

# Traps

Traps are represented by a flat object (such as a piece of fabric, plastic trash bag, *etc.*) cut into the shape of a polygon. A player who comes *within one fall radius* of the trap triggers the trap. Traps when triggered have an AoE of one fall radius unless otherwise labeled.

## Setting Traps

A rogue may set a mechanical trap, such as a snare, bear trap, *etc.* A standard trap has four corners. One corner must be labeled "0" and one corner must be labeled " $\infty$ ", meaning that there is a 25% chance that any character can disarm the trap, and a 25% chance that it goes off no matter what. The other two corners are the rogue's level and (the rogue's level – 1). Thus, the higher the level of the rogue who created the trap, the harder it is to disarm.

Magical traps need to be created with both a rogue and a spellcaster. The spellcaster casts the spell into the trap, and the spell goes off when the trap is triggered. Any spell that a spellcaster can cast may be cast into a trap. (Yes, this means that, for example, a trap could cast a healing spell when it goes off.) A spell that would affect one person affects the closest person within the trap's AoE (one fall radius). An AoE spell affects all characters within the AoE of the *spell* (not the trap).

## Detecting Traps

Only rogues or characters under the effects of a *find traps* spell can see a trap, until it is pointed out by another character who can see it. Other players must roleplay not noticing the trap until it is pointed out to them. (A character who has had a trap pointed out to them is able to see it and can point it out to other characters.)

The size of the object representing the trap is used to make it easier or more difficult to detect the trap, though a trap may not be smaller than 4 inches in any dimension. (A good way to check is that the trap must be able to be placed over a 4-inch circle such that no part of the circle is visible.) If the *player* doesn't see the trap, then the *character* doesn't notice it either, regardless of any ability or spell that the character may have. Note that a trap may be on the ground/floor, on a wall, door, table, or any other object or surface.

## Disarming Traps

Any character who can see a trap (see above) may attempt to disarm it.

The number of corners that the polygon representing the trap has represents the ease or difficulty of disarming it. On the underside of the object, each corner is numbered. The numbers can range from 0 (zero) to  $\infty$  (infinity).

To attempt to disarm the trap, choose one corner.

- If the number in the chosen corner is less than or equal to the character's *disarm traps* ability, the trap is disarmed successfully. (High level rogues' *disarm traps* ability may allow them to choose more than one corner.)
- If all of the numbers in the corners chosen are greater than the character's *disarm traps* ability, the trap was triggered during the attempt to disarm it and all characters within the AOE are subject to the effect(s) of the trap.

Characters who are not rogues and are not using a *disarm trap* spell will succeed in disarming the trap only if the corner they choose is labeled 0 (zero). (Thus they have only a  $1/n$  chance of disarming the trap.) Rogues' *disarm traps* ability is equal to their rogue level. The *disarm trap* spell gives the caster a *disarm traps* ability of 3.

A trap may have one corner labeled  $\infty$  (infinity), which means there is a  $1/n$  chance that the trap will be triggered during the disarm attempt regardless of who is disarming it.

From:

<https://rpg.mrbigler.com/> - LEHS Roleplaying Club

Permanent link:

<https://rpg.mrbigler.com/doku.php?id=larp:combat:traps&rev=1761336818>

Last update: **2025/10/24 14:13**

