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 msucular system, this one attacks the brain and nervous system. Specificly it atatcks the pelasure centers, or rather stimulates them heavily. It causes the user to feel great ammounts of pleasure or even outright ecstasy, hence the grenade's nickname. Thoguh 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 stimualtes the pleasure centers incpacitating 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+ Totaly Incapacitated, unable to take any actions

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