Equipment D6 / Merr-Sonn Personal Shield



Merr-Sonn Personal Shield
The Merr-Sonn Personal Shield is meant to provide a high degree of protection against ranged weapons, without the bulk and inconvenience or armor. It consists of a medium sized belt unit that is easily concealed inside of robes and cloaks. Popular with nobility, it projects a particle/energy shield of approximately one meter diameter. It has the drawbacks of being highly noticeable and having a high power draw and the protection work both way so weapon cannot be fired from inside shield. When used in conduction with power generators, it has seen some use with shock troops and raiders.
Model: Merr-Sonn Shielder
Type: Personal shield
Scale: Character
Cost: 7,000 (power cells: 50)
Availability: 3 R
Game Notes: Adds 7D versus all damage, in a one meter radius. Has 15 minutes service life with a standard powercell.

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga
All text and stats by Steven J Wichmann, HTML and logos done by FreddyB
Images stolen from an unknown website at some remote time in the past.
Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster FreddyB.