

Locks and Traps v3.1

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Locks Skill

Introduction

The skill to open locks is an in character skill. Some locked objects will actually have locks, if they do, you may not pick the lock using your real life skills or force the lock. Other locks will merely be represented by in game indicators. None of the material set out below concerns magical locks set up using so called “Thief Magic”. This is detailed separately under *Thief Magic*.

Lock Markings

A locked object will either be actually locked or padlocked closed or will be marked with the lock symbol:



In either case a character may only attempt to open the lock if they have the open locks skill.

The lock or the locked object may also be marked with a number of bars over the long arm of the L (see below) indicating the difficulty of the lock. If it is not so marked, you may not attempt to open it without consulting a referee. As out of character markings, all such marks are placed within a square or a circle to indicate that they are not actually there but intended to inform a knowledgeable character of the appropriate information. As such it is not possible to ‘discover’ the meaning of these marks, nor is it possible to teach them to others.

Knowledge at Pick Lock I



This symbol means that it is a simple (i.e. level 1) lock

Knowledge at Pick Lock II



This symbol means that it is a normal (i.e. level 2) lock



This symbol means that the lock is trapped and unlike the T symbol, your character is aware that it is trapped

Knowledge at Pick Lock III



This symbol means that it is a complex (ie level 3) lock



This symbol means that there is a poison trap associated with the lock



This symbol means a master lock (ie level 4)¹

¹ No one is able to open this lock under normal circumstances.

Opening a Lock

Opening a lock requires the use of a suitable physrep lock pick set to open the lock. A character will require masterwork thief's tools to be able to perform at full skill, without them performance is at the rates indicated in brackets. Locks are all rated from levels one to four, level 4 locks may not be automatically opened.

Skill Level:	Time taken to open a lock:
Pick Lock I	Takes 5 minutes to open a level I lock; Cannot normally open a level II, III or IV lock.
Pick Lock II	Takes 2 (3 without master tools) minutes to open a level I lock; Takes 5 (8 without master tools) minutes to open a level II lock; Can spot traps on the lock (as noted above); Cannot normally open a level III or IV lock.
Pick Lock III	Takes 30 seconds (60 without master tools) to open a level I lock; Takes 2 (3 without master tools) minutes to open a level II lock; Takes 5 (10 without master tools) minutes to open a level III lock; Can spot traps or poisons on the lock (as noted above); Cannot normally open a level IV lock.

Traps

Introduction

The skill to disarm traps is an in character skill. Some trapped objects will actually have a physical mechanism, if they do, you may not disarm them using your real life skills. Other traps will merely be represented by in game indicators. None of the material set out below concerns magical traps set up using so called “Thief Magic”. This is detailed separately under *Thief Magic*.

Trap Markings

A trapped object will either be actually equipped with a simple mechanical trap or will be marked with the trap symbol:



In either case a character may only attempt to disarm the trap if they have the disarm traps skill. The trapped object may also be marked with a number of bars over the long arm of the T (see below) indicating the difficulty of the trap. If it is not so marked, you may not attempt to open it without consulting a referee.

As out of character markings, all such marks are placed within a square or a circle to indicate that they are not actually there but intended to inform a knowledgeable character of the appropriate information. As such it is not possible to ‘discover’ the meaning of these marks, nor is it possible to teach them to others.

Knowledge at Disarm Traps I



This symbol means that it is a simple (i.e. level 1) trap

Knowledge at Disarm Traps II



This symbol means that it is a normal (i.e. level 2) trap



This symbol means that there is a poison trap

Knowledge at Disarm Traps III



This symbol means that it is a complex (i.e. level 3) trap



This symbol means that there is magic associated with the trap



This symbol means a master trap (i.e. level 4)²

² It is not normally possible to disarm a level 4 trap.

Disarming Traps

This skill grants a character certain information regarding traps. It also assists in their disarming. It is not intended to substitute for role-playing the disarming process and disarming many traps will require a physrep tool kit. Traps are all rated from levels one to four. The skill falls into three levels: A trap expert will require masterwork thief's tools to be able to perform at full skill, without them performance is at the rates indicated in brackets. Level 4 traps may not be automatically disarmed.

Skill Level:	Time taken to disarm a trap:
I	Takes 5 minutes to disarm a level I trap; Can spot poisons or creatures on a trap (as noted above); Cannot normally disarm a level II, III or IV trap.
II	Takes 2 (3 without master tools) minutes to disarm a level I trap; Takes 5 (8 without master tools) minutes to disarm a level II trap; Can spot magic traps (as noted above); Cannot normally disarm a level III or IV trap.
III	Takes 30 seconds (60 without master tools) to disarm a level I trap; Takes 2 (3 without master tools) minutes to disarm a level II trap; Takes 5 (10 without master tools) minutes to disarm a level III trap; Can spot types of magic traps (as noted above); Cannot normally disarm a level IV trap.

Lock and Trap Modi

Advanced Locksmithing (modus)

Requirements: Locksmithing Level III, Magical Thief's Tools, must find training for this skill from a relevant NPC.

This skill allows a character a chance to open a Level IV lock. A bead draw may be required. It takes a minimum of 10 minutes to open a master lock.

Lock Master (modus)

Requirements: Magical Thieves Tools, must find training for this skill from a relevant NPC.

This skill lets you pop open locks much faster than normal. A simple lock (Level I) can be opened in five seconds. If the skill is bought twice a normal lock can also be opened in ten seconds.

Master Trapsmith (Modus)

Requirements: Magical Thieves Tools, must find training for this skill from a relevant NPC.

The character has now spent a career of learning how traps are created and removed. With such a good working knowledge they move onto the hardest of all traps.

This skill allows a character a chance to open a Level IV lock. A bead draw may be required. It takes a minimum of 10 minutes to open a master lock.

If taken a second time the character becomes fluent with the language of traps to such a degree, weaving your hands though complicated pulley systems, the master Trapsmith at this level can pull off truly amazing feats: It takes you 10 minutes to temporarily disable a Level I,II or III Trap. While disabled; the trap will be inactive only for the character that disarmed it. The trap will be disabled for a period of ten minutes.

In Your Sleep (Modus)

Requirements: Magical Thieves Tools, must find training for this skill from a relevant NPC.

The Trapsmith has opened so many traps now that they know how to open common traps in their sleep. This skill lets you disarm traps much faster than normal. A simple trap (Level I) can be disarmed in five seconds. If the skill is bought twice a normal trap can also be disarmed in ten seconds.

If the character also has the modus Master Trapsmith the trap can be bypassed instead of disarmed (it reactivates immediately the master has passed it).