Bob World Builder Presents

Lockpickery

Rules Supplement

5e

B B

Lockpickery

Lockpicking is an archetypal activity of fantasy stories and games. Whether it's to unlock a long-forgotten chest, rescue an innocent prisoner, or perform the perfect heist, your party needs to pick a lock every once in a while. Despite the significance of this dubious skill for thief and scout characters, the fifth edition of the world's oldest fantasy roleplaying game reduces what should be a tense and trying moment to a single pass-or-fail die roll. Therefore, this rules supplement was designed to provide a fun and engaging lockpicking experience linked to relevant 5e character features, while keeping it possible for any character and simple for the game master.

Rethinking Locks

To use *Lockpickery* at your table, first round your locks' DCs to the nearest 5 (e.g. a DC 13 lock becomes DC 15). As usual, a higher DC represents a more challenging and complex lock, but this tiered DC also determines a few other factors according to the **Lockpickery** table on this page.

Based on the rounded lock DC, use the table to determine whether or not thieves' tools are required to pick the lock, the minimum number of rounds required to pick it, and the total number of d6s used for the player's **lockpicking roll**. For example, a DC 15 lock requires the character to use thieves' tools, requires three rounds of picking, and its **lockpicking roll** is 6d6.

Lockpickery

Rounded Lock DC	Lock Complexity	Thieves' Tools Req.	Rounds Req.	Lock-picking Roll
5	1	NO	1	2d6
10	2	NO	2	4d6
15	3	YES	3	6d6
20	4	YES	4	8d6
25	5	YES	5	10d6
30	6	YES	6	12d6

The Lockpicking Roll

The result of the **lockpicking roll** determines whether a character succeeds or fails at their lockpicking attempt. The player makes their **lockpicking roll** by rolling all of the d6s at once, or by rolling 2d6 per round during combat. In either case, the rounds required to complete the attempt is based on the lock's DC.

If the player completes their lockpicking roll without rolling any **1s**, their character successfully picks the lock.

If the player rolls a **1** during their **lockpicking roll**, their character fails and the lock resets.

...But Thieves Cheat

Characters trained in lockpicking get a number of rerolls to avoid failing their **lockpicking roll**.

Any 5e character with proficiency in thieves' tools can **reroll** a number of 1s equal to their proficiency bonus to avoid failing their **lockpicking roll**. Furthermore, 5e characters with expertise in thieves' tools can reroll a number of 1s equal to double their proficiency bonus.

Characters from other RPG systems may reroll a number of times at the game master's discretion based on the character's background, current skill set, knowledge and experience of thievery, luck, or favor with the gods.

Regardless of the system, a character regains all expended rerolls after a night's rest.

"That's Too Easy/Hard"

There are a few straightforward ways to make *Lockpickery* more or less challenging depending on your personal preference.

✓ Replace the d6s with d4s or d8s for a higher or lower probability of failure, respectively.

✓ In a dungeon or any environment with many locks, only a short period of rest may be required to regain expended rerolls.

✓ Each reroll used may add one required round of picking.

✓ Recommended: Any failure may result in signs of tampering such as noticeable scratch marks, a lodged lock pick, or a jammed lock.

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EXAMPLE OF PLAY
The Back Alley Blue Skull Break In

Baldo The Burglar: You guys think I should try to sneak in the window?

Lady Francesca: Hold on. What did this shopkeeper do to us again?

Dorhan Bloodbane: He is not the dark lord who killed my parents—

LF: Here we go...

DB: —but he's probably working with the Blue Skull gang. We need evidence. Do it, small one.

BTB: Nice. Can I see in the window?

GM: *rolls 1d20* Unfortunately there's a curtain, but you can see the window only has a latch. Also it's several feet off the ground.

BTB: Nice! Lift me Dorhan!

LF: Alright, I want to keep watch. Should I roll for that?

GM: Good idea, yeah. Then I need Baldo to roll 4d6 for this window latch.

LF: *rolls 1d20* Uhh, I got a 19.

BTB: 4d6? What is that for? A trap?

GM: Francesa, all seems quiet in the alley besides a few rats scurrying around. And no trap on the window. I just want to try this optional rule thing I found online.

BTB: *rolls 4d6* Well I got 15.

GM: Did you roll any 1s?

BTB: Uh oh. Yeah, I rolled one 1.

GM: Alright, so as Baldo is picking this lock—

DB: In my grasp by the way.

GM: Yep, as Baldo is cradled in Dorhan's mighty grasp at the back window of the shop, he fiddles with his tools for a few seconds. Then, Baldo, as you finally slip one of your hooks under the window latch... your hook gets stuck!

BTB: Crud. I don't like these rules.

GM: BUT! You can reroll that 1 since your proficient in thieves' tools!

BTB: Ahh, nice! It's a 4! Is that good?

GM: You got it! The window swings open a little with a slight creak—

BTB: Nice! I like these rules!

GM: —and as the curtain blows aside, you all see a shrine of sorts: a pyramid of lit candles with a BLUE SKULL hanging above them, and the shopkeeper, robed, kneeling before it!

LF: Oh my gosh! Does he see us?

DH: Woo! I chuck Baldo in the window!

BTB: Let's gooo!

THE END

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This project was fully funded by the amazing Bob World Builder Patreon community!

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