

Card #	Character	Card Name	Description	Rarity	Life	Ability Required	Ability Produced	Distance Required	Attack	Defence
P017	Airi	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P018	Claudette	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P019	Nowa	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P020	Melona	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P021	Alleyne	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P022	Aldra	Knockdown	When becoming the active stamina due to damage, reveal your hand to your opponent.	★★★	3				-	20
P023	Elina	Anticipating Gaze	When becoming the active stamina, if your opponents hand contains more cards than your own, draw 1 card.	★★★	4	-			-	10
P024	Ymir	Anticipating Gaze	When becoming the active stamina, if your opponents hand contains more cards than your own, draw 1 card.	★★★	4	-			-	10
P025	Tomoe	Attack Stance	Deal 20 damage to any character this card blocks.	★★★	3				20	20
P026	Airi 2P Colour	Stance of Readiness	When Airi is in play, Airi 2P can only receive damage when attacking.	★★★	3				-	10
223	Airi	Vanish	Deactivate Airi when played. While inactive Airi can only receive damage when attacking.	★★★	1				-	20
224		Spirit Strike	Only characters with stamina can block Airi.	★★★	2			Short	50	10
225		Mow Down	Activate Airi when played. Discard all characters that don't have stamina other than Airi.	★★★	3			Long	40	10
226		Eye for an Eye	When becoming the active stamina due to damage, discard 1 stamina from the last character to damaged you.	★★★	1				-	30
227		Shield Clash	Deactivate this card when played. Activate any character in long range that blocks Airi.	★★★	4				40	20
228		Absorb Spirit	When played, choose an opponents character at short range and discard 1 stamina from them. If chosen character has no stamina, activate them.	★★★	3			Short	30	10
229		Summon Spirit	①: Choose an opponents character that has no stamina and activate them.	★★★	5				-	10
230		Transparency	Activate Airi when played and draw 1 card. Airi can only receive damage when attacking.	★★★	3				-	10
231		Charge	When played, deactivate Airi and move her to short range.	★★	3				50	10
232		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
233		High Strike	Deactivate this card when played.	★★	4				30	10
234		Leg Blow	Any character that blocks Airi and is at short range is activated.	★★	5				30	10
235		Low Attack	When played, move Airi to any range.	★★	4				10	10
236		Unsteady Guard		★★	5	-			10	10
237		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
238		Jump Away	When played, deactivate Airi and move her to long range.	★	2				-	20
239		Retrieve Weapon	②: Return one card from Airi's stamina to your hand.	★	5				-	10
240		Injured Leg		★	3				-	10
241		Evade		★	3				-	20
242		Injured Arm		★	4				10	20
243		High Parry		★	3				-	30
244		Chop		★	5				30	20
245		Stance of Readiness	Deactivate this card when played.	★	5				10	20
246		Back Attack	When played, draw 1 card.	★	4				-	20
247		Off Balance		★	5	-			-	10

248	Claudette	Demon Sword	All characters that attack receive 10 damage at the beginning of the attack phase.	★★★	1				-	20
249		Initiate Battle	②: Choose one of your characters other than Claudette and place their active stamina card in a different order in their stamina pile.	★★★	5			Long	-	20
250		Thunder Strike	Deactivate Claudette when played. Any character that blocks Claudette receives 30 damage at the end of the attack phase.	★★★	2				50	20
251		Shock Wave	When played, choose an opponents character at short range and discard the stamina card below their active stamina.	★★★	1				-	30
252		Headbutt	When played, choose an opponents character at short range and move them to long range.	★★★	4			Short	30	20
253		Duck	Claudette is not affected by your opponents abilities that require her to activate.	★★★	3				-	30
254		Charge	When played, deactivate Claudette and move her to short range.	★★	3				50	10
255		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
256		Chop	Any character that blocks this card receives 10 damage at the end of the attack phase.	★★	5				30	20
257		Drop Weapon	When played, you can reveal another stamina card for Claudette and play it at no cost.	★★	4				-	10
258		Medication	When played, move Claudette to long range and draw 1 card.	★★	4				10	10
259		Kick	When Claudette is at short range, any character that blocks her is activated.	★	5				40	20
260		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
261		Swing		★	5				50	20
262		Stance of Readiness	Deactivate this card when played.	★	5				30	20
263		Retrieve Weapon	②: Return one card from Claudette's stamina to your hand.	★	5				-	10
264		Injured Leg		★	3				-	10
265		Injured Arm		★	4				10	20
266		Pierce		★	5				40	10
267		Back Attack	When played, draw 1 card.	★	4				-	20
268		Off Balance		★	5	-			-	10
269		Jump Away	When played, deactivate this card and move it to long range.	★	5	-			-	10
270	Nowa	Battle Memories	Deactivate Nowa when played. Deactivate Nowa when your life is damaged.	★★★	2				50	20
271		Skirt Blinding	Your opponents maximum hand size is decreased by 2 cards.	★★★	1				-	30
272		Hard Chop	Activate Nowa when played. Choose an opponents character at short range and discard the stamina card below their active stamina.	★★★	3			Long	50	20
273		Spinning Guard	When Nowa blocks a character with no stamina, she receives no damage.	★★★	1			Short	20	30
274		Spinning Charge	When played, move all opponents characters without stamina to long range.	★★★	3			Short	40	10
275		Low Swing	When played, all opponents characters without stamina at short range are activated.	★★	4			Short	20	10
276		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
277		Low Parry	When Nowa blocks a character at long range, she receives no damage.	★★	3				-	20
278		Charge	When played, deactivate Nowa and move her to short range.	★★	5				30	10
279		Jump	When played, move Nowa to any range.	★★	4				10	10
280		Unsteady Guard		★	5	-			10	10
281		Jump Away	When played, deactivate Nowa and move her to long range.	★	2				20	20
282		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
283		Kick	When Nowa is at short range, any character that blocks her is activated.	★	5				30	10
284		Retrieve Weapon	②: Return one card from Nowa's stamina to your hand.	★	5		-		-	10
285		Injured Leg		★	3				-	10
286		Injured Arm		★	4				10	20
287		Pierce		★	4				20	10
288		Duck	Nowa can only receive damage when attacking.	★	4				-	10
289		Stance of Readiness	Deactivate this card when played.	★	5				20	10
290		Back Attack	When played, draw 1 card.	★	4				-	20
291		Knocked Off Balance		★	5	-			-	10

292	Melona	Massive Absorption	When Melona is blocked, if the blocking character discards their active stamina, Melona is deactivated.	★★★	2				30	30
293		Transformation	When playing other stamina for Melona, you may choose to ignore its ability requirements.	★★★	1				-	30
294		Dragon Kick	When played, activate Melona and move her to short range. Activate any character that has less stamina than Melona.	★★★	3			Long	50	10
295		Acid Spray	⊗: Choose an opponents character and deal ⊗x10 damage to them.	★★★	5				-	20
296		Regeneration	When played, reveal 2 cards from the top of your deck. If any of the cards are of Melona, place them at the bottom of her stamina pile, if not, discard them.	★★★	1				-	20
297		Dagger Throw	When played, discard 1 of Melona's stamina and deal 20 damage to an opponents character.	★★★	3			Long	20	20
298		Hammer Blow	Any character that blocks Melona and has less stamina than her is activated.	★★	4				30	10
299		Axe Swing	Deactivate Melona when played.	★★	3			Long	40	20
300		Charge	When played, deactivate this card and move it to short range.	★★	5				50	10
301		Injured Body	When becoming the active stamina due to damage, draw 1 card.	★★	2				-	20
302		Piercing Spear		★★	4				30	10
303		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
304		Jump Away	When played, deactivate Melona and move her to long range.	★	2				-	20
305		Injured Leg		★	3				-	10
306		Pierce		★	4				20	10
307		Injured Arm		★	4				10	20
308		Evade		★	3				-	30
309		Duck	Melona can only receive damage when attacking.	★	4				-	10
310		Stance of Readiness	Deactivate this card when played.	★	5				10	20
311		Back Attack	When played, draw 1 card.	★	4				-	20
312		Off Balance		★	5	-			-	10
313	Leina	Jump	When played, move Melona to any range.	★	4	-			-	20
314		Cover Ally	When played, deactivate Leina. Leina can only receive damage from characters in the same range as her when she attacks.	★★★	1				10	30
315		Duck	When played, deactivate Leina. When this stamina is destroyed, draw 1 card.	★★	2				-	20
316		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
317	Tomoe	Retrieve Weapon	②: Return one card from Leina's stamina to your hand.	★	5		-		-	10
318		Triple Kick	At the end of the battle, deal 30 damage to the character that blocked Tomoe and 10 damage to the stamina card beneath their active stamina.	★★★	3			Long	50	10
319		Drop Weapon	When played, you can reveal another stamina card for Tomoe and play it at no cost.	★★	4				-	10
320		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
321	Tomoe	Retrieve Weapon	②: Return one card from Tomoe's stamina to your hand.	★	5		-		-	10

322	Elina	Curse	When played, choose an opponents character and return the stamina card below their active stamina to your opponents hand.	★★★	3			Short	-	20
323		High Strike	Deactivate this card when played.	★★	4				30	10
324		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
325		Back Attack	When played, draw 1 card.	★	4				-	20
326	Risty	High Guard	If blocking a character that is at short range, this card gains +30 defence until the end of the attack phase.	★★★	3				-	20
327		Turned Around	When played, activate Risty and draw 1 card.	★★	4				-	10
328		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
329		Retrieve Weapon	②: Return one card from Risty's stamina to your hand.	★	5		-		-	10
330	Ymir	Shield Clash	②: Choose an opponents character that is at long range, move them to short range and activate them.	★★★	4				40	10
331		Turned Around	When played, activate Ymir and draw 1 card.	★★	4				-	10
332		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
333		Retrieve Weapon	②: Return one card from Ymir's stamina to your hand.	★	5		-		-	10
334	Cattleya	Weapon Recollection	When played, choose a stamina card of Cattleya's and make it her active stamina.	★★★	3				30	20
335		Drop Weapon	When played, you can reveal another stamina card for Cattleya and play it at no cost.	★★	4				-	10
336		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
337		Piercing Sword	Deactivate this card when played.	★	5				30	20
338	Echidna	Double Swing	When attacking, Echidna deals damage to the blocking characters active stamina and the next stamina card below that.	★★★	3			Short	40	20
339		Double Pierce	When attacking, this card deals damage to the blocking characters active stamina and the next stamina card below that.	★★	5			Short	20	10
340		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
341		Anticipating Gaze	Echidna can only receive damage when attacking.	★	4				-	10
342	Nanael	Flying Injury	When played, deal 20 damage to your life.	★★★	4				-	20
343		Kick	Any character that blocks Nanael when she is at short range, is activated.	★★	4				30	20
344		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
345		High Swing		★	4				20	10
346	Irma	Black Rose	When played, choose an opponents character that is inactive and discard the stamina card below their active stamina.	★★★	2			Short	40	20
347		High Dagger Stab	When blocking, deal 20 damage to the attacking character.	★★	3				20	30
348		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
349		Back Attack	When played, draw 1 card.	★	4				-	20
350	Nyx	Crimson Fireball	③: Choose an opponents character and deal 40 damage to them.	★★★	3				-	20
351		Side Strike		★★	4				30	10
352		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
353		Retrieve Weapon	②: Return one card from Nyx's stamina to your hand.	★	5		-		-	10
354	Menace	Scream	When becoming the active stamina due to damage, deal 10 damage to all characters at short range and deactivate this card.	★★★	3			Short	-	30
355		Curse	Deactivate this card when played. When Menace is at short range, characters that block this card discard 1 stamina.	★★	5				20	10
356		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
357		Duck	Menace can only receive damage when attacking.	★	4				-	10
358		Prayer: Heavenly Punishment	Any abilities that require the drawing of a card do not occur.	★★★	4				-	20

359	Melpha	Prayer: Faith	The maximum hand size for all players is increased by 1 card.	★★	5				-	10
360		Head Blow	When becoming the active stamina due to damage, discard 1 card and draw 1 card.	★	1				-	20
361		Kick	Any character that blocks Melpha when she is at short range, is activated.	★	5				20	20
362	Alleyne	Hidden Might	When becoming the active stamina due to damage, deactivate Alleyne. Your opponents characters at short range lose -10 attack during battle.	★★★	1				40	20
363		High Blow	Deactivate Alleyne when played.	★★	2				40	20
364		Injured Arm		★	4				10	20
365		Knocked Off Balance		★	5	-			10	10
366	Aldra	Hidden Might	When becoming the active stamina due to damage, deactivate Aldra. Your characters at short range gain +10 attack during battle.	★★★	1				40	20
367		High Swing	Deactivate Aldra when played.	★★	2				40	20
368		Injured Arm		★	4				10	20
369		Knocked Off Balance		★	5	-			10	10