

SIMPLE TRAPS

The Skill: Hunting allows the Hero to detect, disarm, and build natural traps. These traps are simple yet still quite dangerous. They can be detected by other skills such as Skill: Search, and can also be disarmed by the Skill: Disarm Trap.

If a Hero fails to detect any of these traps and they Activate, the Hero is allowed a **CR: Resist**. If successful, the Hero will “dodge” the trap. Failing the Challenge Roll will result in the target suffering its effects.

Foot Spike

A small pit, just large enough for a foot to fall through, is dug and covered with thin sticks and leaves. At the bottom of the pit, a spike is placed to impale the foot of the victim. The trap is placed on a footpath or game trail. This trap requires 20 minutes, and a shovel to create.

EFFECTS

The victim’s Move score will be reduced by 50% until the Hero has a **Full Rest**. The trap will cause **1d6 points of Damage**.

Pit

A hole, large enough for a humanoid, is dug about 6’x6’x10’ deep. This trap is designed to capture the victim. This trap requires 8 hours, and a shovel to create.

EFFECTS

The victim will be trapped in the pit until climbing out (Skill: Climb -4) or helped to escape. The fall into the pit will cause **1d4 points of Damage**. If spikes are added, the pit will cause **3d4 points of Damage** to the victim.

Dead Drop

This trap is a gravity-dependent system that uses a heavy object, typically a rock that’s suspended in a tree or high surface, to fall on the target’s head. This trap requires 1 hour, and Twine to create.

EFFECTS

The object will cause **2d6 points of Damage** to the victim.

Lash

This trap is a spike mounted on a flexible branch, or young tree, pulled to create great tension. Once a trigger is activated, the spike flies forward striking the target. This trap requires 1 hour, and Twine to create.

EFFECTS

The object will cause **2d4 points of Damage** to the victim.

Snare

This trap is a rope with a catch loop attached to a flexible branch pulled to create tension and an offset weight. Once a trigger is activated, the branch snaps and the weight falls, the loop snaps closed on the target and drags them in the air. When caught in the snare, the target is immobilized. This trap requires 2 hours, rope, and twine to complete.

EFFECTS

The target will be suspended in the air, typically inverted, until the counterweight is lowered or the rope holding the target is cut.