

# LORDS OF LARCENY

## FOOLS RUSH IN

This tabletop RPG has you take on the roles of fools, bards, court jesters, and traveling performers with a single goal in mind: COMMIT THE GRANDEST OF LARCENY. Steal the King's Crown, the Queen's Jewels, and/or the Prince's Favorite Butler. Lords of Larceny: Fools Rush In is a comedic heist game where the only real weapons you have are your skills as a troupe of blundering jesters. Each game of Lords of Larceny follows a loose structure regarding a play. Firstly, is the pre-show, where you create your characters, get in game and snoop out some leads and information, then plan your big heist, the heist should be divided into 'acts' representing a major step in your plan. Acts can be as long or as short as your group decides, as they'll determine how long the game is. A long game could even consist of multiple heists!

### CHARACTER CREATION:

1. Decide on your character's name, (phony) titles, specialty in the troupe, and some information about their parents.
2. There's eight skills, roll a d20 for each skill and assign it that number.
3. Don't like the result? Consider swapping a score in a skill with another player. If you have 4 points in Dance, and 12 points in Juggle, you might be able to convince your friend to trade your Dance score for your friend's score of 18. Sweeten the deal by throwing in your 12 points in Juggle in exchange for your friend's score of 1.

### SKILLS:

1. **FLATULENCE:** Produce fun smells to dazzle, amuse, and incapacitate friend and foe alike! Even use it to display your distaste of the townspeople who kicked you for busking!
2. **SONG:** Recite songs, poems, and limericks to inspire, intimidate, and make a buck on the side.
3. **DANCE:** Distract your foes with flashy moves, tumble out of the way of attacks, and perform never before seen acrobatic feats!
4. **FACE PAINTING:** Create a clever disguise, scare a guard with your terrifying visage, or make some money at birthday parties!
5. **POTTERY:** Create beautiful sculptures, a mug to drink from, and throw it at a foe! Or throw it across the room to distract a sentry!
6. **FORTUNE TELLING:** Predict the future with a crystal ball, or whatever else you have in your pockets. Or just pretend you can for far more nefarious reasons.
7. **JUGGLING:** Being able to juggle, and throw various objects has just as many uses as you can imagine.
8. **ANIMAL MIMICRY:** Make cool animal noises to deceive, distract, or show off!

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Use skills by rolling a d20, if you roll equal, or lower than your score, you pass! If not, that sucks.