

Lumnar LS-15 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 power packs. They have rechargeable energy cells, and adapters come free with the purchase of the units so they can be recharged at home.

The LS-15 consist of an LS-10 system with an extra unit clipped onto any belt. This device, like the shoulder belts, stores additional energy. The duration is increased however there was not any significant increase in the stopping power of the -15 as the belt unit is effectively just an extra energy cell worked into the system.

Model: Lumnar Industries LS-15 Light Shield

Type: Personal shield generator

Scale: Character

Cost: 17,100

Availability 2, F

Effect: Adds +3D to character's Strength to resist damage from energy weapons and firearms. The shield has enough energy for 5 minutes(60 rounds) of continuous use.

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-Shield 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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