

Fading Suns d20 Grenades and Explosives

	<i>Damage</i>	<i>Type</i>	<i>Blast Radius</i>	<i>Range incr.</i>	<i>Weight</i>	<i>Cost</i>
Grenades	--	--	--	--	--	--
Adhesive Grenade	*	Entangle (DC 15)	20 ft.	10 ft.	1 lb.	50 Cr
Concussion Grenade	6d6	Sonic/bludgeon	20 ft.	10 ft.	1 lb.	100 Cr
Flash-bang Grenade	*	Stun/deafen (DC 20)	20 ft.	10 ft.	1 lb.	50 Cr
Fragmentation Grenade	6d8	Fire/Piercing	20 ft.	10 ft.	1 lb.	100 Cr
Grav Grenade	3d8	Bludgeon	30 ft	10 ft	1 lb	100 Cr
Grav-Frag Grenade	2d8/3d10	Bludgeon/Piercing	30 ft	10 ft	1 lb	110 Cr
Incendiary Grenade	6d6	Fire	20 ft.	10 ft.	1 lb.	100 Cr
Nausea Grenade	*	Nausea	*	10 ft.	1 lb.	50 Cr
Smoke Grenade	*	Smoke	*	10 ft.	1 lb.	30 Cr
Stun Grenade	6d6	Nonlethal	20 ft.	10 ft.	1 lb.	50 Cr
Explosives	--	--	--	--	--	--
Detonite	3d6 per charge	Concussion	30 ft	-	1 lb	120 Cr
TDX-19	4d6 per charge	Concussion	40 ft	-	1 lb	150 Cr

Grenades

Adhesive Grenade

This grenade is designed to incapacitate targets with a film of thick fluid that entangles. This “glue grenade” detonates and fills the blast radius with this entangling fluid. On contact with the air, the fluid becomes adhesive, bonding instantly to anything caught in the blast radius. Anyone caught in this blast must make a Reflex save every round vs. DC 15 (+1 per previous check) or become entangled. If they reach outside the blast radius without failing their Reflex save, they are fine. The entangling film remains for 3d10 rounds after the grenades release.

Concussion Grenade

A concussion grenade is an explosive charge that releases a shockwave that deals damage to everything in the burst radius. Half the damage is sonic and the other half bludgeoning. Underwater, the blast radius is doubled as is the damage.

Flash-bang Grenade

A flash-bang grenade is a nonlethal weapon that blinds and deafens. With a bright flash and loud noise, everyone in the blast radius must make a Fortitude save vs. DC 20 or be stunned and deafened for 1d3 rounds. If any creature within the radius was actually facing the blast point, they automatically fail the save and suffer the effects. The visual effects of the grenade are halved if a creature is wearing eye protection. Creatures sensitive to light or noise take twice the effect.

Fragmentation Grenade

Fragmentation Grenade is a explosive with shrapnel. Upon detonation, half the effect is fire damage and half the effect is piercing damage.

Grav Grenade

The Grav Grenade releases a burst of gravetic energies within its blast radius. This effective delivers stun damage (nonlethal) to all target creatures within the blast radius as well as send out a burst of force that could knock targets down prone. Those target creatures within the blast radius must make a Reflex save vs. DC 10 + half the damage or be knocked down. The stun effect lasts 1d4 round and if knocked down, the creature can not attempt to get up until the stun effect subsides.

Grav-Frag Grenade

The Grav-Frag grenades is like a regular frag grenade except that it uses the gravetic blast to propel the shrapnel, making it more lethal. The bludgeon damage dealt is the Grav burst and acts like a grav grenade. The second damage is the shrapnel.

Incendiary Grenade

The classic fire grenade, this detonates with fire damage. Target creatures caught in the blast radius also catch fire.

Nausea Grenade

The Nausea Grenade, a common weapons for riot control and crowd control, delivers a cloud of noxious gas that reduces visibility like a smoke grenade and nauseates all within the blast radius. All with in the blast radius must make Fortitude check vs. 15 + 1 per previous check or be blinded and nauseated for 1d4 rounds, even after they lave the blast radius. A protective or enclosed mask or suit negates these effects. Only living creatures with some form of a metabolism are effected. The noxious gas persists for 1d6 rounds.

Smoke Grenade

A smoke grenades upon detonation releases a cloud of smoke in a 20 ft radius, in which visibility is limited to 2 feet. The smoke persists for 1d3+6 rounds in normal conditions (1d3+1 in windy conditions). Everything in the smoke cloud has 90% concealment.

Stun Grenade

The stun grenade releases a burst of stun energy that does only nonlethal damage to target creatures in the blast radius.

Explosives

Detonite

Detonite is a lower-grade explosive used in industrial or mining operations, it is effective against solid objects. A charge of Detonite ignores the first 2 points of hardness. However, it is more difficult to handle and unstable the older it gets.

TDX-19

TDX 19 is military grade explosives that can be set as a shaped charge (Craft: Demolitions Dc 10). A shaped charge increases the die type of the damage from d6 to d8.