

Wisdom from the Wastelands

Issue #22:
Personal Shields



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Force screens were developed for individuals from all walks of life, to guard them from all manner of threats. There were simple fields that warded users from the insults of weather and city life, those that protected police against small caliber firearms, and those used in military powered armor systems and combat vehicles. All shields operate on the same basic mechanic: they project a protective energy field around the user. Like a second skin, each shield will conform to fit the user, be it a normal human, a robot, an exotic, or even a misshapen mutant who managed to find a functioning unit. The energy screen will not interfere with riding in a vehicle or using a weapon.

Some screens are very specific and only proof against certain types of matter or energy. Others protect against all forms of attack, with one exception — no shield can protect against hard radiation. This energy will pass straight through a screen without being impeded or reduced. Although they do protect against the harmful effects of intense light or sound (lasers and sonic attacks), shields do not stop normal light, sound, or air from getting through, unless specifically modified.

Also, the shields in this article are not powerful enough to protect a user while swimming, or dealing with extreme hazards such as moving through lava. Yes, a shield would provide some protection — maybe a few seconds worth — before the molten rock's heat overpowered the shield and caused it to collapse.

The various shields are listed below, grouped into tables according to who used particular types: Civilians, Security/Law Enforcement, and Military/Government. Within each table the individual models are detailed with the amount and types of damage each can withstand, any regenerative capability, and their battery life.

SHIELD TABLE DEFINITIONS

Hit Points/Regeneration

The amount listed under Hit Points is the maximum available protection a full-strength shield can withstand before breaking down or become inert. With enough time, most of the more powerful shields are able to regain their protective strength at a rate per round listed under Regeneration.

If reduced to 0 hit points in a single round, a shield overloads and automatically shuts down. The device suffers one condition level of damage and the power source must be replaced, even if it still had enough energy to regenerate.

For every condition level of damage, the shield will lose



20% of its effectiveness (round down). As an example, take a shield normally rated for 20 hp of damage protection with 3 hp/round of regeneration. At condition level 3, the shield will only protect for a maximum of 12 hp of damage, and

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This publication is dedicated to providing useful information, game content, and ideas to players of modern, science fiction, and post-apocalyptic table-top and role-playing games in general and to fans of Goblinoid Games' *Mutant Future* RPG in particular. The material contained herein are compatible with it and any others that use the "Basic" system introduced in the most popular role-playing games of the early 1970s and are easily adaptable to many other games (especially successor systems, to include those covered by the Open Game License).