Equipment D20 / Lumnar Industries LS-3

Lumnar LS-30 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-30 was another military release of the Light Shield series. The shield included a full -25 unit as well as a fairly lgiht weight backpack powersource. All the units from the -25 then ahd their pwoer supplies tripepd and made to be solely energy distributors across the wearer's body. This is meant to be worn by one member of a squad and when needed the wearer turns the shield on and the entire squad can take cover form within it. Because light shields protect from the outside, the squad can fire form inside the shield while enjoying it's protection.

Model: Lumnar Industries LS-30 Light Shield
Type: Squad Shield Generator
Cost: NFS
Damage Reduction: 10
Maximum Dex Bonus: +0
Armor Check Penalty: -8
Weight: 20 kg

Note: 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 incrememnts. For every meter he extends the area of his shield, 1 is subtracted form the shield's strength. Everyone under the shield gains the shield's bonus to resist.

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