Equipment D6 / Lumnar Industries LS-20 Ligh

Lumnar LS-20 Light Shield

Light Shields use different technology than typical energy shields. It creates a field of invisible ionized static. It hangs loosely around the wearer. When an energy blast or high velocity projectile starts to pass through the field, it constricts and forms a crystal clear energy shield that can deflect the attacks. The effect is such that it looks like a glass bubble or the like suddenly appears around the wearer deflecting the attack. Because the field protects against firearms and has a much longer duration Light Shields are preferable to standard energy shields. They are however much more expensive and still do not deflect low velocity objects such as needle guns, thrown knives, or melee attacks. Also these don't work off actual pwoerpacks. They have rechargeable energy cells, and adapters come free with the pruchase of the units so they can be recharged at home.

The LS-20 comes with the shoulder belts, forearm units with controls, belt mounted extra cell, and two more belts like those on the shoulders. These two are worn on the elgs around the thighs. The belt mounted unit is also larger and more powerful. Rather than just a personal energy shield this can eztend around neabry allies as well, thoguh not too far. This is the most advanced and powerful Light Shield open to the public and is incredibly expensive.

Model: Lumnar Industries LS-20 Light Shield
Type: Personal shield generator
Scale: Character
Cost: 21,000
Availability 2, F
Effect: Adds +4D to character's Strength to resist damage from energy weapons and firearms. The shield has enough energy for 6 minutes(60 rounds) of continuous use.

Game Notes: The Energy shield may be extend out around the user in meter icnrememnts. For every emter
he extends the area of his shield, 1D is subtracted form the shield's strength.Everyone udner the shiled
gains the shield's bonus to resist.

Note: If the wild-die comes up as a 1 on a resist with the Light-Shield active one of two things happens. On a re-roll of 1-5, the Light-Sheild shorts out and will not function until repaired. on a re-roll of 6 the Light-Shield overloads and explodes doing damage equal to the resist bonus offered by the shield unit.

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