









































































































































































































































































Card #	Character	Card Name	Description	Rarity	Life	Ability Required	Ability Produced	Distance Required	Attack	Defence
P027	Aldra	Queen's Throne		★★★	5	-	 		10	10
P028	Airi	Anticipating Gaze	When becoming the active stamina, if your opponents hand contains more cards than your own, draw 1 card.	★★★	4	-	 		-	10
P029		Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2		  		-	20
P030	Ymir	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2		  		-	20
P031	Nanael	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2		  		-	20
P032	Menace	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2		  		-	20
P033	Alleyne	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2		  		-	20
P034	Aldra	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2		  		-	20
P035	Shizuka	Hinamoto Secrets	When played, reveal 1 card from the top of your deck. If the card is Shizuka or Tomoe, place it in your hand, if not, discard the card.	★★★	4		 		-	10
P036	Anarista	Scorpion of Amara	When played, reveal 1 card from the top of your deck. If the card is Anarista or Menace, place it in your hand, if not, discard the card.	★★★	4		 		-	10
P037	Alleyne	Master and Student	When played, reveal 1 card from the top of your deck. If the card is Alleyne or Nowa, place it in your hand, if not, discard the card.	★★★	4		 		-	10
370	Leina	Final Strike! Dragon's Fang	When Leina attacks, any character that has a lower attack power than Leina's defence cannot block her.	★★★	1	     	 		60	20
371		Desperation	When played, you can discard X stamina from Leina. If so, you can choose one of your opponents characters with less than X stamina and activate them.	★★★	2	  	 		40	10
372		Shield Deflection	When this card attacks, any character that has a lower attack power than this cards defence cannot block.	★★★	3	  	 		30	10
373	Echidna	Instruction	Deactivate Irma when played. Irma gains +10 attack and +10 defence.	★★★	1	 	 		-	30
374		Dual Daggers	When played, deal 20 damage to an opponents character. If you have Irma in play, deal an additional 20 damage to an opponents character.	★★★	2	     			-	10
375		Harsh Lessons	At the end of your turn if Irma is active, deactivate her.	★★★	3	 	 		20	20
376	Alleyne	Holy Water	When played, deactivate Alleyne. All non-attack damage dealt to Alleyne is reduced by 20.	★★★	1	   	   		-	20
377		Learn by Example	When a character blocks Alleyne and has a stamina destroyed, deactivate Nowa.	★★★	2	    	 		50	10
378		Tornado Strike	When played, deal 20 damage to all of your opponents characters at short range. Any of those characters that discarded stamina are activated.	★★★★	2	      		Short	40	10
379		Hurricane Fury	When played, choose an opponents characters that is active and discard the stamina card below their active stamina.	★★★	3	     	 	Short	60	10
380		Stance of Interception	When blocking, if Alleyne has stamina, you may activate her to receive no damage during battle.	★★★	2	    	 		-	20
381		Eagle's Claw	When played, choose an opponents character that has no stamina and is at short range, activate and move them to long range.	★★★	4	    			30	10
382		Throw Bolas	When played, deal 20 damage to an opponents character, if they discarded stamina, activate them.	★★★	3	   	 		-	10
383		Charge	When played, deactivate Alleyne and move her to short range.	★★	2	   	  		30	20
384		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★★	1	 	   		-	20
385		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2	 	   		-	20
386		Eating Cherries	When played, move Alleyne to long range and draw 1 card.	★★	3	  	  		10	10
387		Jump Away	When played, deactivate Alleyne and move her to long range.	★★	2	 	  		-	20
388		Back Attack	When played, draw 1 card.	★★	3	  	  		-	20
389		Drop Weapon	When played, you can reveal another stamina card for Alleyne and play it at no cost.	★★	4	  	 		-	10
390		Low Swing		★	3	   	  		50	30
391		Pierce		★	3	  	  		40	20
392		Kick	When Alleyne is at short range, activate any character that blocks her.	★	5	   	 		30	10
393		Injured Leg		★	3	 	   		-	10
394		Duck	Alleyne can only receive damage when attacking.	★	5	  	   		-	10

395	Shizuka	Ninjitsu: Soul Fire	When played, you may discard X stamina from Shizuka. Deal X x20 damage to an opponents character.	★★★★	3				-	20
396		Shadow Stitch	At the beginning of your turn discard 1 stamina from Shizuka. If Shizuka has more stamina than a character, they can't attack unless they discard 1 stamina.	★★★	1				-	20
397		Hinomoto Bond	Deactivate Tomoe when played. ①: Place Tomoe's active stamina into her stamina pile.	★★★	1				-	30
398		Ninjitsu: Wind Slash	When Shizuka attacks, characters at short range that block her must discard 1 stamina.	★★★	3				30	10
399		Makibishi Toss	Your opponent is not able to use abilities that allow their characters to deactivate during their main phase.	★★★	3				-	10
400		Ninjitsu: Utsusemi	When playing this card you may place it either as stamina or as the active stamina card. If Shizuka's active stamina card is destroyed and this card becomes the active stamina, you may discard this card instead.	★★★	5				-	10
401		Chain Sickle	Characters that are at short range that block Shizuka, receive no damage and are activated.	★★★	4				50	10
402		High Cut	Deactivate Shizuka when played.	★★	3				40	20
403		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★★	1				-	20
404		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
405		Back Attack	When played, draw 1 card.	★★	3				-	20
406		Charge	When played, deactivate Shizuka and move her to short range.	★★	3				30	10
407		Kicking	When Shizuka is at short range, activate any character that blocks her.	★★	5				30	10
408		Weigh Down	If this card is your life card at the beginning of the game, your opponent takes the first turn. All damage dealt by your opponents characters, other than attacking, is reduced by 10.	★★	5				-	20
409		Turned Around	When played, activate Shizuka and draw 1 card.	★★	3				-	20
410		Leap	When played, move Shizuka to any range.	★	2				10	30
411		Injured Leg		★	3				-	10
412		Dagger Strike		★	4				30	10
413		Injured Arm		★	4				10	20
414	Leina	Stance of Readiness	Deactivate Shizuka when played.	★	4				20	10
415		Off Balance		★	5	-			10	10
416		Iron Wall	When this card is at short range, it gains +20 defence when blocking.	★★★★	1				-	40
417		Low Swing	When a character blocks Leina and has a stamina destroyed, at the end of your turn deactivate Leina.	★★★	2				50	30
418		Drop Weapon	When played, you can reveal another stamina card for Leina and play it at no cost.	★★	4				-	10
419		Shield Break	When played, draw 2 cards from the top of your deck. Place 1 card back on top of your deck and discard the other.	★★	4				-	10
420		Turned Around	When played, activate Leina and draw 1 card.	★★	3				-	20
421		Evade		★	3				10	30
422		Unsteady Guard		★	5	-			10	10
423	Tomoe	Helm Splitter	When attacking, if Tomoe destroys an opponents stamina, you may discard X stamina from Tomoe. If so, discard X additional stamina from the character that blocked her.	★★★★	3				50	10
424		High Guard	When blocking, if Tomoe has stamina she gains +20 defence.	★★★	3				-	30
425		Intercept	At the end of your turn you may discard 1 stamina from Tomoe to deactivate her.	★★	3				50	20
426		Low Parry	Deactivate Tomoe when played.	★★	2				-	20
427		Evade		★	3				-	20
428		Low Swing		★	4				30	10
429		Unsteady Guard		★	5	-			10	10
430	Elina	Sisterly Bond	When played, deactivate Elina and reveal 1 card from the top of your deck. If the card is Leina or Elina, place it in your hand, if not, discard the card.	★★★	3				-	20
431		Intercept	At the end of your turn you may discard 1 stamina from Elina to deactivate her.	★★	3				40	10
432		Trap Lure	When played, move Elina to any range. You can reveal another stamina card for Elina and play it at no cost.	★★	4				-	10
433		Duck	Elina can only receive damage when attacking.	★	4				-	10
434		Evade		★	3				10	30
435		Knocked Off Balance		★	5	-			10	10

436	Claudette	Electric Shock	If your opponents character doesn't have any stamina, when declaring their attack they receive 10 damage.	★★★	5			-	10
437		Summon Thundercloud	When played, choose an opponents character at short range with 10 defence and discard the stamina card below their active stamina.	★★★	4			-	10
438		Pommel Strike	When played, choose an opponents character at short range and discard the stamina card below their active stamina.	★★	3			20	20
439		Turned Around	When played, activate Claudette and draw 1 card.	★★	4			-	10
440		Jump Attack	When played, move Claudette to any range.	★	4			40	10
441		Evade		★	3			10	30
442	Aldra	Summon Minion	When played, deal 30 damage to all of your opponents characters without stamina.	★★★	3			-	10
443		Dignity of the Queen	If Aldra has more attack power than a characters defence power, that character can't attack if they have no stamina.	★★★	3			30	10
444		Jump	When played, move Aldra to any range.	★	3			-	20
445		Crushing Crotch Blow	Activate Aldra when played.	★	4			-	20
446		Defence Boost	When blocking, if your opponents hand contains less cards than your own, Echidna gains +30 defence until the end of the battle.	★★★	3			-	20
447	Echidna	Stance of Aggression	When played, you can reveal another stamina card for Echidna and play it at no cost.	★★★	3			20	20
448		Shield Break	When played, draw 2 cards from the top of your deck. Place 1 card back on top of your deck and discard the other.	★★	4			-	10
449		Turned Around	When played, activate Echidna and draw 1 card.	★★	3			-	20
450		Evade		★	3			-	20
451		Swing		★	4			20	10
452	Irma	Brave Strike	When blocking you may activate Irma to redirect damage dealt to her back to the attacking character.	★★★	1			40	20
453		Low Dagger Strike	Any character that Irma blocks receives 30 damage at the end of the attack phase.	★★	4			30	10
454		Drop Weapon	When played, you can reveal another stamina card for Irma and play it at no cost.	★★	4			-	10
455		Turned Around	When played, activate Irma and draw 1 card.	★★	3			-	20
456		Evade		★	3			10	30
457		Unsteady Guard		★	5	-		10	10
458	Nowa	Attack from Above	When attacking, if Nowa destroys a character's stamina, if that character has less stamina than Nowa, return all of their stamina to your opponents hand.	★★★★	2			40	10
459		High Parry	When blocking with Nowa, you may activate her to increase her defence +30 during battle.	★★★	1			-	20
460		Drop Weapon	When played, you can reveal another stamina card for Nowa and play it at no cost.	★★	4			-	10
461		Turned Around	When played, activate Nowa and draw 1 card.	★★	3			-	20
462		Broken Weapon	When becoming the active stamina due to damage, discard 1 card.	★	3			-	20
463		High Swing		★	4			20	20
464		Evade		★	3			10	30
465	Melona	Acid Burst	When played, choose an opponents character at short range and deal X x10 damage to them, where X is equal to the number of Melona's stamina. If their active stamina card is destroyed, the remaining damage continues to be dealt to the underlying stamina cards until completely absorbed.	★★★★	1			-	30
466		Lost Weapon	When becoming the active stamina due to damage, choose 1 of Melona's stamina and place it as her active stamina.	★★★	2			-	20
467		Shield Block	When blocking, if Melona has stamina she gains +30 defence.	★★★	3			-	20
468		Turned Back	If this card is your life card at the beginning of the game, your opponent takes the first turn. AⓈ: Until the end of the turn this card produces one additional ability of your choice.	★★★	5			-	10
469		Card Toss	When played, discard 1 stamina from Melona and deal 10 damage to all of your opponents characters at short range.	★★	4			-	10
470		Sword Swing		★	3			30	20
471		Parry		★	2			10	30