


















































































































Card #	Character	Card Name	Description	Rarity	Life	Ability Required	Ability Produced	Distance Required	Attack	Defence
PQR01	Sigui	Saintly Pose	When attacking, if Sigui has more stamina than the character blocking her, Sigui gains +30 attack until the end of battle.	★★★	4				10	30
PQR02	Annelotte	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
PQR03	Vante	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
PQR04	Mirim	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
PQR05	Tamyang	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
PQR06	Sigui	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
PQR07	Annelotte	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2				-	20
PQR08	Vante	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2				-	20
PQR09	Mirim	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2				-	20
PQR10	Tamyang	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2				-	20
PQR11	Sigui	Skim Along Body	When becoming the active stamina due to damage, draw 1 card.	★★★	2				-	20
PQR12	Annelotte	Valkarie Stance	When Annelotte attacks, if she is blocked by a character with less stamina than her, Annelotte gains +30 attack until the end of battle.	★★★	4				20	20
QR001	Annelotte	Grim Stare	When Annelotte is at long range and declares an attack, you can move her to short range. If you do move her to short range, characters with less stamina than Annelotte can't block her.	★★★★	1				60	10
QR002		Coldhearted Attack	When your opponent plays a stamina card, you may play this card. If played during your opponents turn, if the stamina of your opponents character they just played is less than Annelotte you must discard 1 of Annelotte's stamina.	★★★★	2				-	20
QR003		Meteor Pierce	①: Choose a character that blocked this card during this turn and deal damage to them equal to Annelotte's attack power.	★★★	5				40	20
QR004		Crush	A①: Choose an opponents character at short range and activate them.	★★★	1			Short	20	30
QR005		Shield Block		★★★	-			Short	-	50
QR006		Valkarie Charge	Characters that have no stamina can't block Annelotte.	★★★	3				40	20
QR007		Counterattack	Your opponents characters damage other than attacking is decreased by 10.	★★★	4				20	10
QR008		Valkarie Attack	When played, deactivate Annelotte and move her to any range.	★★	2				40	10
QR009		Valkarie Kicking	Any character that blocks Annelotte is activated.	★★	3			Short	40	20
QR010a		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	10
QR010b		Injured Body	When becoming the active stamina due to damage, draw 1 card. You can only use this stamina as a life card.	★★★★	2				-	10
QR011		Chop		★★	3				40	20
QR012		Pierce	This card does not count towards the maximum number of cards played for a character per turn.	★★	5				40	10
QR013		Turned Around	When played, activate Annelotte and draw 1 card.	★★	3				-	20
QR014		Parry	When your opponent declares an attack, you may play this card.	★	5				10	10
QR015		Stance of Readiness	When played, deactivate Annelotte.	★	4				30	20
QR016		Back Attack	When played, deactivate Annelotte and draw 1 card.	★	3				-	10
QR017		Head Blow	When becoming the active stamina due to damage, draw 1 card and discard 1 card.	★	1				-	30
QR018		Injured Leg		★	3				-	10
QR019		Injured Arm		★	4				10	20
QR020		Off Balance		★	5	-			-	10

QR021	Yuit	Reckless Alchemy	When played, all characters other than Yuit that have an attack power of "-" must discard 1 stamina.	★★★★	1				-	30
QR022		Bath	When played, reveal 1 card from the top of your deck. If the card is Annelotte or Yuit, place it in your hand, if not, return the card to your deck.	★★★	2				-	20
QR023		Decoy	When your opponent plays a stamina card, you may play this card. When played, choose an opponents character at long range and move them to short range.	★★★	4				-	10
QR024		Alchemy Stone: Evade	When played, if you have Vante in play, activate Vante and draw 1 card.	★★	3				-	10
QR025		Off Balance		★★	5	-			10	10
QR026	Vante	Alchemy: Canon	When a character blocks Vante, if their active stamina card is destroyed, the remaining damage is dealt to your opponents life.	★★★★	1				50	20
QR027		Hammer Swing	When played, deactivate Vante. When a character at short range blocks Vante, if their active stamina card is destroyed, the remaining damage is dealt to your opponents life.	★★★	3			Short	30	10
QR028		Alchemy: Gas Spray	During your main phase if this card is activated by an ability, all characters except Vante discard 1 stamina.	★★★	1				-	30
QR029		High Speed Blow	When your opponent declares an attack, you may play this card. If played during your opponents turn, activate Vante, your opponents attack that was just declared deals no damage.	★★★	5				40	10
QR030		Rocket Punch	When played, choose an opponents character at long range and activate them.	★★★	4				-	10
QR031		Spinning Evasion	When your opponent declares an attack, you may play this card. Vante is not affected by your opponents abilities that require her to activate.	★★★	2				-	20
QR032		Sonic Blast	When played, deal 10 damage to all characters except Vante.	★★★	2				-	30
QR033		Alchemy Stone: High Speed Evade	When your opponent declares an attack, you may play this card. If played during your opponents turn, draw 1 card.	★★★	3				-	10
QR034		Ram	When played, deactivate Vante and move her to short range.	★★	3				60	20
QR035		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	10
QR036		Turned Around	When played, activate Vante and draw 1 card.	★★	3				-	20
QR037		High Punch	This card does not count towards the maximum number of cards played for a character per turn.	★	5				50	20
QR038		Stance of Readiness	When played, deactivate Vante.	★	4				30	20
QR039		Back Attack	When played, deactivate Vante and draw 1 card.	★	3				-	10
QR040		Kick	When Vante is at short range, any character that blocks her is activated.	★	4				30	10
QR041		Head Blow	When becoming the active stamina due to damage, draw 1 card and discard 1 card.	★	1				-	30
QR042		Jump Away	When played, move Vante to any range.	★	4				20	10
QR043		Injured Arm		★	4				10	20
QR044		Off Balance		★	5	-			-	10
QR045		Parry		★	5	-			10	10
QR046	Mirim	Infinite Thrasher	②: When a character blocks Mirim, if their active stamina card is destroyed, the remaining damage is dealt to all remaining stamina cards of that character.	★★★★	1				50	20
QR047		Vibrating Shield Attack	When your opponent plays a stamina card, you may play this card. When played, choose an opponents character and deal 20 damage to them.	★★★	3				-	20
QR048a		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	10
QR048b		Injured Body	When becoming the active stamina due to damage, draw 1 card. You can only use this stamina as a life card.	★★★★	2				-	10
QR049		High Swing	This card does not count towards the maximum number of cards played for a character per turn.	★★	4				30	10
QR050		Stance of Readiness	When played, deactivate this card.	★	5				40	10
QR051	Tarnyang	Red Dragon Roar	When Tarnyang attacks, if she is blocked, at the end of battle deal damage to all of your opponents characters at the same range as the character that blocked Tarnyang equal to her attack power.	★★★★	1				20	20
QR052		Twin Dragon: Thunder Roar	A①: If you have Sainyang in play and she is deactivated, choose an opponents character and discard 2 of their stamina.	★★★	1				-	20
QR053		Dragon Fang Attack	When played, deactivate Tarnyang. When Tarnyang is at short range, any character that blocks her is activated.	★★★	2				30	20
QR054		Twin Dragon Stance	When played, deactivate Tarnyang and Sainyang.	★★★	1				-	30
QR055		Holy Blade	When your opponent declares an attack, you may play this card. If played during your opponents turn, deal 10 damage to their attacking character.	★★★	2				30	10
QR056		Twin Dragon: Dragon God Roar	②: If you have Sainyang in play and she is deactivated, activate Sainyang and deal 20 damage to all of your opponents characters at a chosen range.	★★★	2				-	20
QR057		Circular Attack	When played, deactivate Tarnyang. When becoming the active stamina due to damage, choose an opponents character at short range and activate them.	★★★	3				50	10
QR058		Charge	When played, deactivate Tarnyang and move her to short range.	★★	4				40	20
QR059		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	10
QR060		High Parry	When your opponent declares an attack, you may play this card. When played, deactivate Tarnyang.	★★	3				-	20
QR061		Head Blow	When becoming the active stamina due to damage, draw 1 card and discard 1 card.	★★	1				-	30

QR062		Turned Around	When played, if Tarnyang or Sainyang is active, draw 1 card.	★★	3				-	20
QR063		Jump Away	This card does not count towards the maximum number of cards played for a character per turn. When played, move Tarnyang to any range.	★	4				30	10
QR064		Back Attack	When played, if Tarnyang or Sainyang is deactivated, draw 1 card.	★	3				-	10
QR065		Injured Leg	You are able to play 2 stamina for Sainyang per turn.	★	3				-	10
QR066		Swing		★	4				30	10
QR067		Attack Avoidance	When your opponent declares an attack, you may play this card.	★	3				-	20
QR068		Stance of Readiness	When played, deactivate Tarnyang.	★	4				20	10
QR069		Off Balance		★	5	-			-	10
QR070		Pushed Off Balance	You are able to play 2 stamina for Sainyang per turn.	★	5	-			-	10
QR071	Sainyang	Ultimate Technique	When played, draw 3 cards. Place 2 of those cards back on your deck in any order. If Sainyang is your master character return only 1 card to your deck.	★★★★	1				-	10
QR072		Shock Wave	When played, choose an opponents character at short range and deal 30 damage to them.	★★★	3				20	20
QR073		Stay Back!!	When played, choose an opponents character at short range and move them to long range.	★★★	4				-	10
QR074		Sisterly Bond	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	10
QR075		Defence Technique	Damage other than attacking is decreased by 10.	★★	5				10	10
QR076	Lila	Purification Blow	①: Characters at a chosen range that have no stamina can't defend until the end of the turn.	★★★★	1				-	30
QR077		Chop	This card does not count towards the maximum number of cards played for a character per turn. When your opponent declares an attack, you may play this card.	★★★	4				40	10
QR078		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	10
QR079		Stance of Readiness	When played, deactivate Lila.	★★	3				30	10
QR080		Squat	Lila can only receive damage when attacking.	★★	5				-	10
QR081	Sigui	Prayer: Awe	When your opponent plays a stamina card, you may play this card. When played, if your opponent has more cards in their hand than you, choose 1 card from their hand at random and discard it.	★★★★	3				-	10
QR082		Flames of Punishment	①: Deal 20 damage to all characters that are active and have less stamina than Sigui.	★★★★	1			Short	-	20
QR083		Halberd of Holy Fire	When played, your opponents characters that have less attack power than Sigui discard 1 stamina.	★★★	2				40	20
QR084		Side Swing	When Sigui attacks, any character that blocks her and has less stamina than Sigui is activated.	★★★	2			Short	40	30
QR085		Chain Bind	②: Choose a range, your opponents characters at the chosen range can't block unless they discard 1 stamina until the end of the turn.	★★★	1				20	20
QR086		Prayer: Judgment	When played, deal 10 damage to all of your opponents characters.	★★★	3				-	20
QR087		Chain Defence	When your opponent declares an attack, you may play this card. When blocking, Sigui gains +10 defence until the end of the battle.	★★★	3				-	30
QR088		Prayer: Repent	When an ability requires you to draw a card, the player with the most cards in their hand must discard 1 card.	★★★	5				-	10
QR089		Charge	When played, deactivate Sigui and move her to short range.	★★	4				50	10
QR090		Chain Attack	When played, choose an opponents character at long range and deal 30 damage to them.	★★	3				30	20
QR091		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	10
QR092		Jump	When your opponent plays a stamina card, you may play this card. When played, move Sigui to any range.	★★	4				30	10
QR093		Turned Around	When played, activate Sigui and draw 1 card.	★★	3				-	20
QR094		Back Attack	When played, deactivate Sigui and draw 1 card.	★	3				-	10
QR095		Kick	When Sigui is at short range, any character that blocks her is activated.	★	4				30	10
QR096		Head Blow	When becoming the active stamina due to damage, draw 1 card and discard 1 card.	★	1				-	30
QR097		Parry	When your opponent plays a stamina card, you may play this card.	★	3				-	20
QR098		Stance of Readiness	When played, deactivate Sigui.	★	4				20	10
QR099		Injured Arm		★	4				10	20
QR100		Off Balance		★	5	-			-	10
QR101	Maria	Join Forces	This card counts as Leina. When your opponent plays a stamina card, you may play this card. When played, Annelotte gains +10 attack and +10 defence until the end of the turn.	★★★	3				30	20
QR102		Phantom Warrior	This card counts as Leina. When your opponent plays a stamina card, you may play this card.	★★	4				20	10
QR103	Tomoe	Holy Sword Strike	When played, choose an opponents character that has an attack power of "-" and discard their active stamina.	★★★★	3			Short	40	20
QR104		Dual Sword Stance	When your opponent declares an attack, you may play this card.	★★	4				20	20

QR105	Elina	Tie Up	When played, choose an opponents character, that characters loses its text abilities until the end of the turn.	***	5	 	 		10	10
QR106		Master of Fang	When your opponent declares an attack, you may play this card.	**	4	 	 		30	10
QR107	Claudette	God's Thunder	When your opponent declares an attack, you may play this card. When played, deal 20 damage to all characters other than Claudette.	****	2	    	 		-	30
QR108		Queen of Thundercloud	When your opponent plays a stamina card, you may play this card.	**	4		 		20	10
QR109	Annelotte	Berserker	When becoming the active stamina due to damage, deactivate Annelotte. Annelotte gains +20 attack.	***	2	   	 		40	20
QR110		Change Clothes	When played, choose 1 of Annelotte's stamina and make it her active stamina card.	***	4		 		-	10
QR111	Yuit	Spoiled	If you have Annelotte or Vante in play, Yuit is not affected by your opponents abilities that require her to discard stamina that are activated by being played.	***	2	 	  		-	20