

Weapons D6 / Knights of the Old Republic

Knights of the Old Republic d6 Grenades and Mines

Name:

Damage Type: *What type of damage the Grenade/Mine applies*

Damage: *How much damage the Grenade/Mine does*

Save: *What roll is necessary to resist the effects of the Grenade/Mine (if any)*

Effect: *What effect besides damage the Grenade/Mine applies*

Blast Radius: *Anything within this distance of the Grenade/Mine when it goes off is affected*

Detonation: *What is required to set off the Grenade/Mine*

Stealth: *What difficulty Perception or Search must be beaten to spot the mine*

Skill: *What skill is necessary to successfully use the Grenade/Mine*

Fragmentation Grenade

Damage type: Physical

Damage: 4D+2

Blast radius: 4 meters

Detonation: Impact

Skill: Grenades (Very Easy)

Stun Grenade

Damage type: N/A

Damage: N/A

Save: Difficult Stamina

Effect: Stun

Blast Radius: 4 meters

Detonation: Impact

Skill: Grenades (Easy)

Poison Gas Grenade

Damage type: N/A

Damage: Poison, 3D per round

Save: Heroic Stamina

Blast Radius: 4 meters

Detonation: Impact

Skill: Grenades (Easy)

Sonic Grenade

Damage type: Energy (bypasses armor resistance)

Damage: 3D+2

Save: Difficult Stamina
Effect: -2D Dexterity
Blast Radius: 4 meters
Detonation: Impact
Skill: Grenades (Moderate)

Adhesive Grenade

Damage type: Physical
Damage: N/A
Save: None
Effect: Entangled (Entangled creatures suffer a -1D penalty to all attack rolls, a -2D penalty to their Dexterity scores, and can only move at half of their normal Movement scores. Entangled characters can attempt to escape, but this requires a Difficult Strength check to accomplish.)
Blast Radius: 4 meters
Detonation: Impact
Skill: Grenades (Moderate)

Cryoban Grenade

Damage type: Energy (bypasses armor resistance)
Damage: 3D+2
Save: Difficult Stamina
Effect: Paralyze
Blast Radius: 4 meters
Detonation: Impact
Skill: Grenades (Moderate)

Plasma Grenade

Damage type: Energy (bypasses armor resistance)
Damage: 6D
Blast Radius: 4 meters
Detonation: Impact
Skill: Grenades (Moderate)

Ion Grenade

Damage type: Energy
Damage: 2D+2 (6D+1 vs. mechanicals)
Blast Radius: 4 meters
Detonation: Impact
Skill: Grenades (Moderate)

Mines

Minor Flash Mine

Damage type: N/A
Damage: N/A
Save: Difficult Stamina
Effect: Stun
Blast Radius: 3.3 meters
Detonation: Impact, Proximity
Stealth: Easy

Skill: Explosives: Flash Mine (Easy)

Note: Successful Security (Moderate) required to approach mine without setting it off. Successful Explosives: Flash Mine (Moderate) required to disarm.

Average Flash Mine

Damage type: N/A

Damage: N/A

Save: Very Difficult Stamina

Effect: Stun

Blast Radius: 3.3 meters

Detonation: Impact, Proximity

Stealth: Moderate

Skill: Explosives: Flash Mine (Moderate)

Note: Successful Security (Difficult) required to approach mine without setting it off. Successful Explosives: Flash Mine (Difficult) required to disarm.

Deadly Flash Mine

Damage type: N/A

Damage: N/A

Save: Heroic Stamina

Effect: Stun

Blast Radius: 3.3 meters

Detonation: Impact, Proximity

Stealth: Difficult

Skill: Explosives: Flash Mine (Difficult)

Note: Successful Security (Very Difficult) required to approach mine without setting it off. Successful Explosives: Flash Mine (Very Difficult) required to disarm.

Minor Fragmentation Mine

Damage type: Physical

Damage: 3D+1

Blast Radius: 3.3 meters

Detonation: Impact, Proximity

Stealth: Easy

Skill: Explosives: Fragmentation Mine (Easy)

Note: Successful Security (Moderate) required to approach mine without setting it off. Successful Explosives: Fragmentation Mine (Moderate) required to disarm.

Average Fragmentation Mine

Damage type: Physical

Damage: 5D+1

Blast Radius: 3.3 meters

Detonation: Impact, Proximity

Stealth: Moderate

Skill: Explosives: Fragmentation Mine (Moderate)

Note: Successful Security (Difficult) required to approach mine without setting it off. Successful Explosives: Fragmentation Mine (Difficult) required to disarm.

Deadly Fragmentation Mine

Damage type: Physical

Damage: 8D

Blast Radius: 3.3 meters

Detonation: Impact, Proximity

Stealth: Difficult

Skill: Explosives: Fragmentation Mine (Difficult)

Note: Successful Security (Very Difficult) required to approach mine without setting it off. Successful Explosives: Fragmentation Mine (Very Difficult) required to disarm.

Minor Plasma Mine

Damage type: Energy (bypasses armor resistance)

Damage: 4D+1

Blast Radius: 3.3 meters

Detonation: Impact, Proximity

Stealth: Easy

Skill: Explosives: Plasma Mine (Easy)

Note: Successful Security (Moderate) required to approach mine without setting it off. Successful Explosives: Plasma Mine (Moderate) required to disarm.

Average Plasma Mine

Damage type: Energy (bypasses armor resistance)

Damage: 6D+2

Blast Radius: 3.3 meters

Detonation: Impact, Proximity

Stealth: Moderate

Skill: Explosives: Plasma Mine (Moderate)

Note: Successful Security (Difficult) required to approach mine without setting it off. Successful Explosives: Plasma Mine (Difficult) required to disarm.

Deadly Plasma Mine

Damage type: Energy (bypasses armor resistance)

Damage: 10D

Blast Radius: 3.3 meters

Detonation: Impact, Proximity

Stealth: Difficult

Skill: Explosives: Plasma Mine (Difficult)

Note: Successful Security (Very Difficult) required to approach mine without setting it off. Successful Explosives: Plasma Mine (Very Difficult) required to disarm.

Minor Poison Gas Mine

Damage type: N/A

Damage: Poison, 2D per round

Save: Difficult Stamina

Blast Radius: 3.3 meters

Detonation: Impact, Proximity

Stealth: Easy

Skill: Explosives: Poison Gas Mine (Easy)

Note: Successful Security (Moderate) required to approach mine without setting it off. Successful Explosives: Poison Gas Mine (Moderate) required to disarm.

Average Poison Gas Mine

Damage type: N/A

Damage: Poison, 3D per round

Save: Heroic Stamina

Blast Radius: 3.3 meters

Detonation: Impact, Proximity

Stealth: Moderate

Skill: Explosives: Poison Gas Mine (Moderate)

Note: Successful Security (Difficult) required to approach mine without setting it off. Successful Explosives: Poison Gas Mine (Difficult) required to disarm.

Deadly Poison Gas Mine

Damage type: N/A

Damage: Poison, 4D per round

Save: Heroic +5 Stamina

Blast Radius: 3.3 meters

Detonation: Impact, Proximity

Stealth: Difficult

Skill: Explosives: Poison Gas Mine (Difficult)

Note: Successful Security (Very Difficult) required to approach mine without setting it off. Successful Explosives: Poison Gas Mine (Very Difficult) required to disarm.

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