

MALFUNCTIONING DOORWAY

HAZARD 7

ELECTRICITY MECHANICAL TECHNOLOGY

Complexity Simple

Stealth DC 21 (trained)

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

Disable (expert) Thievery DC 25 to fix the doorway (apply a -5 penalty if no charge of e-pick is used).

AC 22, **Fort** +18, **Ref** +12

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 8d6+12 electricity damage to the triggering creature (DC 29 basic Reflex save)

Reset immediate, up to 5 times