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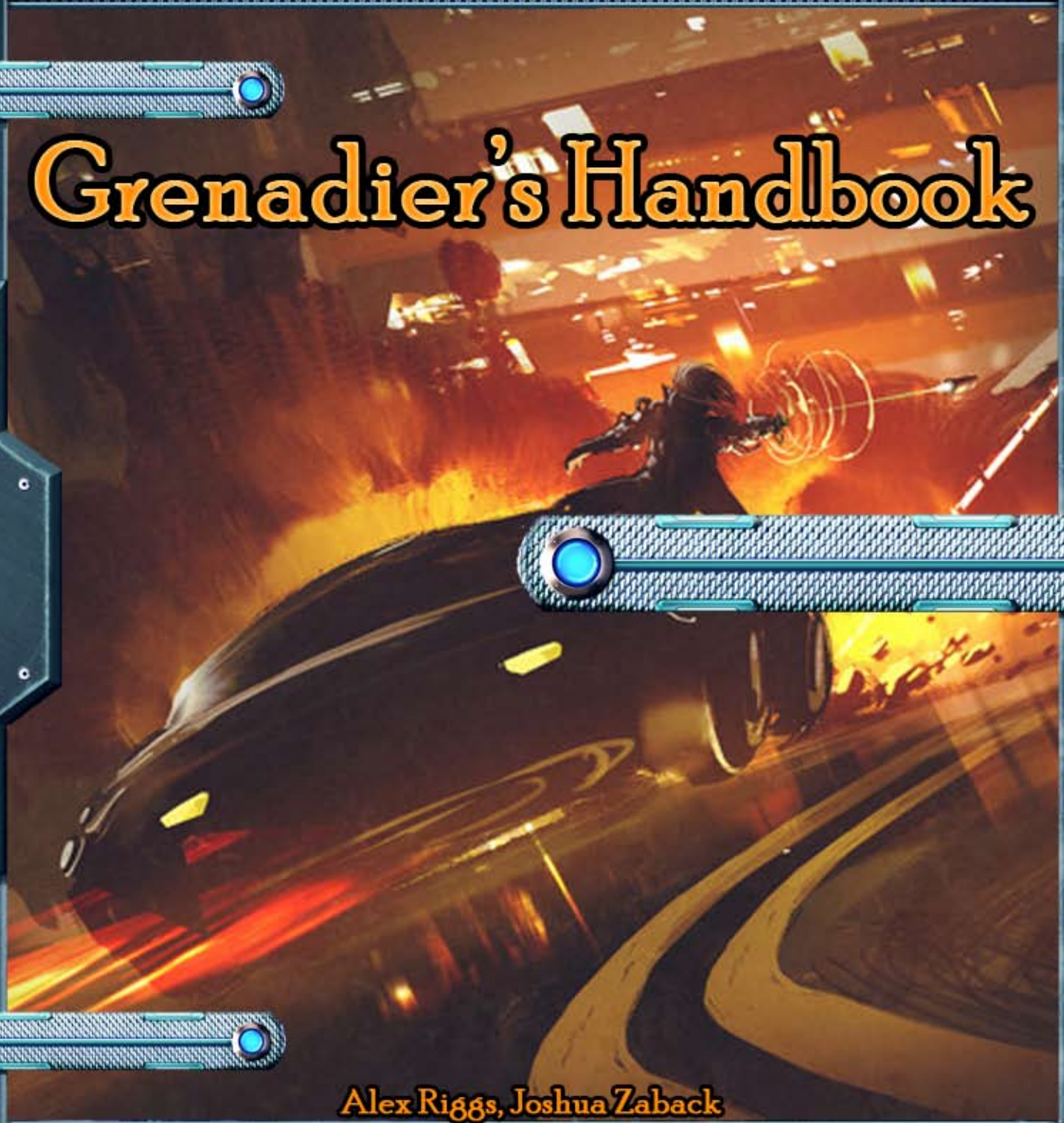

Grenadier's Handbook

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STARFINDER COMPATIBLE

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Introduction

Grenades are an important part of the modern warfare arsenal, and for many players, feeling like a hardcore tactical commando requires bringing along some handheld explosions. The Starfinder Roleplaying Game Core Rulebook provides a sizable selection of grenades to choose from, allowing players to select between a variety of different damage types and even some more tactically-oriented options, like grenades that entangle or blind foes. But there's always room for more grenades, and this book not only presents a whole new arsenal of new grenade types to outfit your heroes with, but also provides a number of exciting new feats that allow you to get the most out of your grenades.

Feats

The following feats are presented in alphabetical order.

Defensive Blast Shape

You are so skilled at throwing grenades that you can influence the way they explode, allowing you to avoid damaging certain spots within the blast radius.
Prerequisites: Grenade Proficiency, base attack bonus +5.
Benefit: When throwing a grenade, you can choose one square within the grenade's blast radius that is unaffected by the grenade. For every 5 points of base attack bonus you possess beyond 5, you can choose one additional square to omit in this way.

Down the Hatch

You feed grenades to your foes.
Prerequisites: Grenade Proficiency.
Benefit: While grappling or being grappled by a creature of Large or larger size, you can attempt a grapple check to force a held grenade into the creature's mouth. If you succeed, the creature swallows the grenade, causing it to automatically fail its saving throw to resist the grenade's effects, and suffer twice the normal damage from the grenade. At the GM's discretion, certain types of grenades, such as the hologrenade or the stickybomb grenade, may not have any effect when swallowed in this way, or may have their effects lessened. Any time a creature attempts to swallow you whole and fails, you may attempt to use this feat as a reaction to make it swallow a grenade instead, and gain a +4 bonus on your combat maneuver check to do so.

Grenade Focus

When you throw a grenade, it is harder to avoid the effects of the blast.
Prerequisites: Grenade Proficiency.
Benefit: The DC of grenades that you throw is increased by 2.

Offensive Blast Shape

You are so skilled at throwing grenades that you can influence the way they explode, allowing you to expand the blast radius in certain areas.
Prerequisites: Grenade Proficiency, base attack bonus +5.
Benefit: When throwing a grenade, you can choose one square that is outside the grenade's blast radius, but adjacent to it. That square is affected as though it were inside the grenade's blast radius. For every 5 points of base attack bonus you possess beyond 5, you can choose one additional square to add in this way. All added squares must be adjacent to the original blast radius.

Overload Grenade

You can overload a grenade, causing it to have a more dramatic blast, but also making it much more unpredictable.
Prerequisites: Grenade Proficiency.
Benefit: You can overload a grenade when you activate it, causing it to have a greater effect, but much lower accuracy. You must declare when the grenade is activated that you are overloading it. If you do, you suffer a –20 penalty on your attack roll with that grenade, and if you miss with the grenade, roll 1d8 instead of 1d4 to determine how far off the grenade lands from its target. The blast radius of the grenade is increased by 1d4 x 5 feet, the DC is increased by +4, and the damage inflicted by the grenade is increased by an amount equal to your level.
Special: You cannot use this feat in conjunction with the Defensive Blast Shape feat.

Precise Blast

Grenades you throw have a narrower blast.
Prerequisites: Grenade proficiency.
Benefit: When you throw a grenade, you can choose to decrease its blast radius by up to 10 feet. This reduction must be in 5-foot increments, and cannot reduce the blast radius to less than 5 feet.

Strategic Bounce

Even when you miss with a grenade, it has a knack of getting where you need it.
Prerequisites: Grenade Proficiency.
Benefit: Whenever you miss with a grenade by less than 5, you can roll twice when determining the direction and distance that the grenade is off target, and choose which result to use for each. Additionally, the unexpected movements of the grenade make it harder to avoid it, and creatures within the grenade's blast radius that would not have been within its radius if you had hit your original target suffer a –2 penalty on their saving throw to resist its effects. Finally, when making an attack with a grenade, if the attack is within five range increments, then before making the roll, you can choose to forfeit the roll and instead automatically treat the roll as though you had missed by less than 5.

Take the Blast
You can jump on top of explosives in order to shield others from their blasts.
Benefit: If a grenade or similar explosive is in your square or an adjacent square, then, when it explodes, as a reaction, you can attempt to throw yourself on top of it to contain the blast. If you do, you automatically fail your saving throw and suffer the maximum damage and effects from the grenade, but it affects only you. You can use this ability only against bursts and blasts with a specific origin point contained within a single square.

Thrown Accuracy
You have great control over where your grenades land.
Prerequisites: Grenade proficiency.
Benefit: You gain a +2 bonus on attack rolls made with thrown weapons. Additionally, if you miss with a thrown weapon, you can add or subtract 1 to the results of the rolls made to determine the direction and distance that it goes off-target.

Wide Blast
Grenades you throw have a larger blast.
Prerequisites: Grenade proficiency.
Benefit: Grenades you throw have their blast radius increased by 5 feet.

New Grenades
The following section lists a number of new types of grenades. Each different style of grenade has a description outlining its effects in detail. Table 1: Grenades outlines the exact specifics for each individual type of grenade. Unlike the grenades found in the Starfinder Roleplaying Game Core Rulebook, many of these grenades feature effects that target the body or mind in ways that are less about avoiding the effect through quick reflexes, and more about enduring or resisting it. As a result, each type of grenade lists the appropriate type of saving throw in parentheses after the grenade's name. The relevant saving throw is also listed in the save column on Table 1: Grenades.

The grenade descriptions are listed in alphabetical order, while the table is listed in order of item level, from lowest to highest.

Cyberassault Grenade (Fortitude): These grenades are designed specifically to combat machines, including robots, turrets, and computers. Upon impact, they create an electromagnetic field, which deals a small amount of electricity damage to creatures and objects in the area, but also wreaks havoc with delicate electronics. Each creature with the robot subtype that fails its saving throw gains the off-target condition until any creature spends 1 minute recalibrating it, requiring a successful Computers check with a DC equal to the grenade's DC. Additionally, robots and computers that fail their saving

TABLE 1: GRENADES

GRENADES	LEVEL	PRICE	RANGE	CAPACITY	BULK	SAVE	SPECIAL
Cyberassault grenade I	1	75	20 ft.	Drawn	L	Fort	Explode (1d4 E, cyberassault, 5 ft.)
Knockout grenade I	1	130	20 ft.	Drawn	L	Fort	Explode (1d8 nonlethal, knockout, 15 ft.)
Stench grenade I	1	150	20 ft.	Drawn	L	Fort	Explode (stench cloud 1 minute, 20 ft.)
Psy grenade I	2	300	20 ft.	Drawn	L	Will	Explode (1d4, confusion 1d4 rounds, 5 ft.)
Hologrenade I	3	450	20 ft.	Drawn	L	Will	Explode (fascination, 10 ft.)
Cyberassault grenade II	4	700	20 ft.	Drawn	L	Fort	Explode (1d8 E, cyberassault, 5 ft.)
Knockout grenade II	4	750	20 ft.	Drawn	L	Fort	Explode (1d12 nonlethal, knockout, 15 ft.)
Razorwire grenade I	4	800	20 ft.	Drawn	L	Ref	Explode (1d6 S, entangled, 10 ft.)
Grav grenade I	5	950	20 ft.	Drawn	L	Fort	Explode (1d8 B, extreme gravity 1d4 rounds, 10 ft.)
Stench grenade II	5	900	20 ft.	Drawn	L	Fort	Explode (stench cloud 1 minute, 20 ft.)
Magekiller grenade I	6	1,250	20 ft.	Drawn	L	Ref	Explode (1d6 P, arcane inhibition 1d4 rounds, 5 ft.)
Psy grenade II	6	1,500	20 ft.	Drawn	L	Will	Explode (1d8, confusion 1d6 rounds, 10 ft.)
Razorwire grenade II	7	2,200	20 ft.	Drawn	L	Ref	Explode (2d6 S, entangled, 10 ft.)
Exsanguinator I	8	2,900	20 ft.	Drawn	L	Ref	Explode (2d6 P, 1d6 bleed, 15 ft.)
Hologrenade II	8	2,500	20 ft.	Drawn	L	Will	Explode (fascination, 15 ft.)
Stench grenade III	9	3,500	20 ft.	Drawn	L	Fort	Explode (stench cloud 1 minute, 20 ft.)
Cyberassault grenade III	10	5,300	20 ft.	Drawn	L	Fort	Explode (3d8 E, cyberassault, 10 ft.)
Grav grenade II	10	6,000	20 ft.	Drawn	L	Fort	Explode (2d8 B, extreme gravity 1d6 rounds, 15 ft.)
Knockout grenade III	10	5,800	20 ft.	Drawn	L	Fort	Explode (3d12 nonlethal, knockout, 15 ft.)
Psy grenade III	10	5,675	20 ft.	Drawn	L	Will	Explode (3d8, confusion 2d4 rounds, 15 ft.)
Magekiller grenade II	11	7,800	20 ft.	Drawn	L	Ref	Explode (2d6 P, arcane inhibition 2d4 rounds, 10 ft.)
Zero grenade	11	8,500	20 ft.	Drawn	L	–	Explode (zero gravity 1 minute, 15 ft.)
Exsanguinator II	12	12,000	20 ft.	Drawn	L	Ref	Explode (5d6 P, 2d6 bleed, 15 ft.)
Hologrenade III	13	13,000	20 ft.	Drawn	L	Will	Explode (fascination, 20 ft.)
Razorwire grenade III	13	15,000	20 ft.	Drawn	L	Ref	Explode (3d6 S, entangled, 10 ft.)
Stench grenade IV	13	14,500	20 ft.	Drawn	L	Fort	Explode (stench cloud 1 minute, 20 ft.)
Cyberassault grenade IV	14	19,500	20 ft.	Drawn	L	Fort	Explode (6d8 E, cyberassault, 10 ft.)
Knockout grenade IV	14	20,000	20 ft.	Drawn	L	Fort	Explode (6d12 nonlethal, knockout, 15 ft.)
Psy grenade IV	14	21,000	20 ft.	Drawn	L	Will	Explode (6d8, confusion 2d4 rounds, 15 ft.)
Grav grenade III	15	32,000	20 ft.	Drawn	L	Fort	Explode (4d8 B, extreme gravity 2d4 rounds, 15 ft.)
Exsanguinator III	16	52,000	20 ft.	Drawn	L	Ref	Explode (7d6 P, 3d6 bleed, 15 ft.)
Magekiller grenade III	16	48,000	20 ft.	Drawn	L	Ref	Explode (4d6 P, arcane inhibition 3d4 rounds, 15 ft.)
Stench grenade V	17	67,500	20 ft.	Drawn	L	Fort	Explode (stench cloud 1 minute, 20 ft.)
Hologrenade IV	18	90,000	20 ft.	Drawn	L	Will	Explode (fascination, 25 ft.)
Psy grenade V	18	110,000	20 ft.	Drawn	L	Will	Explode (9d8, confusion 2d4 rounds, 15 ft.)
Razorwire grenade IV	19	130,000	20 ft.	Drawn	L	Ref	Explode (5d6 S, entangled 2d4 rounds, 10 ft.)
Cyberassault grenade V	20	106,000	20 ft.	Drawn	L	Fort	Explode (9d8 E, cyberassault, 15 ft.)
Grav grenade IV	20	180,000	20 ft.	Drawn	L	Fort	Explode (6d8 B, extreme gravity 3d4 rounds, 20 ft.)
Knockout grenade V	20	112,000	20 ft.	Drawn	L	Fort	Explode (9d12 nonlethal, knockout, 15 ft.)

throws (assume most computers have a saving throw modifier of –5) have the DC for all Computers checks made to hack them reduced by 5 for 1 hour.

Exsanguinator (Reflex): These cruel and barbaric grenades, outlawed on many worlds, are filled with jagged, razor-sharp debris that have been coated with powerful anti-coagulants, causing victims to sustain sucking wounds that leave them bleeding out on the battlefield. Creatures in the explosion suffer an amount of slashing damage, as well as an amount of bleed damage, which persists until healed. The bleeding can be healed through the normal methods of healing bleeding, but the DC of Medicine checks made to stop the bleeding is equal to the grenade's normal DC.

Grav Grenade (Fortitude): These grenades generate a field of intense gravitational force upon impact, crushing opponents under their own weight. Each creature in the area of the explosion suffers an amount of nonlethal bludgeoning damage, and the entire area of effect has its gravity increased to five times that of standard gravity for the listed amount of time. If the current gravity is already five times standard gravity or higher, this has no effect. Each round, a creature within the area of extreme gravity suffers the grenade's listed damage, as the pressure of gravity weighs down on them.

Hologrenade (Will): Not truly a grenade, these small metal orbs contain tiny holographic projectors that are uncovered upon contact, and project bright and shifting colors in a sort of cloud around it, which fascinate creatures nearby. Creatures within the area that fail their saving throw are fascinated for the listed duration. Creatures that enter the grenade's area must succeed on a Will save at the same DC or become fascinated in the same way. At the end of the listed duration, the grenade stops projecting the images, and all fascinated creatures cease to be fascinated. This is a mind-affecting effect. Creatures that do not see normally are immune to a hologrenade's effects.

Knockout Grenade (Fortitude): These grenades contain a chemical gas designed to render creatures comatose, which is released upon impact. Creatures within the blast suffer a small amount of nonlethal damage. Additionally, creatures that roll a natural 1 on their saving throw are rendered unconscious for 1 hour. Creatures that are rendered unconscious in this way can be awakened through normal means, but suffer double the normal penalty on Perception checks as a result of being unconscious.

Magekiller Grenade (Reflex): These grenades are packed with millions of tiny nanites that emit magic-cancelling frequencies, making it difficult for spellcasters to cast spells. They explode like frag grenades upon impact, inflicting a small amount of piercing damage and releasing a cloud of shimmering nanites in the area of the explosion. Any creature in the area that fails their saving throw is coated in the nanites, which move with the creature even if he exits the area of the explosion. Any creature that attempts to cast a spell while coated in nanites or within the blast radius must succeed on a caster level check (at the grenade's normal DC) or the spell fails. Even if the check is successful, the spell is treated as though its caster level were 4 lower than it actually is. The nanites are short-lived, and cease to function after the listed number of rounds.

Psy Grenade (Will): These grenades are packed with psychic energy, which is released outwards as crackling purple arcs of energy upon impact. Creatures in the area suffer a small amount of damage, inflicted by this energy. Creatures that fail their saving throw are also confused for the listed amount of time. Both the damage and the confusion are mind-affecting effects.

Razorwire Grenade (Reflex): Similar in many ways to the more common stickybomb grenade, these grenades contain coil upon coil of tightly-wound razor wire, which has been compressed and vacuum-sealed. They shatter upon impact, causing the tangles of barbed wires to explode outward, filling the blast radius and entangling all those within. Creatures in the area suffer a small amount of slashing damage. Additionally, they are entangled if they fail their saving throw. Entangled creatures remain entangled until they free themselves with a successful Acrobatics check to escape (at the grenade's normal DC), or spend 1 minute cutting themselves free with proper tools. Each failed attempt to escape entanglement inflicts damage equal to the grenade's initial damage. Additionally, the razor wire remains in place, rendering the blast radius difficult terrain, and forcing any creature moving through it to succeed on a Reflex save (at the grenade's normal DC) or suffer damage as though struck by the grenade, and become entangled. A given 5-foot-square of the razorwire can be cleared in 1d4 minutes with a pair of cutting tools.

Stench Grenade (Fortitude): Far more advanced than similar devices used by youths to perform pranks, these grenades release chemical toxins that are debilitatingly nauseating to nearly all forms of organic life. Creatures that fail their saving throw are sickened for as long as they remain within the cloud, and 1d4 rounds thereafter. Creatures that fail their saving throw by 5 or more are instead nauseated for the same duration.

Zero Grenade (No Save): These odd grenades project a gravity-nullifying field upon impact, creating an area of zero gravity in the area of explosion that lasts for the listed duration.

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Go Out With A Bang!

A spacefarer's life is a difficult one, fraught with danger. She is surrounded by hazardous environments, encounters strange and hostile alien species, and must often make do with outdated, or even glitch, equipment. If one wants to live long adventuring among the stars, it's important to be the best that one can be. The Spacefarer's Digest series contains new player options and content, from character themes and races, to archetypes, feats, spells, and more, allowing every traveler among the stars to reach their maximum potential.

This volume focuses on grenades, and those who use them. Volatile, unpredictable, but nonetheless powerful, these hand-held explosives can easily turn the tide of battle, devastating foes with surprising precision. This book provides 10 new feats to improve a character's skill with grenades, making them harder to resist, do more damage, affect a larger area, and more. It also provides 10 new types of grenades, including hologrenades, psy grenades, grav grenades, magekiller grenades, and more.

Necromancers of the Northwest

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