

# Disarm Trap (Ability)

Disarm a discovered trap set in your path.

Modification point cost: 20

Prerequisites: Adventurer abilities of: "Discover Trap", "Identify Trap", "Pick Lock" and "Set Trap".

Ability-points to invoke: 10

Area of Effect: One trap.

Avoidance-roll: See: "Explanation"

Damage: None. Possible damages occur when you fail to disarm a trap.

Duration: This depends on the type of trap being disarmed. Simple traps take little time to disarm, while more complex traps are tedious and take time.

Effect time: As long as it takes to disarm this trap. See: "Traps, Disarming:" in the T section of the Basic Rules Book.

Explanation: The study of traps is a must for those that dare raid domains, dungeons, labyrinths, etc. The art of disarming a discovered trap is a most valuable asset to an adventuring group.

There are a multitude of trap types, ranging from simple (common) to incredibly complex (legendary). The "Trap Rarity" will set the difficulty level of the trap you wish to disarm (the difficulty ranges from 60-200, and in special circumstances, even higher -- each trap in the Basic Rules Book will tell you what the difficulty rating is (the G.M. may devise a trap and set the difficulty rating on it as well).

Hand movement: Two hands.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: Instant, though it may take more than one turn to disarm a trap (your dexterity plays a huge part in the time to disarm and set traps).

Maximum adjustment: Not applicable.

Notes: There are a few rulings in the T (traps) section of the Basic Rules Book that should be read over.

Range: Touch.

Resting time: None.

Special: Trap study is a must for those who raid structures. Disarming traps is a most valuable asset to an adventuring group.

Susceptibilities: None.

Value: Scroll: 25,000 white-gold