

# Spectrum Trap Rules

## Two new skills and one redefined:

There are two new skills added to the game and one existing skill has been redefined.

### New Skills:

**Detect Trap [Spiritual/Other 0]:** This skill allows the player to use the OOG knowledge they gained from noticing a Trap.

**Trapsmith [Production/Thief 3/6/9]:** This skill is used to create Trap Mechanisms, Loads and TrapKits.

### Redefined Skill:

**Arm/Disarm Trap [Spiritual/Thief 3]:** You may attempt to Arm and Disarm Traps. Arming a Trap requires you to expend a number of Spiritual Stamina\* and takes 60 undisturbed seconds to do. 'Virtually' Disarming a Trap requires you to expend the same number of Spiritual Stamina\*, takes 60 undisturbed seconds to do and will automatically Disarm the Trap. 'Actually' Disarming a Trap requires no Spiritual Stamina\*, takes as long as it actually takes you to do but will not automatically Disarm the Trap - you must Actually Disarm the Trap yourself. You may not use this skill without a TrapKit in your possession and at least one free hand.

\* An Apprentice quality Trap takes 4 Spiritual Stamina, a Journeyman quality Trap takes 6 Spiritual Stamina and a Master quality Trap takes 8 Spiritual Stamina. (This is based on the same formula as picking locks [2+2Q].) A 'Fiendish' Trap takes extra Spiritual Stamina to both Arm and Disarm both 'Virtually' and 'Actually' (see Master Bonuses).

See the detailed descriptions below for more... details.

## Traps: Beginning to end... Quick and Dirty:

A Trap must be built by someone with the skill to do so. The skill required is "Trapsmith." A Trapsmith makes Trap Mechanisms, Loads and TrapKits.

Once the Trap is built and Loaded it must be Armed. The skill required to Arm a Trap is "Arm/Disarm Trap" and requires a TrapKit.

Once Armed, the Trap might be Detected. The skill required to Detect a Trap is "Detect Trap." It is free and requires no tools.

Once a Trap is Armed it might Detonate and hurt/kill someone whether it is Detected or not.

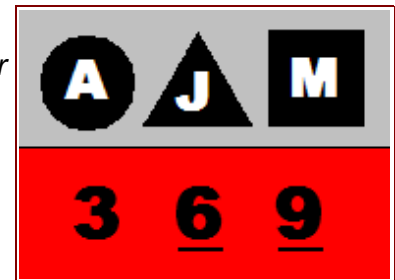
Once the Trap is Detected, it may be Disarmed. The skill required to Disarm a Trap is “Arm/Disarm Trap” and requires a TrapKit. There are two ways to Disarm a Trap: Actually or Virtually.

Trap Mechanisms and TrapKits last a certain number of events based on their quality.

### The description of a Trap (*what you will see*)

A Trap will always fit the following description:

- ✓ A Trap is made of at least two parts: the Mechanism and the Load.
- ✓ The Mechanism will be a certain size (based on the quality).
- ✓ The Load will be a cylinder (pipe foam or toilet paper tube).
- ✓ There will be at least one and up to four Loads.
- ✓ The Load(s) will be attached to the Mechanism.
- ✓ The Mechanism will be **gray**.
- ✓ The Load(s) will be **red**.
- ✓ The Mechanism will have a **black** polygon on it indicating the quality of the Trap (*a circle for Apprentice, a triangle for Journeyman and a square for Master. Sometimes the polygon will be a card with info on the back. You may only read the back if you have enough Spiritual Stamina.*)
- ✓ The Load(s) will have a number on them, either 3, 6 or 9, indicating the damage the Trap delivers.
- ✓ The number of Loads indicate the Proximity of the Trap.
- ✓ A Spectrum® Trap will make a BEEPing noise. Not a BUZZ or a SNAP.
- ✓ 'Proximity' is measured with your own arm.
  - If you can reach a Trap, you are within it's 1<sup>st</sup> Proximity.
  - If you can reach someone within the 1<sup>st</sup> Proximity, you are in the 2<sup>nd</sup> Proximity.
  - If you can reach someone within the 2<sup>nd</sup> Proximity, you are in the 3<sup>rd</sup> Proximity.
- ✓ Damage from a Trap applies like any other damage.



## 1: Creating

The skill “Trapsmith” is used to create Trap Mechanisms, Loads and TrapKits.

### Trap Mechanisms:

A Trap Mechanism is the part of the Trap that delivers the effect. It has a specific In-Game volume and size requirements based on it's Quality:

Apprentice:	729 in <sup>3</sup>	Min=3"	Max=36"
Journeyman:	216 in <sup>3</sup>	Min=2"	Max=36"
Master:	27 in <sup>3</sup>	Min=1"	Max=36"

Although no Trap Mechanism can be longer than three feet an Actuator can be as long as you wish (*twenty feet of string for instance*) since the Actuator's volume does not count toward the volume of the Mechanism (*see below*).

The entire Trap Mechanism volume (*not counting the Actuator*) must be gray.

Each Trap Mechanism has a specific 'recipe' based on its quality:

Generic Trap Mechanism:

Base Damage: Based on Load

Primary Material: 4 units Wood/Bone/Clay/Copper(+0) OR 4 Units of Bronze(+1) OR 4 Units of Iron(+2) OR 4 Units of Steel(+3) (all the same material)

Primary Skill: Trapsmith

Secondary Skill: None

Master Bonuses: Fiendish, Mobile, Room Trap, Self-destruct, Tempered.

**Materials**

The materials that a Trap Mechanism is made of are important.

- ◆ Making a Trap Mechanism out of Wood, Bone, Clay or Copper will not make it any more difficult to Arm or Virtually Disarm but the materials are easier to obtain.
- ◆ Making a Trap Mechanism out of Bronze will make it slightly more difficult to Arm or Virtually Disarm. The Bronze Trap Mechanism will require one (1) additional Spiritual Stamina to Arm or Virtually Disarm.
- ◆ Making a Trap Mechanism out of Iron will make it more difficult to Arm or Virtually Disarm. The Iron Trap Mechanism will require two (2) additional Spiritual Stamina to Arm or Virtually Disarm.
- ◆ Making a Trap Mechanism out of Steel will make it much more difficult to Arm or Virtually Disarm. The Steel Trap Mechanism will require three (3) additional Spiritual Stamina to Arm or Virtually Disarm.

**Master Bonuses**

There are five Master Bonuses available:

Fiendish

A Fiendish Trap is particularly difficult to Arm and Disarm. Arming or Disarming a Trap with this Master Bonus requires two additional points of Stamina. This Stamina cost cannot be negated by any means. A Fiendish Trap will always cost at least two Spiritual Stamina to Arm or Disarm. This cost applies even if you Actually Disarm a Fiendish Trap.

Mobile

A Mobile Trap can be Armed, and then moved while Armed. The person moving the Trap must keep two hands on the Trap at all times, and must only move at a walk. Also, the person moving the Trap must have the skill Arm/Disarm Traps and are considered to be using that skill, which means that they must have a TrapKit in their possession. If they use any other game skill or take any Vitality damage, the Trap will automatically detonate causing its normal effect. Transporting a Mobile Trap costs no Stamina.

Room Trap

A Room Trap is a Prox-3 Trap with an additional fourth Load. The damage call changes to "To the Room, <effect> by Trap". If this Trap is Armed outdoors, treat it as a Prox-3 (*granted, this means a Load was wasted*).

#### Self-destruct

This Trap Mechanism destroys all of its parts and Load(s) upon disarmament. Thus, nothing is recoverable even if completely and successfully Disarmed. A Self-Destroying trap cannot be made of metal. (*Useful when denying resources to an enemy.*)

#### Tempered

This Trap Mechanism does not require additional materials to maintain. A Tempered Trap Mechanism must be made of metal.

Note that the Trap Mechanism is Generic. Any Load can be installed, but only one type of Load may be installed in a given Mechanism at a time. You can't put in, say, a 3 and two 6's, and call it a 5 because  $3+6+6=15$  &  $15/3=5$ . No, it doesn't work.

#### **Actuators:**

Actuators are those things that are not truly a part of the Mechanism yet are somehow attached to it. The best example of an Actuator is a Tripline. A Tripline is a thin string or thread that is attached in some way to the Mechanism so that, if it is disturbed by something like cutting or pulling, the Trap will Detonate. Another example of an Actuator might be a pressure plate that will cause the Trap to Detonate when a target steps on it.

Actuators, by necessity need not conform to the minimum dimensions restrictions listed above. They also do not count towards the volume of the Trap Mechanism.

For more on dealing with Actuators, see the section on Disarming below.

#### **Loads:**

Loads are the actual substances that produce the effect that the Trap Mechanism delivers. They are self contained little units represented by colored 4" lengths of 5/8" pipe foam insulation or colored toilet paper tubes marked with a large number (3, 6 or 9). The number indicates the damage. Currently, only 5/8" foam or toilet paper tubes may be used to rep Loads.

All Loads are attached to the outside of the Trap Mechanism and must be visible from all reasonable angles. (*These are the indicators that the victim must see to tell them what they've been affected by. See the section on Detonation and Proximity for more details.*)

There are Four different 'recipes' for Loads, each with a different yield:

#### Empty Loads (three per batch):

Base Damage: 0

Primary Material: 1 Wood/Bone/Clay/Copper

Secondary Material: None

Primary Skill: Trapsmith

Secondary Skill: None

Master Bonuses: None

Note: Primarily used as an Alarm. Should be marked with a Zero (Ø).

Acid Loads (three per batch):

Base Damage: 3

Primary Material: 1 Unit of Entrails (Acids from digestive tract)\*

Secondary Material: 1 Unit of Clay

Primary Skill: Apprentice Trapsmith (or better)

Secondary Skill: none

Master Bonuses: None

\* New Product produced from 'Spoils of the hunt:' Entrails. Production Cost: 3, Base Value:1, Artistic Value: 0.

Concussive Loads (three per batch):

Base Damage: 6

Primary Material: 1 Unit of Saltpeter and 1 unit Sulfur

Secondary Material: 1 Unit of Fiber

Primary Skill: Journeyman Trapsmith

Secondary Skill: None

Master Bonuses: None

Fire Loads (three per batch):

Base Damage: 9

Primary Material: 1 Unit of Pure Spirits

Secondary Material: 2 Units of Wax

Primary Skill: Master Trapsmith

Secondary Skill: none

Master Bonuses: None

A completed Trap will have a Trap Mechanism and at least one Load installed. Only a character with a level of Trapsmith equal to or greater than the quality of the Trap Mechanism may install a Load into that Trap Mechanism.

*Example: Bob has Journeyman Trapsmith. He bought a Master Trap Mechanism from the Master Trapsmith, Jon. Bob cannot install anything into that Trap Mechanism because it is a Master Trap Mechanism and he is only a Journeyman Trapsmith. Jon would have to do it for him.*

A completed Trap can have one, two, three or four Loads installed\*. The number of Loads defines the Proximity of the Trap.

One Load	Proximity-One
Two Loads	Proximity-Two
Three Loads	Proximity-Three
Four Loads	To-The-Room

\* A fourth Load requires the Master Bonus "Room Trap." (See the section on Master Bonuses for clarification.)

Additional Loads can not be installed in a Trap that is Armed, nor may you remove Loads from Armed Traps. Attempting either causes instant detonation.

Removing a Load from a Disarmed Trap requires the skill “Trapsmith.” The skill of the Trapsmith must equal or exceed that of the quality of the Trap Mechanism. Attempting to remove a Load from a Trap without meeting these requirements renders the Load inert and completely useless.

### TrapKits

A TrapKit is a collection of various and useful tools needed in the Arming and Disarming of Traps. Without a TrapKit the skill Arm/Disarm Traps cannot be used and thus a Trap cannot be Armed or Disarmed.

An Apprentice quality TrapKit has no Spiritual Stamina Bonus. A Journeyman quality TrapKit has a -1 Spiritual Stamina bonus. A Master quality TrapKit has a -2 Spiritual Stamina bonus.

There are three kinds of TrapKits. An Arming TrapKit can only be used when attempting to Arm a Trap. A Disarming TrapKit can only be used when attempting to Disarm a Trap. A Universal TrapKit can be used to either Arm or Disarm a Trap.

While many people will debate just what a TrapKit should or should not have in it, we've boiled it all down to the following three 'recipes:'

#### Arming TrapKit (New)

Primary Materials: 1 Copper OR 1 Bronze

Secondary Material: 1 Gold OR 1 Platinum

Tertiary Material: 2 Leather

Primary Skill: Trapsmith

Secondary Skill: none

Note: May only be used to assist with the *Arming* of a Trap.

(Minimum cost: 13 SU)

#### Disarming TrapKit (Formerly known as “Thieves' Tools”)

Primary Materials: 1 Bronze OR 1 Iron

Secondary Material: 1 Silver OR 1 Gold

Tertiary Material: 2 Fiber (Cloth)

Primary Skill: Trapsmith

Secondary Skill: none

Effect: Required when using the *Arm/Disarm Trap Skill*

Note: May only be used to assist with the *Disarming* of a Trap.

(Minimum cost: 13 SU)

#### Universal TrapKit (New)

Primary Materials: 2 Steel

Secondary Material: 1 Platinum

Tertiary Material: 3 Fiber OR 3 Leather

Primary Skill: Trapsmith

Secondary Skill: none

Note: May be used to assist with both the *Arming* and *Disarming* of a Trap.

(Minimum cost: 25 SU)

The game does not provide you with tools. You must provide those yourself to represent your TrapKit (*just as you must provide your boffer to represent your sword*). A TrapKit is a tagged item produced under the Production System and is always required when using the skill Arm/Disarm Traps (*no TrapKit tag, no Arming/Disarming Traps*).

The size of your rep for your TrapKit is dictated by what you put in it but it should be no smaller than a wallet. This will be judged on a case by case basis and if your TrapKit rep is judged to be too small you will be required to change it.

Trap Mechanisms and TrapKits have a base duration of 2 events if Apprentice quality, 4 events if Journeyman quality and 6 events if Master quality. Loads, by their nature, are good until they are used. Trap Mechanisms and TrapKits can be maintained by a Trapsmith at a cost of one unit of the primary material used to create them. As usual, the number of times they can be maintained is based on their quality: Apprentice: once; Journeyman: twice; Master: thrice. Note that an Armed Trap's Duration is extended by one event for every complete event that it is Armed (*this allows us to run into Traps that have been set 'years ago' and forgotten*). Also remember that, as per the nTeraction Rules, when something is not used for an entire event, that event does not count toward the duration.

### **The Works**

The 'Works' of a Trap are usually OOG and thus off limits. The Works will include a beeper, a battery, a switch of some kind and wires to connect them all together. You are never allowed to cut a wire unless specifically told you can do so by a member of staff or the card specifically notes that you can do so. Disconnecting a wire by untwisting two ends or removing a screw or pulling a jack is fine. So is removing a battery from its clip. But you are never allowed to cause permanent, OOG, real world damage to the Works.

## **2: Arming**

The skill "Arm/Disarm Trap" is the skill needed when attempting to Arm a Trap.

A certain number of Spiritual Stamina are required in order to Arm a Trap based on the quality of the Trap (*This is based on the same formula as picking locks [2+2Q].*).

Apprentice:	<b>4</b> Spiritual Stamina
Journeyman:	<b>6</b> Spiritual Stamina
Master:	<b>8</b> Spiritual Stamina*

\* A 'Fiendish' Trap costs even more (*see the Master Bonuses section above for more details*).

The Materials that the Trap is made from affect the Spiritual Stamina cost to Arm (or Virtually Disarm) it:

Wood/Bone/Clay/Copper	<b>+0</b> Spiritual Stamina
Bronze (or Silver)	<b>+1</b> Spiritual Stamina
Iron	<b>+2</b> Spiritual Stamina
Steel	<b>+3</b> Spiritual Stamina

An Arming TrapKit (or a Universal TrapKit) will reduce the Spiritual Stamina cost for Arming a Trap based on it's quality.

Apprentice:	-0 Spiritual Stamina to Arm
Journeyman:	-1 Spiritual Stamina to Arm
Master:	-2 Spiritual Stamina to Arm

No amount of equipment can reduce the stamina cost to Arm a Trap to zero. No more than one TrapKit may be used at a time and switching between TrapKits while in the process of Arming a Trap is fine but only the lesser Quality of the two will count when it comes to the Stamina Bonus.

Arming a Trap will always require a tagged Arming TrapKit (or a Universal TrapKit) and take at least 60 uninterrupted seconds during which the Armer cannot take any effect by any means. Arming a Trap requires the Armer to plant both feet and not move them until the Trap has been placed. The Armer must keep one hand on the Trap itself and the other hand must have the TrapKit in it with the TrapKit touching the Trap. It may take longer if the Trap is particularly complicated. Interrupting the Arming time (moving feet, losing contact between hands and Trap, dropping the TrapKit, etc...) will reset the clock to zero and the Armer will have to start again. A tagged TrapKit is always required.

Once Armed and placed, the Trap may only be moved by someone with the skill Arm/Disarm Trap and even then they may not move their feet, must have both hands touching the Trap and must have a Disarming TrapKit (or a Universal TrapKit) in their possession until they have placed the Trap right back where it was set\*. If they move their feet or lose control of the Trap (drop it, toss it, hand it off, place it somewhere other than it's original spot) it will automatically detonate as if triggered normally.

\* See the section on Mobile Traps in Master Bonuses.

### 3: Detecting

The Skill "Detect Trap" is the skill used to Detect a Trap. If a character notices a Trap and does not have the skill, they should ignore the information they glean from the color, icons, size etc... of the Trap.

This is not to say that the character does not know that the Trap is there or that it is, in fact, a Trap. It just means that they do not know it is a 9 point, Prox-3, Fiendish, Master Trap (*for example*).

### π: Detonation

#### Example:

*Jack and Jill are sneaking along the outside of a cabin. Jack looks around and sees that they are alone. Jill listens at the window and confirms Jack's suspicion: No one is home. She smiles to him and steps up to the door. Grabbing the door handle she realizes that*

*they should check the door for a Trap. He peeks in the cracks around the door and sees nothing. Jill cracks open the door and peeks in farther. Still she sees nothing and nods to Jack. Confident, Jack swings open the door. >BEEP< Crest fallen, Jack looks at the top of the door and sees the gray block and the two red cylinders attached to it. On the red cylinders is a big black number '6.' Jack says "6-damage-by-Trap, Proximity-2." Jack sticks out his arm and touches the Trap with the tip of his finger. Jill sticks out her arm and smiles that she can't reach it but then pouts when she reaches out and can, indeed touch Jack. Grimacing, Jack and Jill fall to the ground wishing they had more Vitality.*

The above example illustrates a number of points. First, that a Spectrum Trap makes a >BEEP< noise not buzz or snap. nTeraction Traps make buzz or snap noises. This was Jack's clue that he had to declare the Trap. It had two cylinders and the number six was on them. So he correctly called out "6-damage-by-Trap, Proximity-2." To see if he is affected he checks his proximity to the Trap. Reaching out his own arm he finds that he is indeed within the first Proximity of the Trap. Because it is a 'Prox-2' Trap, Jill reaches out to see if she is within the first Proximity of the Trap and finds that she is not. But then realizes that she is within one Proximity of Jack and is thus also affected.

Any amount of in game damage inflicted on any part of a Trap (the Trap Mechanism, the Load or the Actuator) will cause it to instantly detonate and include the character that caused the damage regardless of their position or Proximity to the Trap – even if they used a ranged method such as Archery or Magic Spells. *Ain't game physics weird?*

**Example:**

*Jeph is walking along a path and notices a tripline just ahead. Ever cautious, he takes out his trusty sword. Examining the line he sees it is anchored to the tree on one side of the path and is attached to a Trap on the other side of the path. The Trap is a "9-Damage-by-Trap, Proximity-1" Trap. Jeph knows nothing about Traps and does not have the skill Arm/Disarm Trap but he knows enough to remain more than an arm's length away from the Trap (that's just common sense). He attempts to move the line with his sword and >FOOM< the Trap goes off and he takes 9 points of damage.*

There are several reasons 'Jeph' caused the Trap to Detonate and he took damage. First, he attempted to manipulate a Trap without having the Skill required: Arm/Disarm Traps. Second, even if he had the required skill, he did not have an appropriate TrapKit in his hand. Third, he was intending to manipulate the Trap knowing that it was a Trap so he took the effect even though he was not within Proximity of the Trap. If he'd not noticed the Trap and just kept walking he might not have taken any damage (*depending on his Proximity to the Trap Mechanism*) when he tripped the line.

**Another Example:**

*Johnny notices that the welcome mat in front of his door is looking a bit thick. Upon further investigation he finds that someone has put a pressure plate under it and a wire leads under the stoop. Johnny whips out his Trusty® Universal TrapKit and, with it in hand, carefully looks under the stoop. There he sees a "6-Damage-by-Trap, Proximity-1" Trap is attached to the wire. Johnny pulls out his little cylume stick and after examining*

*the wiring carefully, determines that it is simply plugged into the mechanism. He reaches in with his needle-nose pliers and squeezes the jack and eases it out of the Mechanism. The Trap is now Disarmed and Johnny (or anyone at that point regardless of skill) can handle the Trap. Johnny may also Arm this Trap somewhere else if he so chooses.*

Johnny succeeded because he was observant, had the skill required and the tool needed (both IG and OOG).

**Last Example (Promise!):**

*Poe comes upon the same situation as Jeph. Poe has Arm/Disarm Trap and a Disarming TrapKit in hand. He pulls out his scissors and cuts the line. The Trap is still not Disarmed because if someone pulls on the string, it'll still go off. So Poe examines the Trap Mechanism. He notices a 9-volt battery in a clip. He carefully removes the battery from it's clip and now the Trap is fully Disarmed.*

The Trap did not go off even though Poe 'caused damage' to the Actuator by cutting it because he had the Required skill, a Disarming TrapKit in hand and the damage was 'OOG' damage. Even someone with the skill Arm/Disarm Trap and an appropriate TrapKit in hand cannot cause in game damage to a Trap without taking the effect of the Trap.

A Trap that Detonates consumes the Load(s) but not the Trap Mechanism.

#### **4: Disarming**

The skill "Arm/Disarm Trap" is used when attempting to Disarm a Trap. There are two ways to Disarm a Trap:

**Actual Disarming**

The first and preferred way to Disarm a Trap is to actually Disarm it. This might involve cutting a string or 'popping' a battery clip. This will cost no Spiritual Stamina\* to do. It will almost always require real tools to do. At any time, this method may be abandoned. To do so, the Trap must be returned to it's original position and state. A tagged Disarming TrapKit (or Universal TrapKit) is always required (*see below for information on the effects of TrapKit quality*).

**Virtual Disarming**

The second way to disarm a Trap is to burn Spiritual Stamina. The number of Stamina needed to disarm the Trap is equal to the number of Stamina used to set the Trap.

Apprentice:	<b>4</b> Spiritual Stamina
Journeyman:	<b>6</b> Spiritual Stamina
Master:	<b>8</b> Spiritual Stamina*

\* A 'Fiendish' Trap costs even more (*see the Master Bonuses section above for more details*).

The Materials that the Trap is made from affect the Spiritual Stamina cost to Virtually Disarm (or Arm) it:

Wood/Bone/Clay/Copper	<b>+0</b> Spiritual Stamina
Bronze (or Silver)	<b>+1</b> Spiritual Stamina
Iron	<b>+2</b> Spiritual Stamina
Steel	<b>+3</b> Spiritual Stamina

Virtually Disarming a Trap will always require a tagged Disarming TrapKit (or a Universal TrapKit) and take at least 60 uninterrupted seconds during which the Disarmer cannot take any effect by any means. Disarming a Trap requires the Disarmer to plant both feet and not move them until the Trap has been Disarmed. The Disarmer must keep one hand on the Trap itself and the other hand must have the TrapKit in it with the TrapKit touching the Trap (*or the container/door/tree/etc containing the Trap*). It may take longer if the Trap is particularly complicated. Interrupting the Disarming time will cause the Trap to detonate normally. This method cannot be abandoned. A tagged TrapKit is always required.

A Disarming TrapKit (or a Universal TrapKit) will reduce the Spiritual Stamina cost for Disarming a Trap Based on the quality of the TrapKit.

Apprentice:	<b>-0</b> Spiritual Stamina
Journeyman:	<b>-1</b> Spiritual Stamina
Master:	<b>-2</b> Spiritual Stamina

No amount of equipment can reduce the stamina cost to Disarm a Trap to zero. No more than one TrapKit may be used at a time and switching between TrapKits while in the process of Disarming a Trap does not matter as only the lesser Quality of the two will count when it comes to the Stamina Bonus. To switch TrapKits, the Disarmer must start all over again.

You may not inflict any OOG damage to any part of the Trap which cannot be repaired in less than five minutes without any tools whatsoever. Prohibited actions include but are not limited to: Drilling holes into, sawing or breaking open boxes that contain a Trap, destroying hinges, cutting electrical wires (unless this is specifically authorized in the context of the Trap; you may disconnect parts from one another if it can be done without cutting) or intentionally damaging/jamming electronic parts.

Once a Trap is successfully Virtually Disarmed, it can be ignored. Many Traps will have a clearly marked 'V-Switch' on them. This switch can only be used to Disarm the Trap once all requirements listed above have been met. In the absence of a V-Switch, the Trap can be clumsily 'disarmed' without fear of it causing any In Game effect. See "The Works" in Section 1.

## **5: Salvage and/or Disposal**

Attempting to deinstall a Load in an Armed Trap causes instant normal detonation of all Loads installed in a Trap Mechanism.

A Disarmed Trap is completely reusable. Removing a Load from a Disarmed Trap requires the skill "*Trapsmith*." The skill of the Trapsmith must equal or exceed the

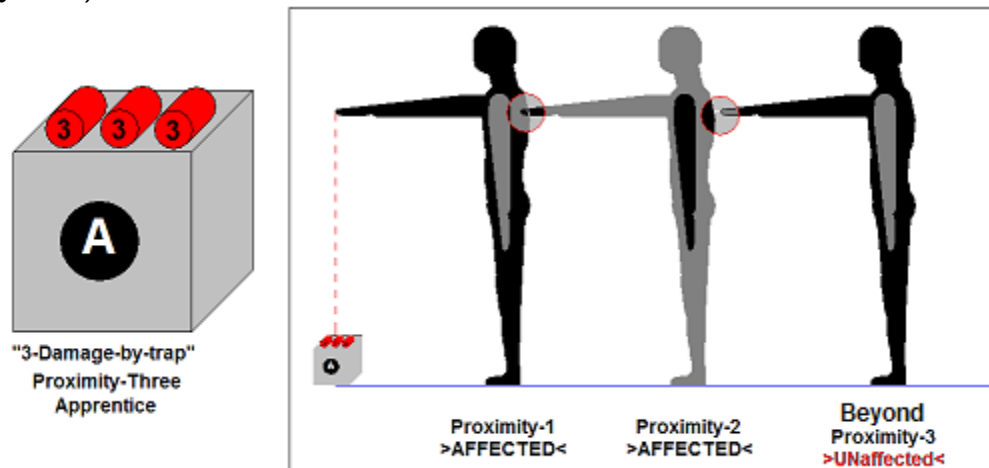
quality of the Trap Mechanism. Attempting to remove a Load from a Trap without meeting these requirements renders the Load inert and completely useless but will allow another Load to be installed.

## VI: NITTY GRITTY

Once the Trap has gone off, it is incumbent upon the PCs to locate the Trap. There will be an icon on the visible cylinders representing the Load(s). These are noted below. The number of Loads denotes the “Proximity” of the Trap.

The onus of defining whether or not a player is affected by a Trap is on the player himself. It is his duty to reach out and determine if he is affected.

If you can reach the Trap with your hand, you are within Proximity-One. If you can reach someone in Proximity-One, you are in Proximity-Two. If you can reach someone in Proximity-Two, you are in Proximity-Three (*assuming, of course, that you are not in Proximity-Two*).



Yes, this creates some interesting situations where someone closer to the Trap than you may not be affected because there is not a target between them and the Trap and they cannot, themselves, reach the Trap. Call it a weirdness of the physics of this universe.

If you are in the room when a 'To the Room' Trap goes off, you are affected.

### **No cheese allowed!**

The particular icon you see on the Load(s) will always determine the effect of Trap that you have set off.

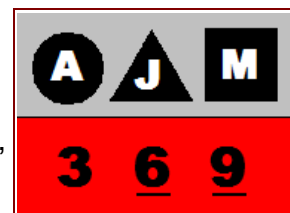
Currently there are only four icons:

- 0 – Does no Damage and just makes noise

- 3** – Does '3-Damage-by-Trap'
- 6** – Does '6-Damage-by-Trap'
- 9** – Does '9-Damage-by-Trap'

Note that the '9' will always have an underscore so you will know it from an upside down '6.' If you come across a '9' without an underscore you are free to assume it is a '6' regardless of what the card or 'marshal' or original creator of the Trap might say. They forgot the underline, so it is to your benefit.

A polygon on the Trap Mechanism will indicate the quality of the Trap. An Apprentice Trap will have a black circle with an "A" in it, a Journeyman Trap will have a black triangle with a "J" in it, and a Master Traps will have a black square with a "M" in it. Occasionally, you may see a black square with an "F" in it. *Can you guess what that means?*



Sometimes, this polygon will be a card with additional information on the reverse side. This information will never affect the 'Glance and Declare' procedure but might have information for someone Attempting to Arm or Disarm the Trap. You may only look at the back of a Trap card if you have the skill Arm/Disarm Traps.

All effects are based upon the Trap Mechanism's location – not the Actuator.

### Footnotes on Traps

Traps may be tagged with yellow dots, indicating to return at end of event (any yellow tagged items should be turned in at the Tavern at the end of game).

Traps may be tagged with green dots, indicating it is completely in-game and may be kept by anyone at the end of the event.

The rules of the Peace Ward dictate that you may not intentionally cause harm to someone inside of it. It is the responsibility of the players to stay within the spirit of this situation. If a Trap was introduced to the Peace Ward unknowingly, it will go off and have effect as normal.

**“Glance & Declare”**

Here is a simple step-by-step list of what you should do if you hear a >BEEP<:

- 0. Freeze**
- 1. Look for the >BEEP<**
- 2. Determine the effect and Proximity of the Trap.**
- 3. Check your Proximity to the Trap.**  
If you are within Proximity of the Trap, Declare the Trap by saying aloud what the effect is and what the Proximity is.  
Example: “6-Damage-by-Trap, Proximity-Two. I am in Proximity-One.”
- 4. Apply the effect to your character.**