

Card #	Character	Card Name	Description	Rarity	Life	Ability Required	Ability Produced	Distance Required	Attack	Defence
P001	Leina	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P002	Tomoe	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P003	Risty	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P004	Ymir	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P005	Echidna	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P006	Nyx	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
001	Leina	Hidden Might		★★★	1				60	30
002		Shield Bash	Deactivate Leina when played. Any character that blocks Leina is activated.	★★★	2			Short	50	30
003		Eye for an Eye	When becoming the active stamina, your opponents turn ends immediately. Discard 1 card from your hand.	★★★	1				10	30
004		Low Defend	Deactivate Leina when played.	★★★	1				10	40
005		Low Parry	When blocking, Leina gains +20 defence.	★★★	3				10	30
006		Charge	When played, deactivate Leina and move her to short range.	★★	3				40	20
007		High Strike	Any character that blocks this card is activated.	★★	5				40	20
008		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
009		Kick	When Leina is at short range, any character that blocks her is activated.	★★	5				30	20
010		Dragon Tail		★	3				40	30
011		Chop		★	4				60	30
012		Jump Away	When played, deactivate Leina and move her to long range.	★	2				-	20
013		Injured Leg		★	3				-	10
014		Injured Arm		★	4				10	20
015		Jump	When played, move Leina to any range.	★	4				20	20
016		Stance of Readiness	Deactivate Leina when played.	★	4				10	20
017		Back Attack	When played, draw 1 card.	★	4				-	20
018		Knocked Off Balance		★	5	-			-	10
019		High Parry		★	5	-			10	20
020	Tomoe	Hinmoto Cross Kick	Deactivate Tomoe when played. When a character blocks Tomoe, if their active stamina card is destroyed, they must discard 2 additional stamina.	★★★	3			Short	60	10
021		Eye for an Eye	When becoming active stamina due to damage, discard 1 stamina from the character that damaged Tomoe.	★★★	1				-	20
022		Counterattack	When Tomoe is at short range, she gains +10 attack and +10 defence.	★★★	1				40	30
023		Spinning Blade	When Tomoe destroys a character's stamina while attacking, discard 2 additional stamina from that character.	★★★	5				40	20
024		Warrior Kick	Deactivate Tomoe when played. When Tomoe is at short range, any character that blocks her is activated.	★★	4				30	10
025		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
026		High Parry	Deactivate Tomoe when played.	★★	2				-	30
027		Turned Around	When played, draw 1 card and activate Tomoe.	★★	4				-	10
028		Chop		★	3				60	30
029		Jump Away	When played, deactivate Tomoe and move her to long range.	★	2				-	20
030		High Pierce		★	5				50	20
031		Injured Leg		★	3				-	10
032		Injured Arm		★	4				10	20
033		Jump	When played, move Tomoe to any range.	★	4				20	20
034		Stance of Readiness	Deactivate Tomoe when played.	★	4				20	10
035		Back Attack	When played, draw 1 card.	★	4				-	20
036		Off Balance		★	5	-			-	10
037		High Strike		★	5	-		Short	20	20

038	Risty	Berserk	When played, deactivate Risty and discard 1 card from your hand.	★★★	1				70	30
039		Wild Swing	Any character that blocks Risty is moved to long range.	★★★	1			Short	50	30
040		Chop	Damage dealt by Risty that exceeds the defence power of the blocking character's stamina is dealt to your opponents life card.	★★★	2			Short	60	20
041		Low Strike	When Risty is at short range, she gains +20 attack.	★★★	3				50	20
042		Jump Away	When played, deactivate Risty and move her to long range.	★★	2				20	20
043		Low Hard Pierce	Damage dealt by this card that exceeds the defence power of the blocking character's stamina is dealt to your opponents life card.	★★	4			Short	40	10
044		Charge	When played, deactivate Risty and move her to short range.	★★	4				50	10
045		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
046		High Pierce	Deactivate Risty when played.	★	1				40	30
047		Kick	When Risty is at short range, any character that blocks her is activated.	★	5				40	20
048		Stance of Readiness	Deactivate Risty when played.	★	4				30	20
049		Injured Leg		★	3				-	10
050		Injured Arm		★	4				10	20
051		Low Defend		★	3				-	30
052		Jump	When played, move Risty to any range.	★	4				20	20
053		Back Attack	When played, draw 1 card.	★	4				-	20
054		Knockback		★	5	-			-	10
055		High Strike		★	5	-			20	10
056		Hidden Might		★★★	1				60	30
057	Ymir	Broad Swing	Damage dealt by Ymir that exceeds the defence power of the blocking character's stamina is dealt to your opponents life card.	★★★	1			Long	50	20
058		Eye for an Eye	When becoming the active stamina due to damage, move Ymir and the character that damaged Ymir to long range.	★★★	1				10	30
059		Leg Blow	When played, choose an opponents character at short range and activate them.	★★★	3			Long	20	20
060		High Strike	When Ymir is at long range, she gains +20 attack.	★★★	4				50	20
061		Jump Away	When played, deactivate Ymir and move her to long range.	★★	2				20	20
062		Charge	When played, deactivate Ymir and move her to short range.	★★	3			Long	60	20
063		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
064		Low Strike	Deactivate Ymir when played.	★★	4			Long	50	20
065		Chop		★	3				40	30
066		Kick	When Ymir is at short range, any character that blocks her is activated.	★	4				20	20
067		Injured Leg		★	3				-	10
068		Low Parry		★	3				-	30
069		Injured Arm		★	4				10	20
070		Jump	When played, move Ymir to any range.	★	4				20	20
071		Stance of Readiness	Deactivate Ymir when played.	★	4				20	10
072		Back Attack	When played, draw 1 card.	★	4				-	20
073		Knocked Off Balance		★	5	-			-	10
074		Evade		★	5	-			10	20

075	Echidna	Desperation	Deactivate Echidna when played. Only characters at short range can block Echidna.	★★★	1				50	10
076		Vanish	When played, draw 2 cards.	★★★	1				-	30
077		Dagger Throw	When played, choose an opponents character and deal 30 damage to them.	★★★	1			Long	10	20
078		Parry and Strike	Deactivate Echidna when played. When blocking an opponents character, deal an additional 20 damage to that character.	★★★	2				20	20
079		Rush	When played, deactivate Echidna and move her to short range.	★★	3				50	10
080		Leg Sweep	Deactivate Echidna when played. When Echidna is at short range, any character that blocks her is activated.	★★	4				30	10
081		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
082		Charge	When played, deactivate Echidna and move her to short range.	★★	4				30	10
083		Jump Away	When played, deactivate Echidna and move her to long range.	★	2				-	20
084		Injured Leg		★	3				-	10
085		Duck		★	3				-	30
086		Injured Arm		★	4				10	20
087		Jump	When played, move Echidna to any range.	★	4				20	20
088		Chop		★	5				40	10
089		Stance of Readiness	Deactivate Echidna when played.	★	4				10	20
090		Back Attack	When played, draw 1 card.	★	4				-	20
091		Knocked Off Balance		★	5	-			-	10
092		Pierce		★	5	-			20	10
093	Nyx	Overcharge	When played, deal 50 damage to all characters other than Nyx.	★★★	1				-	20
094		Dance of Flames	Any character that blocks Nyx receives 30 damage prior to both characters dealing their attack damage.	★★★	2				50	20
095		Blaze	When played, choose an opponents character at short range and deal 60 damage to them.	★★★	1				20	30
096		Minuet of Fire	When played, deal 20 damage to all of your opponents characters.	★★★	3				10	20
097		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
098		Fireball	When played, choose an opponents character and deal 30 damage to them.	★★	4				20	20
099		Magical Collapse	When played, draw 1 card and discard 1 card.	★★	3			Long	-	20
100		Medication	When played, move Nyx to long range and draw 1 card.	★★	4				10	10
101		Charge	When played, deactivate Nyx and move her to short range.	★	3				40	20
102		Jump Away	When played, deactivate Nyx and move her to long range.	★	2				-	10
103		Stance of Readiness	Deactivate Nyx when played.	★	4				10	20
104		Injured Leg		★	3				-	10
105		Elude		★	3				-	30
106		Injured Arm		★	4				10	20
107		Pierce		★	5				30	20
108		Back Attack	When played, draw 1 card.	★	4				-	20
109		Off Balance		★	5	-			-	10
110		Jump	When played, move Nyx to any range.	★	4	-			10	10