

EXPOSED POWER NODES

HAZARD 3

ENVIRONMENTAL

TECH

Complexity Simple

Description Unshielded power nodes threaten anyone attempting to go directly to the reactor room.

Disable DC 20 Thievery (trained). Or breaking one node in each pair.

AC 15, **Fort** +12, **Ref** +6

Node Hardness 9, **Node HP** 36 (BT 18); **Immunities** critical hits, object immunities, precision damage

Electrical Arc ⚡ (electricity) **Trigger** A creature moves between a pair of nodes. **Effect** Painful electricity arcs zap the creature, dealing 2d10+13 electricity damage to the creature (basic DC 18 Reflex save).

Reset Unless all 4 nodes are destroyed, which causes all rooms on this floor to lose power, this trap resets automatically after 24 hours.