

# Freeform Games Pickpocket Rules



In some of our games, characters may wish to steal things from each another. If that happens, you will need these Freeform Games pickpocket rules.

We include the rules in the host's instructions for the games that need them, but you can use this file to share the rules with your players.

Note that we have also included our optional rules for solving pickpocket crimes.

## *Pickpocket*

<b>Ability</b>	<p><b>Pickpocket</b> Tell the Host what Item (or cash) you want to pickpocket from another player. If that player does not have what you seek, the Host will take another Item at random.</p>
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The “Pickpocket” ability lets your guests steal items from other characters. To use, they show you the card (and cross off one use) and indicate what they want to steal, and from whom. You must then go to the person, take that item and give it to the pickpocket.

Try not to make it obvious who is the thief!

Note that if the person wants to steal cash, then the ability will say how much they can steal (normally no more than a single money card). If the victim doesn't have the item (or cash) you should take something else, at random – unless they don't have anything, in which case the pickpocket attempt fails.

If the victim tries to play a *Not So Fast!* ability to prevent the pickpocket, they can. In this instance they have caught the thief in the act – you should let your guests act out the consequences.

## **Solving Pickpocketing Crimes**

We also have some optional rules if you want to add a system for solving minor crimes (such as pickpocketing). You can find that on our [standard rules page](#).

