

OPTIONAL RULE: SAFETY FEATURE

Traps adventurers stumble across in tombs will usually not have a button, lever, or other built-in device that allows them to bypass it simply by being observant. After all, tomb residents don't really have to worry about tripping a trap as chances are they're already dead.

Cautious adventurers who don't want to injure themselves on their own ingenuity, on the other hand, may wish to include a safety feature when they are designing and rigging a trap. Since this is somewhat antithetical to the trap's purpose, doing so should not be easy and should, in fact, increase in difficulty as the complexity of the trap increases.

To install a safety feature, the character creating the trap must make the **Set Trap Test** with an additional degree of success if the test is Average or easier or by two additional successes if Challenging (−10%) or harder.

Characters who manage to build the trap, but do not do so with the degrees of success necessary to also create the safety feature, still install the additional device—it just does not work as it should. For this reason, the GM may decide to make the test in secret.

pressure plate to trigger a dozen darts the third time someone steps on it is a good deal more complex.

BUILDING A BETTER TRAP

When constructing a trap, a Character must decide whether to build a simple trap or a complex trap. A simple trap has just one function and uses the Set Traps Skill. A complex trap may have multiple functions but requires the Academic Knowledge (Engineering) Skill. The base difficulty for constructing a trap is Routine (+10%). Each decision you make about the trap, such as the trigger mechanism, its size, and how well the trigger is concealed affects the total Difficulty of the test. For example, Skrenk constructs a simple trap with the alert function. He decides to use pressure as the trigger mechanism, so he increases the Difficulty from Routine (+10%) to Average (+0%). Table A2–2: Building Traps describes the various trap components and how they affect the Difficulty.

Trigger

The trigger is the condition or effect that causes the trap to take effect. A trigger can be as simple as pressure, such as stepping onto a concealed pit, or as complex as a trap that triggers by sound.

- **Location:** A location trigger requires the victim to be in a particular place for the trap to take place. Location triggers tend to be constant effects, such as a gas-filled room or an open pit.
- **Pressure:** A pressure trigger requires a certain amount of weight to be placed on the trigger, which could be the lid of a pit trap, a hidden stud in the wall, and so on. Pressure also includes certain actions such as opening a door, stepping on a pressure plate, and so on.
- **Special:** This is a catch-all category for any other type of trigger that is not location, pressure, or timed. Special triggers could be voice activated or sensitive to temperature and moisture changes.
- **Timed:** This trigger occurs at intervals, such as every minute, hour, or day, regardless of the presence or

absence of a target. A trap that triggers once each day increases the Difficulty by 0.5, each hour by 1, and each minute by 1.5.

Size

Size indicates the general scope of the trap. A small trap may be nothing more than a trapped lock (affecting just one Character), while a medium trap could be a pit (affecting two Characters), and a large trap might encompass an entire room (affecting an entire party).

Reuse

Typically, when a trap is sprung, it is expended and useless. But if repaired, the trap may be used again. In some complex traps, the trap resets itself. A trap that resets itself once per day increases the difficulty by 0.5, each hour by 1, and each minute by 1.5.

Locate

This entry defines how hard it is to notice the trap. The more difficult, the more the trap blends in with its surroundings. Consider a pit trap for instance. A pit that's Very Easy (+30%) to find is a big open hole in the middle of a corridor, while a Very Hard (−30%) to find pit is cunningly concealed with a false lid that blends seamlessly with its surroundings.

Neutralise

This entry describes how hard it is to neutralise the trap with a successful **Pick Locks Test**. Some traps, for obvious reasons, can't be neutralised—a pit can't be neutralised (unless the Characters have enough dirt or stone to fill it), though it can be circumvented. Traps that can't be neutralised should have a way to circumvent them. There is no modifier to Difficulty for such traps.

Effect

Traps tend to function in one of the following seven ways: alarm, barricade, immobilize, lethal, maim, protect, and removal.