



































































Card #	Character	Card Name	Description	Rarity	Life	Ability Required	Ability Produced	Distance Required	Attack	Defence
P051	Leina	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2				-	20
P052	Tomoe	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2				-	20
P053	Elina	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2				-	20
P054	Cattleya	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2				-	20
P055	Echidna	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2				-	20
P056	Nowa	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2				-	20
P057	Alleyne	Guidance	This card does not count towards the maximum number of cards played for a character per turn. Tomoe gains +10 attack.	★★★	4				-	10
P058	Claudette	Sisters Confrontation	This card does not count towards the maximum number of cards played for a character per turn. Leina gains +10 attack.	★★★	4				-	10
P059	Menace	Ancient Princess	This card does not count towards the maximum number of cards played for a character per turn. Melona gains +10 attack.	★★★	4				-	10
P060	Aldra 2P Colour	Counterattack	When Aldra is in your opponents play area, Aldra 2P gains +20 attack and +20 defence.	★★★	4				30	10
568	Leina	Back Guard	This card does not count towards the maximum number of cards played for a character per turn. At the end of your turn, deactivate Risty.	★★★	3				40	20
569		Provoke	When played, choose an opponents character at long range and move them to short range.	★★	4				20	10
570		Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
571		High Pierce	Deactivate Leina when played.	★	3				30	10
572	Tomoe	Training	At the end of your turn, draw one card. If the card is of Tomoe, put it directly into play disregarding any range or ability requirements, if the card is of any other character discard it.	★★★	4				-	20
573		Kuchinawa Blade	This card does not count towards the maximum number of cards played for a character per turn. Deactivate Tomoe when played.	★★	3				-	10
574		Dodge	Tomoe is not affected by your opponents abilities that require her to discard stamina that are activated by being played.	★★	4				10	10
575		Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
576	Elina	Calamity Bind	When played, activate all characters at long range, other than Elina.	★★★★	3				40	20
577		Scheming	When played, your opponent reveals the top card from their deck. You may choose to discard it or place it back on top of their deck.	★★	4				-	20
578		Dodge	Elina is not affected by your opponents abilities that require her to discard stamina that are activated by being played.	★★	4				10	10
579		Deflection		★	2				10	30
580	Airi	Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
581		Drain Energy	When played, choose an opponents character without stamina and discard them.	★★★★	4			Short	-	10
582		Spirit Dive	Characters that have no stamina, can't use their abilities when they are active.	★★★	5				-	10
583		Taste	When played, reveal 2 card from the top of your deck. Place these cards back on top of the deck in any order you choose.	★★	4				-	10
584	Alleyne	Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
585		Watching Over Nowa	When playing stamina for Nowa, the required ability is reduced by 2. When an opponents character uses an ability they must target Alleyne.	★★★	3				20	10
586		Deflection	The maximum hand size for all players is decreased by 1.	★★★	5				-	10
587		Chop	Deactivate Alleyne when played.	★★	3				50	10
588		Dodge	Alleyne is not affected by your opponents abilities that require her to discard stamina that are activated by being played.	★★	4				10	10
589		Turned Around	When played, activate Alleyne and draw 1 card.	★★	3				-	20
590		Counterattack		★	1				20	40
591	Risty	Wild Rush	At the end of battle, if the character blocking Risty has less stamina than her, discard 1 stamina from Risty and deactivate her.	★★★	3				70	30
592		Brave Strike	When blocking you can activate Risty to redirect damage dealt to her back to the attacking character.	★★★	1				20	30
593		Shield Break	When played, reveal 2 card from the top of your deck. Place 1 card back on top of your deck and discard the other.	★★	4				-	10
594		Knocked Back	When played, move Risty to a different range.	★	4				10	10

595	Ymir	Pursuing Snake	When played, move Ymir to a different range and draw 1 card.	★★★	4				-	10
596		Iron Mountain Axe	This card does not count towards the maximum number of cards played for a character per turn. Deactivate Ymir when played.	★★	3				-	20
597		Deflection		★	2				10	30
598		Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
599		Stumble	Deactivate Ymir when played.	★	4				10	10
600	Cattleya	Protecting Rana!	Cattleya's attack power is equal to the number of your opponents characters x 10. When a character blocks Cattleya, if their active stamina card is destroyed, the remaining damage is dealt to your opponents life.	★★★★	3				X	20
601		Weaponsmith	A②: All of your characters at short range gain +20 attack until the end of your turn.	★★★	5			Long	10	10
602		Piercing Throw	When played, choose a character at short range and move them to long range.	★★	3				-	10
603		Parry	Cattleya gains +10 defence.	★★	2				20	30
604		Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
605	Claudette	Lord of Thundercloud	When played, you can discard X stamina from Claudette. Deal X x 10 damage to an opponents character.	★★★★	3				80	20
606		Sword Block	Claudette can block characters at short range even while she is active.	★★★	2				20	20
607		Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
608		Knocked Back	When played, move Claudette to long range.	★	4				10	10
609	Anarista	Scorpion Spread	A①: Choose an opponents character that is at short range and is active. Discard stamina from that character equal to the number of stamina Anarista has.	★★★	4				-	30
610		Oil Massage	When played, move Anarista to long range, if you have Menace in play, draw 1 card. The required abilities to play stamina for Menace are decreased by 2.	★★★	3				-	10
611		Provoke	When played, move any character at long range with an attack power of "-" to short range. This card is not affected by your opponents abilities that require it to activate.	★★	4				-	10
612		Flying Cross Chop	When played, move Anarista to short range. Anarista is not affected by your opponents abilities that require her to activate.	★★	3				30	10
613		Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
614	Echidna	Snake Bite	When Echidna damages your opponents life, discard cards from the top of their deck equal to Echidna's stamina.	★★★★	2				40	20
615		Playing with Snakes	When played, your opponent discards 2 cards from the top of their deck.	★★★	4				-	10
616		Initiative	If this card is your life card at the beginning of the game, your opponent takes the first turn.	★★	5	-			-	20
617		Drop Weapon	When played, you can reveal another stamina card for Echidna and play it at no cost.	★	4				-	10
618	Nanael	Switch Out	When becoming the active stamina card, you may discard this card and place a character other than your master character as your life 1 card.	★★★★	1				-	20
619		Crash Landing	When played, activate Nanael and choose an opponents character and move their bottom stamina to their active stamina.	★★	4				-	10
620		Back Attack	When played, draw 1 card.	★★	4				-	10
621		Deflection		★	2				10	30
622		Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
623		Drop Weapon	When played, you can reveal another stamina card for Nanael and play it at no cost.	★	4				-	10
624	Irma	Two Sword Swing	When Irma is blocked, choose a character at the same range as the character that blocked her. At the end of battle deal damage to the chosen character equal to Irma's attack power.	★★★	2				40	20
625		Parry	Irma gains +10 defence.	★★	4				20	10
626		Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
627		Low Pierce	Deactivate Irma when played.	★	4				30	20
628		Retrieve Weapon	②: Return one card from Irma's stamina to your hand.	★	5		-		-	10

629	Nowa	False Prayer	When played, if your opponent has a Melpha Prayer in play discard it.	★★★	4				-	10
630		Eating Potatoes	When played, reveal 2 cards from the top of your deck. Place these cards back on top of your deck in any order you choose.	★★	4				-	10
631		Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
632		Stumble	Activate Nowa when played.	★	4				10	10
633	Shizuka	Magic Shuriken	When played, deal 30 damage to an opponents character. If that character does not discard a stamina, activate them.	★★★	1				-	30
634		Smoke Bomb	When played, all characters other than Shizuka must place their active stamina into their stamina pile.	★★★	4				-	20
635		Sword Grab	When playing this card you may place it either as stamina or as the active stamina card. When this card becomes the active stamina due to damage, discard 1 stamina from the character that damaged Shizuka.	★★	2				-	20
636		Doppelgangers	You can play this card as a separate character or as Shizuka's active stamina. You can't play other stamina of Shizuka onto this card. If Shizuka discards a stamina, discard this card as well.	★★	-		-		20	10
637		Visiting	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
638	Nyx	Punish Elina	When played, if your opponent has Elina in play, discard her active stamina.	★★★	4				-	10
639		Initiative	If this card is your life card at the beginning of the game, your opponent takes the first turn.	★★	5				-	20
640		Deflection		★	2				10	30
641		Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
642	Menace	Full Swing	When Menace attacks, choose an opponents character at short range and return their active stamina to your opponents hand.	★★★	3				50	30
643		Cursed Touch	When Menace is at the same range as your character that must discard a stamina due to an opponents ability, choose an opponents character and they must also discard 1 stamina.	★★★	3				-	10
644		Setra's Friendship	This card does not count towards the maximum number of cards played for a character per turn. Deactivate Menace when played.	★★	1				-	30
645		Rest	When played, draw 2 cards from the top of your deck. If 1 of the cards is Menace's stamina, place it in your hand and discard the other.	★★	4				-	10
646		Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
647		Prayer: Healing	A(2): Place the card from the top of your discard pile back onto your character. Treat this card as if it was being played.	★★★	5				-	20
648		Shield Break	When played, draw 2 cards from the top of your deck. Discard 1 card and place the other back on the top of your deck.	★★	4				-	10
649	Melpha	Dodge	If this card is your life card at the beginning of the game, your opponent takes the first turn. Melpha is not affected by your opponents abilities that require her to discard stamina that are activated by being played.	★★	5				-	10
650		Turned Around	When played, activate Melpha and draw 1 card.	★★	3				-	20
651		Hip Attack	When a characters blocks Melona and has less stamina than her and discards a stamina card, activate all of your opponents characters that are in the same range.	★★★	1				30	40
652	Melona	Rest	When played, draw 2 cards from the top of your deck. If 1 of the cards is Melona's stamina, place it in your hand and discard the other.	★★	4				-	10
653		Bye Bye	When becoming the active stamina due to damage, choose an opponents character and return their active stamina to your opponents hand.	★★	4				-	10
654		Appear	This card does not count towards the maximum number of cards played for a character per turn.	★	5				30	10
655		Morph: Nowa		★	2				-	20
656	Aldra	Call Maid	When playing stamina for Irma, you can ignore the required ability and place her directly into play.	★★★★	4				-	10
657		Fake Exhaustion!	Characters that have no stamina do not deactivate during the active phase.	★★★	3				-	10
658		Parry	Aldra gains +10 defence.	★★	2				20	30
659		Turned Around	When played, activate Aldra and draw 1 card.	★★	3				-	20
660		Drop Weapon	When played, you can reveal another stamina card for Aldra and play it at no cost.	★	4				-	10
661		Evade		★	3				-	20