Equipment D20 / Convulsion Grenade

Convulsion Grenade

VerdanTech's newest crowd control weapon. The convulsion grenade releases special frequency energy waves that cuase muscular convulsion. This slows and even immobolizes victims as they spasm uncontrollably. It becomes hard for them to cocnnetarte and if they get hit badly they lsoe control of their limbs going into seizures. There have been cases of permanant 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.

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