines to. In those games, evidence of pickpocketing can be dealt with during the game wrap by asking the investigating characters what they intend to do.



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