Fudge Traps!

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Introduction

One of the amazing things about the fudge system is that it allows players and game masters to create rules that easy to drop into a game with little to no disruption. Any other major roleplaying game system would take a lot of adjusting when a new rule is entered.

This document is the rules to introduce traps into any type of game. Traps are very common in fantasy adventures to guard dungeons and crypts so this document will make the assumption that traps will be created for this purpose. The rules here can be easily re-purposed for any other type of setting.

The Basics of a Trap

For these rules, traps are made of three parts. **Trigger, Payload,** and **Mechanism.**

The trigger is the way that the trap can be sprung. There are many different methods from pressure plates, magical or breaking light beams.

The payload is the items or design that hurts or hinders those who have triggered the trap.

The mechanism is how the trap operates. The most common is those that are mechanical or magical in construction.

Trap Template

Though a GM is able to create any number of ways to write down a trap for future reference, this is a template of all the information necessary to use it in a game.

TRAP NAME

Mechanism: Type of mechanism

Detection: Skill and level necessary to spot it.

Disarm: Skill and level necessary to spot it.

Escape: This notes if the player character can do anything to escape the trap.

Size: This the size of the trap compared to an average human.

Payload: What the trap does if an escape fails or it is trigger. This also include the advantage or how much to add to the device result.

Description: This is a historical information on the trap including what it looks like for the GM to use in game.

Balancing a Trap

There are many ways to construct a trap and it really depends on what the trap is doing is how it will be designed. A GM should take into consideration the skills available and the location of the trap to find out what it does.

Trap Size

Trap size is how big or small the trap is compared to the average human. The basic idea is the larger the trap, the more damage and easier to spot it is. The smaller, the less damage and harder to spot. As with all Roleplaying games, these are not finite rules.

On the following list, Scale represents the scale of the creature activating the trap and is based on the Scale Rule found on page 8 of the *Fudge 10th Anniversary Edition* rulebook.

Size	Perc.	Damage	Disable	Scale
1	-4	-2 ODF	+4	-3
2	-2	-1 ODF	+2	-2
3	0	0 ODF	0	-1
4	0	0 ODF	0	0
5	+1	+1 ODF	-1	+1
6	+2	+2 ODF	-2	+2
7	+3	+3 ODF	-3	+3

Action Resolution of Traps

When a player character triggers a trap, it activates a combat round. The type used is dependent if the GM is using simultaneous combat rounds or something else.

If the trap has an escape method, the player rolls a opposed action. If the player cannot escape, it is unopposed.

(Bobby trips a Spear trap by stepping on a pressure plate. Bobby has a Mediocre Agility and rolls a +1 giving him a Fair result. The trap rolls a Fair with a +2 advantage giving the spear trap a Great result. The margin of Success is 2 plus 2 ODF scoring four points of damage. The player is now hurt.)

Example Traps

Here are some example traps that show how the rules can construct them.

SPEAR TRAP

Mechanism: Mechanical (pressure plate), no automatic reset.

Detection: minimum Fair Perception.

Disarm: minimum Good Disable

Escape: Good Agility or higher.

Size: 4

Payload: Rusty Spear (+2 ODF) +2 Advantage.

Description: A common dungeon trap, the spear trap is designed to hide, recessed in surfaces to await being tripped by some unwary person stepping on the pressure plate.

The spear would then launch out of the wall and try to stab them.

TOXIC FIRE TRAP

Mechanism: Mechanical (light beam), automatic reset.

Detection: minimum Great perception.

Disarm: minimum Great Disable.

Escape: Superb Agility or higher.

Size: 4

Payload: Toxic Flame (+3 ODF), +3 Advantage.

Description: A trap that can be found in long hallways. When the light beam is broken, flames come shooting up out of the ground attempting to set the adventurer on fire.

GIANT HAMMER TRAP

Mechanism: Mechanical (movement), automatic reset.

Detection: Minimum Fair perception.

Disarm: Minimum Fair disable.

Escape: Good Dodge or Agility

Size: 6

Payload: Giant Stone (+5 ODF), No Advantage.

Description: Recessed in to the top of a passage or attached to a swinging wooden pole, the giant hammer trap will attempt to crush the adventurer. The trap is easy to spot and easy to disarm but failure to do so could mean instant death.

ICY EXPLOSION TRAP

Mechanism: Magical (ranged), no automatic reset.

Detection: Minimum Good Perception

Disarm: Minimum Good Disable (Must be familiar with magic. No nonmagic disarm).

Escape: Minimum Fair agility

Size: 3

Payload: Icy Burst Spell (+2 ODF. Must roll an unaided 4DF and beat a Good to keep from being frozen in place).

Description: A sigil that is place secretly on walls or on floors. When targets come to a certain range, it detonates firing a blast of magical ice in the direction of the approaches. If Adventurers do not get out of the way, they could become frozen.

About This Fudge Roleplaying Game Document:

About Fudge:

Fudge is a roleplaying game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design and other online forums. The core rules of **Fudge** are available free on the Internet at http://www.fudgerpg.com and other sites. **Fudge** was designed to be customized, and may be used with any gaming genre. **Fudge** gamemasters and game designers are encouraged to modify **Fudge** to suit their needs, and to share their modifications and additions with the **Fudge** community.

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