Having this greensheet means you may pick locks.

Mechanical lockpicking is mechanicked by geometric constructions with a compass and straightedge. Each lock will have a geometric figure you must reconstruct to open the lock. The figure may also have an additional description. “Regular” generally means that all of the angles and sides are equal; a description may say the figure is regular even when the image itself is inexact.

A set of lockpicks is physexped by a compass and a straightedge, probably in a convenient and stylish carrying case. The GMs will supply them, but you may bring your own. You should also bring a pad of paper. With your compass and straightedge, you may:

- Use the compass to draw arcs.
- Use the compass to mark off distances.
- Use the straightedge to make straight lines.

You may not:

- Use your straightedge as a ruler.
- Use lined paper for your constructions.
- Guess an angle.
- Guess a distance or location.

In general, if you want to put the little pointy end of the compass down on the paper, unless it’s the first stroke of the figure, you need to put it down on a pencil line or intersection. Likewise, if you want to draw a straight line, it’s usually going to be a straight line between two points.

**Examples**

Bisecting an angle:

![Bisecting an angle diagram]
Bisecting a line:

A regular hexagon (with other examples):

60/60/60 Triangle

Hexagon

30/60/90 Triangle

A regular pentagon: