

MALFUNCTIONING DOORWAY

HAZARD 9

ELECTRICITY

MECHANICAL

TECH

Complexity Simple

Stealth DC 23 (trained)

Description Damaged capacitors and internal wiring have degraded this automatic doorway into a traplike danger.

Disable (expert) Crafting DC 30 to fix the doorway (apply a +5 item bonus to the roll if one charge of e-pick is used).

Hardness 15, **HP** 60 (BT 30); **Immunities** critical hits, object immunities, precision damage

Electrocution ⤿ (electricity) **Trigger** A creature attempts to pass through the doorway; **Effect** Electricity jolts from exposed wiring, dealing 10d6+13 electricity damage to the triggering creature (DC 32 basic Reflex save)

Reset immediate, up to 5 times