Projectile

Create a trap that, if tripped, will hurl a projectile at one target.

Prerequisite(s): Adventurer abilities: Thief, "Set Trap".
Modification Point Cost / Cost to learn: 4 / 15 white-gold. It will take ½ hour to learn this trap.

Ability/Spell-points to set trap: 2 ability-points.

Activating the trap: Trip-wire disturbed.

Area of effect: Where the ballast, catapult, crossbow or pistol-crossbow is set, as well as the wire that, when tripped, fires the weapon.

Arm time (time to arm this trap): 18 turns (90 seconds).

Avoidance-roll: Yes: Avoidance-roll vs. "Awareness" (x2 a creature's awareness will be the %chance (maximum: 91%).

Defense: To defend against a launched projectile, one must make a successful Avoidance-roll vs. "Awareness" a second time, and then win an initiative roll against the projectile of this trap. The projectile will gain +80 on the initiative if the trap was set off by an unaware victim (+20 initiative if the trap was set off by one aware of the trap).

Note: A thief will avoid this trap, as any normal creature, if he or she is not using the Adventurer Ability, "Discover Trap".

Classification: Common.

Damage: This depends upon the damage the weapon can cause.

Difficulty rating: 70

Disarm: Clip or unfasten the wire attached to the release mechanism of the item that will hurl the projectile.

Duration: Instant.

Effect time: Instant.

Explanation and Effects: The thief will secure a device that will hurl a single projectile at a spot chosen by the thief. The device will be triggered by a trip-wire that will be placed by the thief (the exact location and position must be stated plainly).

Healing: None.

Immunities: Immunities must be decided by the game master during game-play.

Location: Any area in which the device is secured.

Maximum adjustment(s): Not applicable.

Notes: None.

Positioning: As "Location"

Range: This depends upon the range of the device hurling the projectile.

Special: None.

Susceptibilities: None.