

Expanded Create Trap 2010

New Types of Traps

Snare Trap – This type of trap holds its victim in place with an Entangle Foot. This effect will afflict a single victim within 5' of the trap trigger. If more than one eligible target is within the area of effect, choose the one closest to the trigger. If two targets are equally close allow the marshal to choose or randomly determine. This effect is in all ways like an Entangle with respect to duration and cutting/ripping free. The cost to create this type of trap is 8 production points.

Net Trap – This trap will afflict all targets within 5' of the trigger with the effect of an Entangle Body. The physical representation for this trap is a large hanging net. The cost to create this type of trap is 24 production points. This effect is in all ways like an Entangle with regards to duration and cutting/ripping free.

Locksmith

A character with Create Traps that buys the craftsman skill Locksmith will be able to create locks as well. The trap maker uses his trap production points toward the creation of these locks, and the details of this system are outlined below.

This character has an in-depth understanding of the creation and workability of locks and keys. This will in no way substitute for the game ability Pick Locks, and it should be considered that the picking of a lock and/or similar mechanism requires a special ability that is not inherent in this skill. Locks and keys are tagged items at NERO Ohio and NERO West Virginia, and the rules found here take precedence over any rule found in the NERO International Core Rules at each of these chapters.

Each lock physical representation must meet the standards set forth in the latest edition of the NERO International Core Rules, and each tagged lock must have a working out-of-game key phys rep attached to it at all times. It will be required for a marshal to use this out-of-game key to open the lock before any attempt to pick it. This is to make sure that the lock mechanism is still working. If the key will not work, then the lock is invalidated, and is automatically picked. After the lock has been successfully picked, the key will again be used to open the lock. If the lock has been damaged so badly during the course of picking that they key will not work to open it, then the lock is ruined (locked in-place), and the picking was unsuccessful.

Following are the types of things that can be created with this skill. Each lock comes with a working key.

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- Poor Lock* – This item costs 4 production points to create and includes a single key. A Poor Lock can be *Shattered*, or it can be broken with a single blunt weapon blow that deals 5 or more points of damage. This type of lock can also be crushed by a being with +4 Super-Human Strength or higher. Extra keys can be made for this type of lock for the cost of 1 production point, as long as there is a working key available to the Locksmith.
- Fine Lock* – This item costs 12 production points to create and includes a single key. No amount of damage or strength will cause a Fine Lock to break, but it can be *Shattered*. The cost to create a spare key for this type of lock is 4 production points, as long as there is a working key available to the Locksmith.
- Built-in Lock* – This type of lock takes 16 Production Points to create and includes a single key. A Built-in Lock is one that is built within the wall of a chest, a door, or other similar item. A built-in lock must still be phys. repped. by a padlock, but the tag must be displayed clearly along with marshal's notes stating that the lock is built into the surface. The cost to create a spare key for this type of lock is 4 production points, as long as there is a working key available to the Locksmith. Once a lock of this type is in place, it can only be removed with effort, and it will cost 16 production points to remove a built-in lock in this way. A built-in lock removed in this way will only be useful if it is reinstalled, requiring another 16 production points.
- Extra Key (with no working key available)* – If a locksmith is attempting to create a key for a Poor, Fine, or Built-in lock but has no working key for that lock available at logistics, then the production cost to create the key is doubled.