

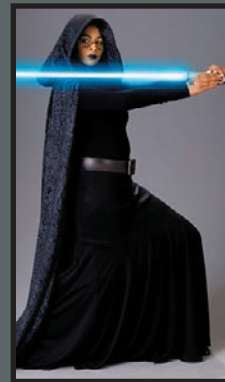
		
Luminara	Barriss	
		
Luminara	Barriss	

Luminara Unduli



	1	2	3	4	5
6	7	8	9	10	11
12	13	14			

Barriss Offee



	1	2	3	4	5	6
7	8	9	10	11	12	

This deck depicts Jedi Knight Luminara Unduli and her padawan, Barriss Offee. Since the two look somewhat similar, I have used the deck's color scheme to try and keep them more clearly separate. The accent color of each Jedi's cards matches that Jedi's lightsaber blade. In addition, there are five cards that can be used by either Jedi; these cards have a purple accent.

This deck is version 1.3, has been playtested extensively, and should be considered final. It was designed by Roman Farraday and laid out by Rich Pizor. Respective emails for questions, comments, and etc:

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Luminara Unduli & Barriss Offee

a deck for

**EPIC
DUELS
GAME**

Design by Roman Farraday
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Layout by Rich Pizor
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 <p>Attack 2 Defend 3</p>	 <p>Attack 1 Defend 4</p>	 <p>Attack 1 Defend 4</p>	 <p>Attack 3 Defend 3</p> <p>Luminara Unduli Jedi Agility</p> <p>Play when Luminara is attacking or defending.</p> <p>If used when attacking, playing this card does not cost an action. If used when defending, draw a card.</p>
 <p>Attack 5 Defend 1</p>	 <p>Attack 8 Defend 8</p> <p>Luminara Unduli Blade of the Heart</p> <p>Play when Luminari is attacking or defending.</p> <p>You must discard one of Luminari's basic combat cards at the time that you reveal this card; if Luminara has no basic cards to discard, this card cannot be played.</p>	 <p>Attack 3 Defend 3</p> <p>Luminara Unduli Jedi Agility</p> <p>Play when Luminara is attacking or defending.</p> <p>If used when attacking, playing this card does not cost an action. If used when defending, draw a card.</p>	 <p>Attack 3 Defend 3</p> <p>Luminara Unduli Jedi Agility</p> <p>Play when Luminara is attacking or defending.</p> <p>If used when attacking, playing this card does not cost an action. If used when defending, draw a card.</p>



<div> <div>Attack</div> <div>7</div> </div>  <div> <div>Barriss Offee</div> <div>Force Control</div> </div> <p>Play when Barriss is attacking.</p> <p>After this attack is resolved, ou may move Barriss and the target of this attack up to 2 spaces each.</p>	<div> <div>Attack</div> <div>4</div> </div>  <div> <div>Barriss Offee</div> <div>Kiss of Death</div> </div> <p>Play when Barriss is attacking.</p> <p>If this card is not blocked, look at the defending players hand and choose a card. Defending player must discard that card.</p>	<div> <div>SPECIAL</div> </div>  <div> <div>Barriss Offee</div> <div>Jedi Healing</div> </div> <p>Play anytime during your turn.</p> <p>Heal Barris up to 4 points. If Luminara is adjacent to Barris, you may instead heal Luminara up to 4 points.</p>	<div> <div>SPECIAL</div> </div>  <div> <div>Luminara & Barriss</div> <div>Force Bubble</div> </div> <p>Play anytime during your turn.</p> <p>Luminara & Barriss each do 2 points of damage to all characters adjacent to them, including allies, but not including each other. Luminara & Barriss cannot attack or take damage until their next turn.</p>
<div> <div>Attack</div> <div>3</div> <div>3</div> <div>Defend</div> </div>  <div> <div>Luminara & Barriss</div> <div>Tandem Fighting</div> </div> <p>Play when Barriss and/or Luminara is attacking or defending.</p> <p>If both Barriss and Luminara are adjacent to the target (when playing as an attack) or attacker (when playing as a defense), the relevant value is tripled.</p>	<div> <div>SPECIAL</div> </div>  <div> <div>Luminara & Barriss</div> <div>Jedi Leap</div> </div> <p>Play anytime during your turn.</p> <p>Luminara & Barriss may each move up to 5 spaces, ignoring pawns and obstacles, but must end movement on a valid space. If they are adjacent when this card is played, and when their movement is completed, draw a card.</p>	<div> <div>SPECIAL</div> </div>  <div> <div>Luminara & Barriss</div> <div>Jedi Leap</div> </div> <p>Play anytime during your turn.</p> <p>Luminara & Barriss may each move up to 5 spaces, ignoring pawns and obstacles, but must end movement on a valid space. If they are adjacent when this card is played, and when their movement is completed, draw a card.</p>	<div> <div>SPECIAL</div> </div>  <div> <div>Luminara & Barriss</div> <div>Force Bubble</div> </div> <p>Play anytime during your turn.</p> <p>Luminara & Barriss each do 2 points of damage to all characters adjacent to them, including allies, but not including each other. Luminara & Barriss cannot attack or take damage until their next turn.</p>

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