



Writer: Kyle Carty

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Graphic Design: Kyle Carty

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Genesys Traps

Genesys, the generic system roleplaying game from Fantasy Flight Games, is a fantastic system that offers a great amount of versatility in how a Game Master or player might approach a given situation. Presented in this document is one way to handle traps in your Genesys game.

Trap Design

The flexibility of Genesys really lends itself to designing clever, fun to interact with traps. This means that they can be approached from many angles in both the way they are designed and the way they can be overcome. Traps activate the moment they are triggered and do not have an initiative in structured encounters.

Traps consist of several, smaller sections that explain how it functions:

Triggers are how the trap is activated. **Manual** triggers might mean stepping on a stone, walking on a trip wire, or pressing the wrong button. This commonly means the victim becomes engaged with the trigger. **Proximity** triggers are often magical or steeped in a high level of technology. These triggers activate by simply drawing within range and activating the warding spell or setting off something like a motion detector. The mastermind of a lair might also activate traps on their own. This is not necessarily a trigger and is usually a maneuver. A manual or proximity trap might also have the ability to be activated remotely by someone.

Notice explains the difficulty and skill used to detect a trap. Traps that have visible mechanisms or areas where something like an arrow might be fired from will almost always use Perception. To represent smaller ammunition slots, like for a dart or arrow instead of a spear, consider adding Setback dice instead of increasing the difficulty. Advanced traps, such as those in a computer system that cannot be seen with the naked eye, usually require a Computers check to bypass. Particularly powerful magical traps might be completely undetectable or might require the use of the magic skill that was used in its creation to notice.

Effect details what happens if the trap is activated. The arrow is loosed, the fireball summoned, the floor electrified. The effects for a trap are the meat of its design and are varied in as many ways as possible. Some effects are incredibly easy to design, such as traps that emulate the effects of an existing weapon. Simply use the existing damage and qualities for ranged weapons and add a Brawn value for weapons that require one. Other traps require legwork to create the effects of. Active qualities on traps are not activated with Threat and Despair (see **Spending** ☉ and ☘ on Trap Checks).

Countermeasures give information on how to disable or otherwise prevent the activation of the trap. Some might be a simple Mechanics or Arcana check while others might require multiple individuals to work together to prevent the trap from activating.

Special sections are not included in all traps. This section is only included if the trap has special rules associated with it.



Alarm Trap

Alarm traps are not explicitly dangerous like many other traps are. Instead, they serve as an early alert system to notify creatures of potential intruders so they can prepare their defenses appropriately. Some are magical or technological but many are simple string-and-can devices.

Trigger: Manual (Trip Wire) or Proximity (Computer System, Spell, etc).

Notice: Hard (◆◆◆) Computers, Perception, or Magic check.

Effect: Triggers a silent or auditory alarm to alert its creator or nearby creatures. The range of the alarm varies based on the trap's composition.

Countermeasures: The trap can be disarmed with a successful Average (◆◆) Mechanics or Skulduggery check for mundane alarms or a successful Average (◆◆) Magic or Computers check for other, less common varieties. A failed check activates the trap.

Special: Magical alarms can only be countered with the same skill that was used to create them.

Dart Trap

A simple trap, the dart trap activates when someone becomes engaged with the stone trigger installed on the ground. All creatures within short range of the trigger suffer the trap's effect as darts fly in a quick volley from small slits in the wall or floor.

Trigger: Manual (Pressure Plate).

Notice: Average (◆◆) Perception; ■ for size of holes.

Effect: Damage 7; Limited Ammo 1. Targets all creatures within short range of the trigger.

Countermeasures: The trap can be disarmed with a successful Average (◆◆) Mechanics check. A failed check activates the trap. The trap can be avoided if activated with a successful Daunting (◆◆◆◆) Coordination check.



Eldritch Rune Trap

Carved runes infused with magic, this trap comes in many forms. Some larger runes are simple proximity traps carved into ceilings, walls, and floors. Other, smaller rune traps might be written on paper with ink and triggered when read. Their effects might vary. Some explode, others curse, and more yet might bind. Multiple eldritch rune traps are often inscribed in a single room to create a minefield of sorts.

Trigger: Proximity (Engaged) or Manual (When Read).

Notice: Easy (◆) Perception to notice the rune, Easy (◆) Arcana to realize it's magic.

Effect: Damage 5; Disorient 5, Stun Damage.

Countermeasures: The trap can be disarmed with a successful Hard (◆◆◆) Knowledge check. A failed check activates the trap.

Fireball Trap

A fireball trap is a magically constructed trap that emanates from a large, glowing crystal enchanted to fire powerful orbs of fire. These crystals are often placed in sconces, chandeliers, or alcoves. When their magic is active, these crystals fire at anything that draws too close. Smaller, less powerful versions might have less ammunition, while more powerful versions might be able to fire consecutively.

Trigger: Proximity (Medium Range, Motion Sensitive)

Notice: Average (◆◆) Arcana or Formidable (◆◆◆◆) Perception.

Effect: Damage 8; Blast 6, Burn 2, Limited Ammo 5, Slow-Firing 1.

Countermeasures: The trap can be disarmed with a successful Hard (◆◆◆) Arcana check. The trap can also be destroyed by dealing 10 Wounds to the large crystal used as its arcane focus.

Special: The crystal is worth 500 currency in its depleted state. If the crystal still has ammunition, it is worth an additional 100 currency for each use. If destroyed, its shards are worth 100 currency.

Laser Pistol Trap

Often created by frantic survivors in a sci-fi setting, this simple trap is activated by stepping on a trip wire or opening a door the wire is attached to.

Trigger: Manual (Trip Wire).

Notice: Hard (◆◆◆) Perception, ■ for fineness of the wire.

Effect: Damage 6; Burn 1.

Countermeasures: The trap can be disarmed with a successful Easy (◆) Mechanics check. A failed check activates the trap.

Special: The pistol can be collected after disarming the trap.



Leghold Trap

Originally created to capture poachers and intruders, the leghold trap is commonly known as a bear trap. This large metal circle contains a pressure plate in the center that, when engaged, causes the trap to snap shut. Some leghold traps contain robust, metal teeth but many do not.

Trigger: Manual (Pressure Plate).

Notice: Average (◆◆) Perception, and ■■ if hid under leaves or brush.

Effect: Damage 6; Ensnare. ☒ can be spent to give a character the Crippled Critical Injury on one of their legs.

Countermeasures: The trap can be disarmed without issue once spotted. Disarming the trap without it making noise requires a Hard (◆◆◆) Mechanics check.

Special: The trap's Ensnare quality does not have a duration. The victim is immobilized until it succeeds on its Athletics check.

Pitfall Trap

A large pit with a flimsy board or tarp across it, a pitfall trap is one of the most basic traps in existence. Some line their floor with spikes and stakes which could increase the damage of the trap. Some traps using these spikes even coat them in poison to create a truly lethal combination.

Trigger: Manual (Falling).

Notice: Average (◆◆) Perception.

Effect: The victim and all creatures engaged with them fall short range (page 112). ☒ can be spent to give a character the Crippled Critical Injury.

Countermeasures: The trap cannot be disarmed, only avoided.

Spending ⚙️ and ☒ on Trap Checks

Disarming traps can be dangerous work. The following table lays out some of the consequences a character attempting to disarm a trap might experience as a result of their efforts.

| COST | RESULT OPTIONS |
|-------------|---|
| ⚙️ or ☒ | The stress from disarming the trap exhausts the character, and they suffer 2 strain or 1 wound (controlling player's choice). |
| ⚙️ or ☒ | The character pinches their finger or otherwise harms themselves, adding ■ to their next check. |
| ⚙️⚙️ or ☒ | The trap appears disarmed but remains active until the start of the next round, or after a minute in narrative gameplay. |
| ⚙️⚙️⚙️ or ☒ | If the character is using a tools, they become damaged one step. Any tools being used by the character are destroyed. |
| ☒ | The trap makes a loud noise when disabled and alerts all creatures within long range of it. If the trap has a harvestable component, such as a crystal or weapon, it is destroyed. |
| ☒☒ | The trap is disarmed but its mechanisms or security system severely wound the character, dealing a Critical Injury. |