

Card #	Character	Card Name	Description	Rarity	Life	Ability Required	Ability Produced	Distance Required	Attack	Defence
P007	Elina	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P008	Cattleya	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P009	Nanael	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P010	Irma	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P011	Menace	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P012	Melpha	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P013	Tomoe	Ward of Evil	When playing this card you may discard 1 of Tomoe's stamina. If so deactivate Tomoe.	★★★	1				-	40
P014	Nanael	Anticipating Gaze	When becoming the active stamina, if your opponents hand contains more cards than your own, draw 1 card.	★★★	4	-			-	10
P015	Menace	Anticipating Gaze	When becoming the active stamina, if your opponents hand contains more cards than your own, draw 1 card.	★★★	4	-			-	10
P016	Leina 2P Colour	Counterattack	When Leina is in play, Leina 2P gains +20 attack and +20 defence.	★★★	4				10	30
111	Elina	Seize	Characters cannot block Elina unless they discard 1 stamina.	★★★	3				50	20
112		Provoke	When played, move all opponents characters from long range to short range.	★★★	1				-	30
113		Bind	When played, choose an opponents character at long range and activate them.	★★★	1			Long	-	30
114		Leg Sweep	When played, choose an opponents character at short range and activate them.	★★	3			Short	20	10
115		Scratch	Deactivate Elina when played.	★★	2			Short	50	30
116		Counterattack	Deactivate Elina when played. Elina can only receive damage from characters in the same range as her when she is attacking.	★★	3				40	20
117		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
118		Rations	When played, move Elina to long range and draw 1 card.	★★	4				10	10
119		High Jump	When played, deactivate Elina and move her to any range.	★	3				20	20
120		Kick	When Elina is at short range, any character that blocks her is activated.	★	5				30	10
121		Retrieve Weapon	②: Return one card from Elina's stamina to your hand.	★	5				-	10
122		Injured Leg		★	3				-	10
123		Injured Arm		★	4				10	20
124		Low Swing		★	4				20	10
125		Jump Attack	When played, move Elina to any range.	★	4				30	10
126		Spear Defence	Your characters at short range can only receive damage when attacking.	★	5				10	10
127		Off Balance		★	5	-			-	10
128		Pierce		★	5	-			20	10
129	Cattleya	Giant Killer	When a character blocks Cattleya, if their active stamina card is destroyed, the remaining damage continues to be dealt to the underlying stamina cards until completely absorbed.	★★★	1				50	20
130		Motherly Strength	Cattleya is not affected by your opponents abilities that require her to activate.	★★★	1				20	30
131		Javelin Swing	①: Deal 10 damage to all opponents characters at short range.	★★★	5			Short	40	20
132		Javelin Throw	When played, activate Cattleya and deal 30 damage to an opponents character.	★★★	4			Long	-	10
133		Charge	When played, deactivate Cattleya and move her to short range.	★★	4		-		70	10
134		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
135		Counterattack	This card is not affected by your opponents abilities that require it to activate.	★★	4		-		40	30
136		Leg Sweep	When Cattleya is at short range, any character that blocks her is activated.	★★	5		-		40	20
137		Jump Away	When played, deactivate Cattleya and move her to long range.	★	3				30	10
138		Evade	When played, move Cattleya to any range.	★	2				10	30
139		Stance of Readiness	Deactivate this card when played.	★	4				20	10
140		Retrieve Weapon	②: Return one card from Cattleya's stamina to your hand.	★	5				-	10
141		Injured Leg		★	3				-	10
142		Injured Arm		★	4				10	20
143		Back Attack	When played, draw 1 card.	★	4				-	20
144		Sword Swing		★	5				50	20
145		Off Balance		★	5	-			-	10
146			Jump	When played, move Cattleya to any range.	★	4	-			-

147	Nanael	Hidden Might	When becoming the active stamina due to damage, deactivate Nanael.	★★★	1				50	30
148		Spilling Holy Milk	When played, draw 1 card. When becoming the active stamina due to damage, draw 1 card and discard 1 stamina from Nanael.	★★★	1				-	30
149		Tome of Puzzles	When played, choose 1 stamina from an opponents character and discard it.	★★★	2				-	20
150		Star Kick	When played, move Nanael to short range and deal 20 damage to all opponents active characters.	★★★	3			Long	50	10
151		Holy Dive	Nanael may choose target characters to attack directly. Nanael can attack active characters.	★★★	3				40	10
152		Flying Chop	When Nanael is at long range, any character that blocks her is activated.	★★★	5				30	10
153		Flying Low Pierce	When played, deactivate Nanael and move her to long range.	★★	4				50	10
154		Flying Pierce	This card can only be blocked by characters at short range.	★★	5				30	20
155		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
156		Rest	When played, activate Nanael and draw 1 card.	★★	4				-	20
157		Jump Away	When played, deactivate Nanael and move her to long range.	★	2				-	20
158		Retrieve Weapon	②: Return one card from Nanael's stamina to your hand.	★	5				-	10
159		Injured Leg		★	3				-	10
160		Injured Arm		★	4				10	20
161		Chop		★	5				40	10
162		Low Swing		★	5				30	20
163		Jump	When played, move Nanael to any range.	★	3				10	30
164		Stance of Readiness	Deactivate Nanael when played.	★	4				20	10
165		Off Balance		★	5	-			-	10
166		Parry		★	5	-			10	20
167	Irma	Assassination	②: Discard one stamina from an opponents active character.	★★★	3				20	30
168		Playing with Cats	When played, draw 1 card. When becoming the active stamina due to damage, all players draw 2 cards.	★★★	1				-	30
169		Hidden Dagger Throw	When played, deactivate Irma and deal 10 damage to an opponents character.	★★★	2				30	10
170		Multistrike	When Irma destroys a character's stamina card during an attack, you may discard 1 of Irma's stamina to deactivate her. This ability may only be used once per turn.	★★★	5				40	10
171		High Strike	Deactivate Irma when played.	★★	4				50	20
172		Dagger Throw	When played, deal 20 damage to an opponents character.	★★	3			Long	20	20
173		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
174		Charge	When played, deactivate Irma and move her to short range.	★★	4				30	10
175		Jump Away	When played, deactivate Irma and move her to long range.	★	1				10	30
176		Kick	When Irma is at short range, any character that blocks her is activated.	★	5				30	10
177		Injured Leg		★	3				-	10
178		Chop		★	4				20	10
179		Injured Arm		★	4				10	20
180		Jump	When played, move Irma to any range.	★	4				20	20
181		Stance of Readiness	Deactivate Irma when played.	★	4				20	10
182		Duck	Irma can only receive damage when attacking.	★	5				10	10
183		Knocked Off Balance		★	5	-			-	10
184		High Pierce		★	5	-			20	10

185	Menace	Hidden Might	When becoming the active stamina due to damage, deactivate Menace.	★★★	1				50	30
186		Shout!	When played, all characters at short range other than Menace are activated.	★★★	2			Short	-	20
187		Tangled Bandages	When played, all characters other than Menace discard 1 stamina.	★★★	1				-	30
188		Radiant Pyramid	When played, deactivate this card. Any character that blocks this card is activated.	★★★	4			Short	50	10
189		Cursed Punch	When Menace is at short range, characters that block her must discard 1 stamina.	★★★	2				30	20
190		Royal Headbutt	Characters that block this card and discard their active stamina must discard 2 additional stamina and Menace discards 1 stamina.	★★★	5			Short	40	20
191		Jump Away	When played, deactivate Menace and move her to long range.	★★	2				20	20
192		Cursed Bandage	Any character that blocks Menace is activated unless they discard 1 stamina.	★★	5			Short	30	20
193		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
194		Charge	When played, deactivate this card and move it to short range.	★★	5				30	10
195		Chop		★	5				50	20
196		Retrieve Weapon	②: Return one card from Menace's stamina to your hand.	★	5				-	10
197		Injured Leg		★	3				-	10
198		Injured Arm		★	4				10	20
199		Evade		★	3				-	30
200		Pierce		★	5				30	20
201		Stance of Readiness	Deactivate this card when played.	★	5				10	20
202		Back Attack	When played, draw 1 card.	★	4				-	20
203		Off Balance		★	5	-			-	10
204		Jump	When played, move Menace to any range.	★	4	-			10	10
205	Melpha	Holy Flail	When Melpha deals damage to your opponents life card, your opponent must discard 1 card from their hand.	★★★	2			Short	40	20
206		Prayer: Miracle	The required abilities for all characters is decreased by 1.	★★★	1				-	30
207		Prayer: Joy	All character's gain +10 attack.	★★★	3				-	10
208		Prayer: Restriction	Opponents characters are unable to change their range by paying stamina or by use of card abilities.	★★★	2				-	30
209		Jump Away	When played, deactivate Melpha and move her to long range.	★★	1				20	20
210		Charge	When played, deactivate Melpha and move her to short range.	★★	3				30	10
211		Counterattack	Melpha is not affected by your opponents abilities that require her to discard stamina.	★★	3				40	30
212		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
213		Chop		★	5				50	20
214		Retrieve Weapon	②: Return one card from Melpha's stamina to your hand.	★	5				-	10
215		Injured Leg		★	3				-	10
216		Injured Arm		★	4				10	20
217		Side Strike		★	5				40	10
218		Stance of Readiness	Deactivate Melpha when played.	★	4				10	20
219		Shield Block	Melpha can only receive damage when attacking.	★	5				10	10
220		Back Attack	When played, draw 1 card.	★	4				-	20
221		Off Balance		★	5	-			-	10
222		Jump	When played, move Melpha to any range.	★	4	-			10	10