

Trapper's Tools

Barbed fence

Bear trap

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HOME BREW



TRAPPER'S TOOLS

Trapper's Tools contains everything needed for the creation of traps and their cataloguing.

Components. A trapper's kit includes 10feet of barbed wire, line roll, springs, bell, a pack of nails , small hammer, set of scrolls and white chalks.

Investigate. When you search traps you also obtain informations about the effect of it's trigger (if it's mechanism isn't magic).

History. Your mastery of traps includes knowledge history that allow you to know what traps prefer certain races.

Trapper Instinct. As long as you stay 1.5 feet near your allies, as reaction an ally of your choice receives 1d4 on saving throw against traps.

TRAPPER'S TOOLS

DC	Activity
Varies	If you spend at least 1 minute studying a trap, as part of a long rest you can create a schematic of that trap. The DC to create it might be it's save DC.
Varies	Using a wire and a bell you can set an alarm in a door, window or an area that is no larger than a 20-foot cube. The total of your check becomes the DC for creatures to discover or disable the alarm.
Varies	You can spend 10 minutes or more in attempt to set a trap from one of your schematics, provided you have access to your trapper's kit and sufficient material. The DC save is 8 + bonus proficiency + Intelligence or Dexterity modifier

TRAP PROPERTIES

All informations concerning traps can be found on page 120 of the DMG, the following table is based on the *Trap Effects* section. Trap DC determines its danger, bonus proficiency determines the trap damage. A trap might not inflict damage but a condition.

Trap Danger	DC	+2	+3	+4	+5 or more
Setback	10-11	1d10	2d10	4d10	10d10
Dangerous	12-15	2d10	4d10	10d10	18d10
Deadly	16-20+	4d10	10d10	18d10	24d10

CONDITIONS

- Prone
- Poisoned
- Restrained
- Stunned
- Blinded
- Deafened
- Grappled
- Incapacitated
- Paralyzed

SCHEMATICS

FALLEN NET

You set a net to a ceiling and a wire on the ground as trigger. A creature that fail the saving throw is restrained. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. The net has AC 10 and 20 hit points.

Save DC: 10 (Str)

Damage: //

Condition: Restrained

EXPLOSIVE TILE

You set a vial of explosive chemical component (such as nitroglycerine) under a tile. If pressed, the vial breaks under the weight causing an explosion.

Save DC: 15 (Dex)

Damage: 2d10 (Fire)

Condition: Deafened for 1 minute on a failed save

BARBED CAMP

You hide on the ground various barbed wires in an area that is no larger than a 20-foot cube, that area become difficult terrain.

Save DC: 11 (Dex)

Damage: 2d10 Piercing

Condition: Prone on a failed save.

HIDDEN PIT

This pit has a cover constructed from material identical to the floor around it. The pit is usually 10 or 20 feet deep but can be deeper.

Save DC: 15 (Dex)

Damage: 1d6 each 10 foot (max 20d6)

Condition: Prone on a failed save.

SPIKE DOOR

An open door with various spikes that triggers when someone passes it and break the wire placed at the bottom.

Save DC: 15 (Dex)

Damage: 4d10 Piercing

Condition: //