



Equipment D20 / EX-17 Ecstasy Grenade

EX-17 Ecstasy Grenade

The EX-17 grenade was developed simultaneously with the convulsion grenade and for the same purpose, crowd control. Rather than attacking the muscular system, this one attacks the brain and nervous system. Specifically it attacks the pleasure centers, or rather stimulates them heavily. It causes the user to feel great amounts of pleasure or even outright ecstasy, hence the grenade's nickname. Though the effects are odd to see it is a very humane way of breaking up a riot and some of the softer hearts in the galaxy prefer them to convulsion or tear gas grenades.

Model: Verdant Technologies' EX-17 "Ecstasy" Grenade

Cost: 500 credits

Damage: 4d8 vs. Will

Critical: 20

Range Increment: 4 m (20 m)

Weight: .7 kg

Stun Fort Save: -

Type: Chemical

Size: Tiny

Group: Simple

Game note: The grenade stimulates the pleasure centers incapacitating the victim. The effects last for 2d6 rounds and are as follows:

Damage Effect

1-4 -1D from all die Codes

5-9 -2D from All die codes, half move

10-13 -3D to all die codes, unable to move

14+ Totally Incapacitated, unable to take any actions

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

All text and stats by Dave Maloney, Set Anu-Bith, HTML and logos done by FreddyB

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