

Asuna, Moment of Tranquility

[A] [Discard a card from your hand to the WR] When 'On Top of "Yggdrasil"' is placed in your CZ, may pay. If so, search your LB for 1 "Asuna, Light of Hope" and up to 1 Chara with either ::Avatar:: or ::Net::, reveal them, put them in your hand, and shuffle your LB.

Avatar - Weapon | SAO/SE23-01 T: Soul

L2
C1

Asuna, Painful Memories

[C] All your other Charas with either ::Avatar:: or ::Net:: gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas with "Kirito" in name, and that Chara gains +500 Pow for the turn.

Avatar - Weapon | SAO/SE23-02 T: None

L0
C0

Asuna, Normal "ALO" Life

[C] All your other Charas with either ::Avatar:: or ::Net:: gain +500 Pow.
[S] **BRAINSTORM** [(1)] Flip ovr the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose 1 of your Charas with either ::Avatar:: or ::Net::, and that Chara gains +2000 Pow for the turn.

Avatar - Weapon | SAO/SE23-03 T: None

L1
C0

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Asuna, An Autumn Walk

[A] When your other Chara with either ::Avatar:: or ::Net:: attacks, this gains +1000 Pow for the turn.

Net | SAO/SE23-04 T: None

L1
C0

Suguha, Moment of Sibling Time

[C] **ASSIST** All your Charas in front of this gains +X Pow. X = 500 times Level of that Chara.
[A] [(2)] Discard a card from your hand to the WR] When "Fairy Dance" is placed in your CZ, may pay. If so, choose 1 "Leafa & Suguha, Virtual And Reality" in your hand and put it in any Slot on the Stage.

Net - Sports | SAO/SE23-05 T: Soul

L2
C1

Leafa, Gathering Materials

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a Chara with either ::Avatar:: or ::Net::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Avatar - Weapon | SAO/SE23-06 T: Soul

L2
C1

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Silica, Gathering Materials

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Avatar:: or ::Net::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Avatar - Weapon | SAO/SE23-07 T: None

L0
C0

Shouichi Shinkawa

[C] All your other ::Weapon:: Charas gain +500 Pow.
[C] All Charas in your Opp.'s Front Row gain ::Target::.

Net | SAO/SE23-08 T: None

L0
C0

Sterben "Death Gun"

[A] When this attacks, if all your Opp.'s Charas have ::Target::, you may deal 1 Damage to your Opp.. (DC can occur)
[A] When this attacks, if "Estoc Wielder of Fate" is in the CZ, this gains +2500 Pow and the following ability until the next end of your Opp.'s turn.
"[A] When the Battle Opp. of this becomes Reversed, you may put it on top of the LB."

Avatar - Weapon | SAO/SE23-09 T: Soul

L3
C2

Lizbeth, Watching the Battle With Everyone

[C] If there are 3 or fewer cards in your Opp.'s Stock, this gains +1000 Pow.

Avatar - Weapon | SAO/SE23-10 T: None

L0
C0

Red Player "Death Gun"

[A] At the start of your Draw Phase, this deals 1 Damage to you. (DC can occur)

Avatar - Weapon | SAO/SE23-11 T: None

L0
C0

Grim Reaper Appears "Death Gun"

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose 1 Cost 1 or lower Chara in your Opp.'s Front Row. That Chara does not Stand during your Opp.'s next Stand Phase.

Avatar - Weapon | SAO/SE23-12 T: None

L1
C0

Kyouji, Overly Attached

[C] All your other ::Weapon:: Charas gain +1000 Pow.
[C] All Charas in your Opp.'s Back Row gain ::Target::.

Net | SAO/SE23-13 T: Soul

L2
C1

Lizbeth, Hunting Mobs With Everyone

[C] For each of your other Charas with either ::Avatar:: or ::Net::, this gains +500 Pow.
[A] [(1)] When this Front Attacks, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -1 Level for the turn.

Avatar - Weapon | SAO/SE23-14 T: Soul

L2
C1

Bullet to Cause Death "Death Gun"

[C] If all your Opp.'s Charas have ::Target::, this gains +2000 Pow.
[A] [(1)] Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, choose 1 Level 2 or lower Chara in your Opp.'s Front Row and put it in the WR.

Avatar - Weapon | SAO/SE23-15 T: Soul

L2
C1

Normal Silica

[C] If there are 6 or more cards in your Stock, this gains +500 Poewr and +1 Soul.

Avatar - Weapon | SAO/SE23-16 T: Soul

L2
C1

Estoc Wielder of Fate

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

SAO/SE23-17 T: 2 Soul

Sinon, Ideal Self

[A] [(1)] Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 2 or higher Chara, reveal it, put it in your hand, and shuffle your LB.

Avatar - Weapon | SAO/SE23-18 T: None

L0
C0

Sinon in the Midst of Sunlight Through the Leaves

[C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. Search your LB for up to X Charas with either ::Avatar:: or ::Net::, reveal them, put them in your hand, and shuffle your LB. Discard X cards from your hand to the WR. X = # of Climax cards revealed this way.

Avatar - Weapon | SAO/SE23-19 T: None

L0
C0

Kirito, Temporal Alliance

[A] When this attacks, choose 1 of your other Charas with "Sinon" in name, and that Chara gains +1000 Pow for the turn.
[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a Chara with either ::Avatar:: or ::Net::, you may move this to an empty Slot in your Front Row.

Avatar - Weapon | SAO/SE23-20 T: None

L0
C0

Sinon, Temporal Alliance

[C] For each of your other Charas with either ::Avatar:: or ::Net::, this gains +500 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Avatar - Weapon | SAO/SE23-21 T: None

L1
C0

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Sinon, Strong Being

[C] All your other Charas with either ::Avatar:: or ::Net:: gain +1000 Pow.
[A] **CHANGE** [(2)] Discard a card from your hand to the WR, put this in the WR. At the start of your Climax Phase, may pay. If so, choose 1 "Sinon, the Last Strike" in your WR and put it in the Slot this was in.

Avatar - Weapon | SAO/SE23-22 T: Soul

L2
C1

Kirito, Fateful End

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
[A] When this attacks, if "Old Name" is in the CZ, put up to 1 card from top of your Clock in the WR, and this gains +3000 Pow for the turn.
[A] [(1)] When this is Front Attacked, may pay. If so, this gains +1500 Pow for the turn.

Avatar - Weapon | SAO/SE23-23 T: Soul

L3
C2

Kirito, Fateful End

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.
[A] When this attacks, if "Old Name" is in the CZ, put up to 1 card from top of your Clock in the WR, and this gains +3000 Pow for the turn.
[A] [(1)] When this is Front Attacked, may pay. If so, this gains +1500 Pow for the turn.

Avatar - Weapon | SAO/SE23-23SP T: Soul

L3
C2

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Sinon, the Last Strike

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
[A] [(2)] Discard a card from your hand to the WR. When this attacks, if "Phantom Bullet" is in the CZ, may pay. If so, deal 4 Damage to your Opp.. If this Damage is Canceled, this gains +3500 Pow until the next end of your Opp.'s turn.
[A] When this becomes Reversed in battle, Send this to Memory.

Avatar - Weapon | SAO/SE23-24 T: Soul

L3
C2

Sinon, the Last Strike

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
[A] [(2)] Discard a card from your hand to the WR. When this attacks, if "Phantom Bullet" is in the CZ, may pay. If so, deal 4 Damage to your Opp.. If this Damage is Canceled, this gains +3500 Pow until the next end of your Opp.'s turn.
[A] When this becomes Reversed in battle, Send this to Memory.

Avatar - Weapon | SAO/SE23-24SP T: Soul

L3
C2

Sinon, Basic Knowledge of Guns

[C] If you have no other Charas in the Front Row, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Avatar - Weapon | SAO/SE23-25 T: None

L0
C0

Kirito, Swimming Submerged

[C] This cannot Side Attack.

Avatar - Weapon | SAO/SE23-26 T: None

L0
C0

Kazuto, An Autumn Walk

[A] When this is placed from hand to the Stage, draw a card, and discard a card from your hand to the WR.
[A] [Put this in the WR] When your other Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Net | SAO/SE23-27 T: None

L1
C0

Shino, Want to Become Stronger

[C] All your other Charas with either ::Avatar:: or ::Net:: gain +500 Pow.
[A] [(1)] When "A Tiny Step" is placed in your CZ, may pay. If so, choose 1 of your other Charas with "Sinon" in name, and that Chara gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Net - Glasses | SAO/SE23-28 T: None

L1
C0

Kirito, Choosing to Fight

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with either ::Avatar:: or ::Net::.

Avatar - Weapon | SAO/SE23-29 T: None

L1
C0

Kirito, Beautiful Avatar

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times # of your Charas with **ASSIST**.
[A] When this is placed from hand to the Stage, draw a card, and discard a card from your hand to the WR.

Avatar - Weapon | SAO/SE23-30 T: Soul

L1
C1

Sinon, Angered

[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.
[S] [Counter] **BACKUP 2000, Level 1** [(1)] Discard this card from your hand to the WR]

Avatar - Weapon | SAO/SE23-31 T: Soul

L1
C1

"Check Six" Sinon

[C] If the Level of the Chara Opposite this is 3 or higher, this gains +3000 Pow.
[S] [Rest 2 of your Charas with either ::Avatar:: or ::Net::] This gains +2500 Pow for the turn.

Avatar - Weapon | SAO/SE23-32 T: Soul

L2
C1

Kirito, Confronting "Death Gun"

[A] [(1)] When this attacks, if "Old Name" is in the CZ, may pay. If so, draw a card, and this gains +3000 Pow for the turn. At the start of your Encore Step, if this is Rested, put this in the WR, and choose up to 1 "Kirito, Fateful End" in your hand and put it in the Slot this was in.

Avatar - Weapon | SAO/SE23-33 T: Soul

L2
C1

Old Name

[C] All your Charas gain +1000 Pow and +1 Soul.

SAO/SE23-34 T: Soul

Phantom Bullet

[C] All your Charas gain +1000 Pow and +1 Soul.

SAO/SE23-35 T: Draw Gate

A Tiny Step

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

SAO/SE23-36 T: 2 Soul

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