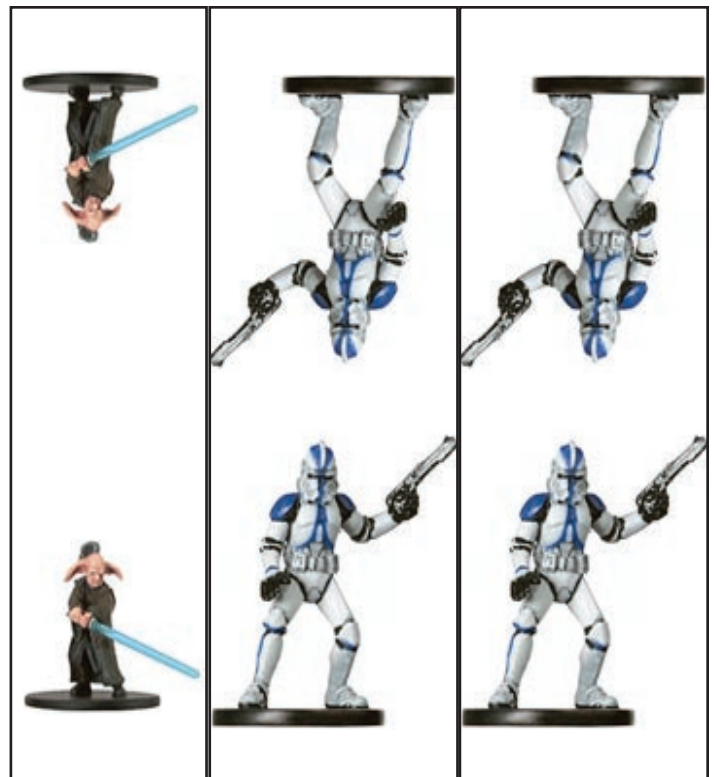





## Even Piell

In the latter days of the old Galactic Republic, Jedi Master Even Piell served on the Jedi Council with quiet distinction. Known by all to be a stoic, pragmatic person, he displayed his Force abilities sparingly. On the rare occasion Piell was moved to action, he dominated the battlefield as only a true Jedi Master can.

This deck displays Even's combat prowess. *Lightsaber Throw* will pick off your enemies at range, *Force Push* will move those pesky minor characters out of your way, and *I Have You Now* will put Even where he needs to be to connect with *Masterful Strike*. And at 17 health, with a defensive aqua deck, you don't need to be worried about using *Force Retaliation* to score some extra damage.



**SPECIAL**



Even Piell

**LIGHTSABER THROW**

☞ Play anytime on your turn.

Choose one character Even can attack at range. That character receives 2 damage. The player controlling that character must discard a card at random.

**SPECIAL**



Even Piell

**LIGHTSABER THROW**

☞ Play anytime on your turn.

Choose one character Even can attack at range. That character receives 2 damage. The player controlling that character must discard a card at random.

**SPECIAL**



Even Piell

**LIGHTSABER THROW**

☞ Play anytime on your turn.

Choose one character Even can attack at range. That character receives 2 damage. The player controlling that character must discard a card at random.

**SPECIAL**



Even Piell

**FORCE PUSH**

☞ Play anytime on your turn.

Move any character adjacent to Even to any empty space. That character receives 1 damage.

**SPECIAL**



Even Piell

**FORCE PUSH**

☞ Play anytime on your turn.

Move any character adjacent to Even to any empty space. That character receives 1 damage.

**10**  
Defend




Even Piell

**STOIC VISAGE**

☞ Play when Even is defending.

The player controlling the attacking character loses his/her next action.

**0\***  
Defend



Even Piell

**FORCE RETALIATION**

☞ Play when Even is defending.

\*After taking damage, Even deals an equal amount of damage to the attacking character.

**SPECIAL**



Even Piell

**I HAVE YOU NOW**

☞ Play anytime on your turn.

Move Even adjacent to any character.

Draw a card.

**SPECIAL**



Even Piell

**I HAVE YOU NOW**

☞ Play anytime on your turn.

Move Even adjacent to any character.

Draw a card.



Attack  
**6**

Even Piell

**MASTERFUL STRIKE**

Play when Even is attacking.  
Draw a card.



Attack  
**6**

Even Piell

**MASTERFUL STRIKE**

Play when Even is attacking.  
Draw a card.



Attack  
**6**

Even Piell

**MASTERFUL STRIKE**

Play when Even is attacking.  
Draw a card.



Attack  
**4**

Defend  
**1**



Attack  
**4**

Defend  
**2**



Attack  
**4**

Defend  
**2**



Attack  
**4**

Defend  
**2**



Attack  
**3**

Defend  
**3**



Attack  
**3**

Defend  
**3**



