Equipment D6 / Balm of the Luminous



Name: Balm of the Luminous
Cost: Not Available for Sale
Availability: 4,X
Purpose: Binding the user to the light side of the Force

Game Notes: The Balm of the Luminous allows any being it is applied to, to make a healing test one hour after the Balm is applied to a wound.
The Balm also smothers any recent application of the Dark Side made to that being, so if they received damage from the Dark Side then that damage is healed in the same hour as above.
Finally, if a being received a Dark Side point through no action of their own (such as being drugged or influenced into a Dark Side Action, or receiving it from a power, place or device), then they may roll 1D6 against the number of Dark Side Points they currently have and if they roll higher then the Dark Side Points received are lost as they are smothered by the light side.

Description: The Balm of the Luminous was a type of bandage with some words woven into it. Around 82 BBY, Jedi Padawans Dooku and Sifo-Dyas, along with Jedi Master Lene Kostana, used the Balm of the Luminous to get rid of the dark side of the Force they had contracted during a ritual and to bind again to the light side of the Force.

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