



PINFINGER

Play takes place over a series of rounds. Before every round begins, roll 5d20, assign each one to a finger of the diagram. This is a 'red cross'. Each player may then offer up a stake of 10gp, placed in the center of the table. This is the prize pot.

To play a round, each player secretly selects any number of d20 and holds them in their hand over the table. Once every player has committed, the number of d20 selected is revealed simultaneously.

At this stage, players make a Sleight of Hand roll against a DC 14, success means they may adjust their speed up or down by 1d20. The player(s) with the most d20 in their speed pool are deemed the 'fastest', all other players must now pay a further ante into the pot, usually another 10gp so it pays to be bold. Players then roll their 'speed pool', any d20 rolls that match a red cross on the diagram mean they have stabbed a finger and take damage. They are eliminated from the game. Players that successfully made a Sleight of Hand check (above) may ignore 1d20 of their roll. If at least two players 'survive' then a new round is played as before until just one player remains, who takes the pot.