

Discover Trap (Ability)

Spy out hidden traps and secreted snares.

Modification-point cost: 20

Prerequisite: Adventurer Abilities: "Identify Trap".

Ability-points to invoke: 10

Area of Effect: One trap.

Avoidance-roll: None. See: "Explanation"

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: There are a multitude of trap types, ranging from simple to incredibly complex. The G.M. will depict the "difficult rating", and if it will take a thief with familiarity with magic to discover such locks.

The thief will have the ability to discover a trap that he or she is searching for. When a thief attempts to search out a potential trap, the G.M. will give the trap's concealment a difficulty rating of 11-200 (or even a greater difficulty as he or she see's fit). The player must roll equal, or higher than, this number with the % dice to succeed in discovering a trap.

You will always roll your % dice and ADD your AWARENESS +1 per level to the number rolled to successfully discover a trap.

Hand movement: This is based upon the nature of the trap and its location. You will not have to use your hands to discover a trip-wire strung across your path, but you would have to use your hands to discover a trip-wire within a darkened hole you are attempting to reach into. This will depend solely upon the nature of the setting of the trap.

Healing: None.

Immunities: None.

Invoke time: Instant. But the thief must state that he or she is attempting to Discover a Trap.

Maximum adjustment: None.

Notes: If a trap is of a magical or supernatural nature, the G.M. may enforce that the thief know the Seeker Skill: "Magical Prowess" (this will be learning enough to notice that a trap is magical (otherwise, a talented thief may yet set off a simple magical trap, even if he or she is quite adept at it).

Remember: A roll of 01-09 is always a failure unless you possess some extra-ordinary ability to preform this ability.

Range: See: "Hand movement"

Resting time: None.

Special: The study of traps is a must for those that dare raid domains, dungeons, labyrinths, etc. The art of discovering traps is extremely valuable to an adventuring group.

Susceptibilities: None.

Value: Scroll: 20,000 white-gold