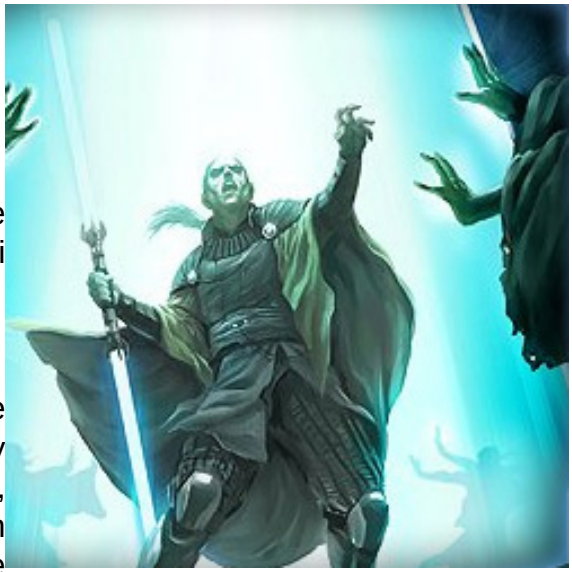
The Force D6 / Wall of Light



Name: Wall of Light
Alternate name(s): Band of light
Alignment: Light side of the Force

Effect: The Jedi creates a protective wall of Light Side energy, but requires total concentration leaving the Jedi only capable of moving slowly and no other actions.

Control Difficulty: Moderate

Alter Difficulty: Moderate

Once activated, this power lowers the targets force skills by the same amount as the users force skills - any Dark Side Points the user has. So a Jedi with Control 5D, Sense 6D, Alter 5D, using this power against a Sith with Control 9D, Sense 10D, Alter 8D, leaves the Sith only able to use Control 4D, Sense 4D, Alter 3D. More Jedi using this power against a target use the rules for combining actions. Use of this power may (GM's decision) sever the targets connection to the force permanently if it overwhelms both the targets force powers and Dark Side Points.

Requires: Absorb/Dissipate Energy

Description: A wall of light was an immense manifestation of potentially destructive light side Force energy created by the focused power of a united Jedi front. When performed successfully, a wall of light allowed participants to effectively contain or purge the power of the dark side from a specific location, or sever an especially dangerous darksider from their Force connection. The ability was popular among Great Sith War–era members of the Jedi Order, who used it to great effect against the resurgent Dark Lords of Exar Kun's Sith Brotherhood, and later against the spirit of Kun, by the inaugural class of Luke Skywalker's Jedi Praxeum.

The use of the Force to create a wall of light side energy was a Jedi's most devastating offensive ability. The technique required the collective effort of several participants to form—with considerable difficulty—an all-encompassing prison of blue energy, from which the dark side could not escape. Celestial bodies besieged by a wall of light were sterilized utterly with flames and violent weather phenomena, while wielders of the dark side found themselves completely blocked from the Force.

Applications
The primary purpose for the creation of a wall of light around a specific location was the quarantine or total eradication of the dark side's malevolent influence. Jedi Knights also used walls of light to harmlessly subdue or repel extremely dangerous enemies. Under dire circumstances, however, a lone Jedi was able to channel the light side of the Force to offensively incapacitate a foe, but use of such power often brought forth unexpected and potentially catastrophic results. The victim of a wall of light experienced extreme agony as their connection to the Force was interrupted in a severance that could be made permanent at the discretion of the Jedi. Walls of light were also an effective weapon against Sith spirits.

Users
Draethos Jedi Knight Odan-Urr used a wall of light to disconnect Sith Lord Naga Sadow's defeated Sith warriors from the Force in the final stages of the Great Hyperspace War. He later recorded a detailed account of the ability in the Tedryn Holocron. More than a thousand years after the Hyperspace War, Odan-Urr taught a prodigious Jedi Knight named Nomi Sunrider to utilize walls of light in the harmless incapacitation of enemies. During the Jedi conclave on Deneba, Arkanian Jedi Master Arca Jeth inferred that a wall of light was required to drive away the Krath cult, whose holy crusade against the Republic had spread the influence of the dark side across the galaxy. When the Krath later attacked the planet Coruscant, their leader, fallen Jedi–turned–Sith Lord Ulic Qel-Droma, was defeated and trapped within a wall of light by Masters Vodo-Siosk Baas and Thon, who were assisted by Knights Tott Doneeta, Cay Qel-Droma, Nomi Sunrider, Dace Diath, and Sylvar.

Nomi Sunrider faced Qel-Droma again on Ossus and imprisoned him within a wall of light that inadvertently resulted in Qel-Droma's permanent severance from the Force. At the culmination of the Great Sith War, Sunrider guided thousands of Jedi, including Tott Doneeta, Sylvar, Oss Wilum, and Thon, in the creation of a wall of light over the Yavin moon to defeat Dark Lord of the Sith Exar Kun. Although his spirit had been successfully trapped within the walls of his Massassi temple, a planet-wide firestorm caused by the Jedi's magnified power annihilated Yavin 4's landscape in the process. More than four thousand years later, Kun's ghost was forever cleansed from Yavin 4 through the creation of a wall of light initiated by the trainees of Master Luke Skywalker's Jedi Praxeum.

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