



Equipment D20 / Convulsion Grenade

Convulsion Grenade

VerdanTech's newest crowd control weapon. The convulsion grenade releases special frequency energy waves that cause muscular convulsion. This slows and even immobilizes victims as they spasm uncontrollably. It becomes hard for them to concentrate and if they get hit badly they lose control of their limbs going into seizures. There have been cases of permanent injury being caused by these

Model: Verdant Technologies' Convulsion Grenade

Cost: 400 credits

Damage: -

Critical: 20

Range Increment: 4 m (20 m)

Weight: .5 kg

Stun Fort Save: 4d8/DC 18

Type: Energy

Size: Tiny

Group: Simple

Game note: For every point the grenade damage beats the opponent's resist they lose 1 from their move, for every 3 points it beats their resist they also lose -3 from all skills. If their move reaches 0 they become paralyzed. If their move drops below 0 they suffer severe muscular and neural damage. The effects last for 4d6 rounds.

Page designed in Notepad, Logo's done in Personal Paint on the Commodore Amiga

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