

Saber, Pure King of Knights

[C] If you have 2 or more other Charas with ::Master:: and/or ::Servant::, this gains +1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Strike Air" is in your CZ, look at up to 4 cards from top of your LB, search them for up to 1 Chara with ::Master:: and/or ::Servant::, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Servant - Weapon | FS/S64-001 T: None

L1
C0

Saber, Pure King of Knights

[C] If you have 2 or more other Charas with ::Master:: and/or ::Servant::, this gains +1000 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Strike Air" is in your CZ, look at up to 4 cards from top of your LB, search them for up to 1 Chara with ::Master:: and/or ::Servant::, reveal it, put it in your hand, put the rest in the WR, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Servant - Weapon | FS/S64-001SP T: None

L1
C0

Shirou, Who is Justice For

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
[A] When this attacks, choose 1 of your other Charas with ::Master:: and/or ::Servant::, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with ::Master:: and/or ::Servant::.

Master - Weapon | FS/S64-002 T: Soul

L3
C2

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Shirou, Who is Justice For

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
[A] When this attacks, choose 1 of your other Charas with ::Master:: and/or ::Servant::, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with ::Master:: and/or ::Servant::.

Master - Weapon | FS/S64-002SP T: Soul

L3
C2

Shirou, Committed to Archer's Arm

[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may send this to Memory.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Master - Weapon | FS/S64-003 T: None

L0
C0

Shirou, Committed to Archer's Arm

[A] When this becomes Reversed in battle, if there are 2 or fewer cards in your Memory, you may send this to Memory.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Master - Weapon | FS/S64-003S T: None

L0
C0

Fate/stay night Heaven's Feel Booster Pack

Saber, Reaching for the Cup

[A] When this becomes Reversed in battle, you may choose 1 of your "Black Shadow" and put this face-down under that as Marker.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Servant - Weapon | FS/S64-004 T: Soul

L2
C1

Saber, Reaching for the Cup

[A] When this becomes Reversed in battle, you may choose 1 of your "Black Shadow" and put this face-down under that as Marker.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Servant - Weapon | FS/S64-004S T: Soul

L2
C1

Saber, Holy Sword Windup

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and return it to hand, and this gains +2000 Pow for the turn.
[A] [(1) Discard a card from hand to WR] When this attacks, may pay. If so, all of your Charas with ::Master:: and/or ::Servant:: gain +500 Pow and +1 Soul for the turn.

Servant - Weapon | FS/S64-005 T: Soul

L3
C2

Shirou, Shy Expression

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(1) Discard a Climax card from your hand to the WR] Choose a Chara in your WR and return it to your hand.

Master - Weapon | FS/S64-006 T: None

L0
C0

Gilgamesh, King of Heroes

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Cost 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Servant - Weapon | FS/S64-007 T: None

L0
C0

Shirou, As a Master

[A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, draw a card.
[A] **CX COMBO** When this attacks, if "The Only Way Back" is in your CZ and you have 5 or less Stock, you may look at up to 3 cards from the top of your LB, choose up to 1 Chara with ::Master:: and/or ::Servant:: from among them, reveal it, put it in your hand, and put the rest in the WR.

Master - Weapon | FS/S64-008 T: None

L0
C0

"Rain" Shirou

[C] During your turn, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB, choose up to 1 "Sakura, Irreplaceable Existence" and put it in any Slot on the Stage, and put the rest in the WR.
[A] When this attacks, if you have another "Sakura, Irreplaceable Existence", this gains +2000 Pow for the turn.

Master - Weapon | FS/S64-009 T: None

L1
C0

Shirou, Injured

[C] This cannot Side Attack.
[A] When this attacks, is you have 2 other Charas with "Saber", "Shirou", and/or "Sakura" in name, this gains +2000 Pow for the turn.

Master - Weapon | FS/S64-010 T: None

L1
C0

Shirou, Do What You Can

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

Master - Weapon | FS/S64-011 T: Soul

L2
C1

Shirou, What Was Entrusted

[C] For each of your other Charas with ::Master:: and/or ::Servant::, this gains +1000 Pow.

Master - Weapon | FS/S64-012 T: Soul

L2
C1

Taiga, Friendly Teacher

[A] When this attacks, choose 1 of your Charas with "Shirou" and/or "Sakura" in name, and that Chara gains +2000 Pow for the turn.
[A] When this becomes Reversed in Battle, you may choose a card in your Opp.'s Clock and put it in the WR. If so, your Opp. puts the top card of their LB in the Clock.

Teacher - Sports | FS/S64-013 T: None

L0
C0

Saber, What Lies Overseas?

[C] All your other "Shirou, Strong Sense of Justice" gain +1000 Pow.
[C] All your other Charas with "Shirou" in name gain
[A] **ENCORE** [Discard a Chara from your hand to the WR]"

Servant - Weapon | FS/S64-014 T: None

L0
C0

Issei, Student Council President

[C] If you have no other Charas, this gains +1 Level and +1500 Pow.

Student Council - Glasses | FS/S64-015 T: None

L0C0

Shirou, Strong Sense of Justice

--No Text--

Master - Weapon | FS/S64-016 T: None

L0C0

Ayako, Archery Club Manager

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

Sports | FS/S64-017 T: None

L1C0

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Gilgamesh, Golden Compassion

[S] [Counter] **BACKUP 2500, Level 1** [(1) Discard this card from your hand to the WR]

Servant - Weapon | FS/S64-018 T: Soul

L1C1

Saber, Morning Smile

[C] If you have 2 or more other Charas with ::Master:: and/or ::Servant::, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Servant - Weapon | FS/S64-019 T: None

L1C1

Suppressed Power of Heroic Spirits

Search your LB for up to 1 "Shirou, Who is Justice For", reveal it, put it in your hand, and shuffle your LB. Send this to Memory.
[C] **RECOLLECTION** If this is in Memory, all of your "Shirou, Who is Justice For" gain the following ability. "[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the beginning of your Climax Phase, may pay. If so, search your LB for up to 1 Climax card, reveal it, put it in your hand, discard a card from hand to the WR, and shuffle your LB."

FS/S64-020 T: None

L2C1

Fate/stay night Heaven's Feel Booster Pack

Suppressed Power of Heroic Spirits

Search your LB for up to 1 "Shirou, Who is Justice For", reveal it, put it in your hand, and shuffle your LB. Send this to Memory.
[C] **RECOLLECTION** If this is in Memory, all of your "Shirou, Who is Justice For" gain the following ability. "[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the beginning of your Climax Phase, may pay. If so, search your LB for up to 1 Climax card, reveal it, put it in your hand, discard a card from hand to the WR, and shuffle your LB."

FS/S64-020S T: None

L2C1

Strike Air

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

FS/S64-021 T: Soul Shot

Strike Air

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

FS/S64-021R T: Soul Shot

The Only Way Back

[C] All your Charas gain +2 Soul.

FS/S64-022 T: 2 Soul

"Presage Flower" Sakura

[A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, if that card has a Treasure Trigger Icon, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Master - Love | FS/S64-023 T: None

L0C0

"Presage Flower" Sakura

[A] [Discard a card from your hand to the WR] When your Chara's Trigger Check reveals a Climax card, if that card has a Treasure Trigger Icon, may pay. If so, choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Master - Love | FS/S64-023SP T: None

L0C0

Sakura, Irreplaceable Existence

[C] If you have another Chara with "Shirou" in name, this gains +1500 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Reminiscence" is in your CZ, search your LB for up to 1 Chara with ::Master:: and/or ::Servant::, reveal it, put it in your hand, and shuffle your LB.

Master - Love | FS/S64-024 T: None

L1C0

Sakura, Irreplaceable Existence

[C] If you have another Chara with "Shirou" in name, this gains +1500 Pow.
[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Reminiscence" is in your CZ, search your LB for up to 1 Chara with ::Master:: and/or ::Servant::, reveal it, put it in your hand, and shuffle your LB.

Master - Love | FS/S64-024S T: None

L1C0

Sakura, Brilliant Smile

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When this is placed from hand to the Stage or by the effects of CHANGE, you may choose 1 Chara in your WR with ::Master:: and/or ::Servant:: and return it to hand.
[S] [Rest this] Choose 1 Chara in your WR with ::Master:: and/or ::Servant:: and put it in your Stock.

Master - Love | FS/S64-025 T: Soul

L3C2

Sakura, Brilliant Smile

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When this is placed from hand to the Stage or by the effects of CHANGE, you may choose 1 Chara in your WR with ::Master:: and/or ::Servant:: and return it to hand.
[S] [Rest this] Choose 1 Chara in your WR with ::Master:: and/or ::Servant:: and put it in your Stock.

Master - Love | FS/S64-025S T: Soul

L3C2

Rider, Monster's Glance

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] **CX COMBO** [(2) Discard a card from your hand to the WR] When this attacks, if "Mystic Eyes of Petrification" is in your CZ, may pay. If so, until the next end of your Opp.'s turn, this gains the following 2 abilities. "[C] The Chara Opposite this may not Front Attack." "[C] The Chara Opposite this gets -3000 Pow."
[C] The Chara Opposite this gets -3000 Pow."

Servant - Weapon | FS/S64-026 T: Soul

L3C2

Rider, Monster's Glance

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] **CX COMBO** [(2) Discard a card from your hand to the WR] When this attacks, if "Mystic Eyes of Petrification" is in your CZ, may pay. If so, until the next end of your Opp.'s turn, this gains the following 2 abilities. "[C] The Chara Opposite this may not Front Attack." "[C] The Chara Opposite this gets -3000 Pow."
[C] The Chara Opposite this gets -3000 Pow."

Servant - Weapon | FS/S64-026SP T: Soul

L3C2

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row that has a Chara Opposite that Slot.

$$\frac{L0}{C0}$$

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row that has a Chara Opposite that Slot.

LO
CO

L0
C0

L1
C0

L1
C0

L1
C0

L1
C0

L2
C1

L2
C1

L2
C2

L3
C2

L0
C0

$$\frac{L0}{C0}$$

LO
CO

$$\frac{L1}{C1}$$
$$\frac{L2}{C1}$$

L2
C1

$$\frac{L2}{C1}$$

Lancer, Hero of Ulster

[A] [(1)] Discard a Climax card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

[A] **CX COMBO** [(1)] When "Strike that Reverses Cause and Effect" is placed to your CZ, this is in your Front Row, and you have 4 or more other ::Master:: and/or ::Servant:: Charas, may pay. If so, choose 1 of your Opp.'s Level 3 or lower Front Row Charas and put it in their WR.

Servant - Weapon | FS/S64-041 T: Soul

L2C1

Shinji, Temporary Master

[C] **RÉCOLLECTION** If "False Attendant's Writings" is in your Memory, all of your other ::Servant:: Charas gain +500 Pow.

[S] [(1)] Rest 2 of your Charas] Choose 1 "False Attendant's Writings" in your WR and return it to your hand.

Master - Book | FS/S64-042 T: None

L0C0

Sakura, Study Mode

[C] All your other Charas with ::Master:: and/or ::Servant:: gain +500 Pow.

[S] [Rest this] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this is Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."

Master - Love | FS/S64-043 T: None

L0C0

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Sakura, Helping Out at the Emiya Household

[C] If your Level is 1 or higher, this card gains ::Housework::.

[C] If your Level is 2 or higher, this card gains ::Cooking::.

[A] When this is placed from hand to the Stage, if you have 2 or more other Charas with ::Master:: and/or ::Servant::, you may draw a card. If so, discard a card from your hand to the WR.

Master - Love | FS/S64-044 T: None

L0C0

Lancer, Warlike Smile

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Clock with ::Master:: and/or ::Servant:: and return it to your hand, and put the top card of your LB in your Clock.

Servant - Weapon | FS/S64-045 T: None

L0C0

"Servant Chase" Lancer

[C] You cannot play Events or **BACKUP** from hand.

[C] The Chara Opposite this cannot be moved to another Slot.

Servant - Weapon | FS/S64-046 T: None

L0C0

Fate/stay night Heaven's Feel Booster Pack

"Superhuman Strength" Rider

[C] During your turn, if there's a Marker under this, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with ::Master:: and/or ::Servant::, you may put it face-down under this as Marker. (Otherwise put it back where it was)

Servant - Weapon | FS/S64-047 T: None

L0C0

Lancer, Backbone of a Mercenary

[A] [(1)] At the start of the Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Servant - Weapon | FS/S64-048 T: None

L1C0

Sakura, Defeated

[A] When this is placed from hand to the Stage, if you have 2 or fewer cards in your Stock, Rest this.

[A] When your Climax is placed in the CZ, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in Stock."

Master - Love | FS/S64-049 T: None

L1C0

Rider, Cavalry's Subtle Grace

--No Text--

Servant - Weapon | FS/S64-050 T: None

L1C0

False Attendant's Writings

Search your LB for up to 2 "Rider, Cavalry's Subtle Grace" and place them to separate Slots on the stage, and shuffle your LB. Put this in Memory.

FS/S64-051 T: None

L1C1

Reminiscence

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

FS/S64-052 T: Treasure

Reminiscence

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

FS/S64-052R T: Treasure

Mystic Eyes of Petrification

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

FS/S64-053 T: Treasure

Mystic Eyes of Petrification

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

FS/S64-053R T: Treasure

I'm Starved!

[A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

FS/S64-054 T: 2 Soul

Strike that Reverses Cause and Effect

[A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

FS/S64-055 T: 2 Soul

Saber Alter, Cruel King of Knights

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.

[A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with ::Master:: and/or ::Servant::, reveal it, put it in your hand, and shuffle your LB.

Servant - Weapon | FS/S64-056 T: None

L0C0

Saber Alter, Cruel King of Knights

[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.
[A] [(1)] Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with ::Master:: and/or ::Servant::, reveal it, put it in your hand, and shuffle your LB.

Servant - Weapon | FS/S64-056SP T: None

L0C0

Rin, Supervisor of Fuyuki

[C] Your Opp. may not play Events from hand during battles involving this.
[C] During your turn, this gains +2000 Pow.
[C] All your other Charas with ::Master:: and/or ::Servant:: gain +500 Pow.
[A] [(1)] When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with ::Master:: and/or ::Servant::, reveal it, put it in your hand, and put the rest in the WR.
[S] [(1)] Choose 1 of your Opp.'s Level 0 or lower Charas in the Front Row and put it in the WR.

Master - Gem | FS/S64-057 T: None

L1C0

Rin, Supervisor of Fuyuki

[C] Your Opp. may not play Events from hand during battles involving this.
[C] During your turn, this gains +2000 Pow.
[C] All your other Charas with ::Master:: and/or ::Servant:: gain +500 Pow.
[A] [(1)] When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 Chara with ::Master:: and/or ::Servant::, reveal it, put it in your hand, and put the rest in the WR.
[S] [(1)] Choose 1 of your Opp.'s Level 0 or lower Charas in the Front Row and put it in the WR.

Master - Gem | FS/S64-057SP T: None

L1C0

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Archer, Chronicle of a Heroic Spirit

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] **CX COMBO**[(1)] Discard a ::Weapon:: Chara or Chara with "Rin" in name from your hand to the WR] When this attacks, if "Best Choice" is in your CZ and you have another ::Weapon:: Chara or Chara with "Rin" in name, may pay. If so, put the top 6 cards of your LB in your WR, and deal X Damage to your Opp.. X = sum of the number of Soul Triggers of the cards put in the WR this way. (DC can occur)

Servant - Weapon | FS/S64-058 T: Soul

L3C2

Archer, Chronicle of a Heroic Spirit

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] **CX COMBO**[(1)] Discard a ::Weapon:: Chara or Chara with "Rin" in name from your hand to the WR] When this attacks, if "Best Choice" is in your CZ and you have another ::Weapon:: Chara or Chara with "Rin" in name, may pay. If so, put the top 6 cards of your LB in your WR, and deal X Damage to your Opp.. X = sum of the number of Soul Triggers of the cards put in the WR this way. (DC can occur)

Servant - Weapon | FS/S64-058S T: Soul

L3C2

Archer, Myriad Tactics

[A] When you use the **BACKUP** of this, if you have a Chara with ::Master:: and/or ::Servant::, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Servant - Weapon | FS/S64-059 T: None

L1C0

Fate/stay night Heaven's Feel Booster Pack

Archer, Myriad Tactics

[A] When you use the **BACKUP** of this, if you have a Chara with ::Master:: and/or ::Servant::, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Servant - Weapon | FS/S64-059S T: None

L1C0

Rin, Dreamlike Moment

[A] This ability activates up to once per turn. When you use an [S] ability, this card gains +1500 Pow until the end of turn.
[A] **CX COMBO**When the Battle Opp. of this is Reversed, if "The Distance of Time Apart" is in your CZ, you may put the top card of your LB in the WR. If that card is a Chara with ::Master:: and/or ::Servant::, choose 1 Chara in your WR whose Level is equal to or less than 1 + your Level, and place it on any slot on the stage Rested.

Master - Gem | FS/S64-060 T: None

L1C0

Rin, Dreamlike Moment

[A] This ability activates up to once per turn. When you use an [S] ability, this card gains +1500 Pow until the end of turn.
[A] **CX COMBO**When the Battle Opp. of this is Reversed, if "The Distance of Time Apart" is in your CZ, you may put the top card of your LB in the WR. If that card is a Chara with ::Master:: and/or ::Servant::, choose 1 Chara in your WR whose Level is equal to or less than 1 + your Level, and place it on any slot on the stage Rested.

Master - Gem | FS/S64-060S T: None

L1C0

Black Shadow

[C] **ASSIST** All your Charas in front of this gain the following ability. "[A] When this becomes Reversed in battle, if there are fewer cards in your Stock than your Opp.'s Stock, you may put this in Stock."
[C] If there is a Marker under this, and you are Level 2 or higher, this card gains the following ability. "[S] [(1)] Put this in WR] Choose 1 "Saber Alter, Overwhelming Pow" in your WR and place it to any Slot on your Stage."

Mystery - Shadow | FS/S64-061 T: Soul

L1C1

Rin, Awkward Relationship

[A] When this Attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Master - Gem | FS/S64-062 T: Soul

L2C1

Rin, Awkward Relationship

[A] When this Attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Master - Gem | FS/S64-062S T: Soul

L2C1

Rin & Archer, Heroic

[A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards in your WR to the LB. If so, shuffle that LB, and draw 1 card.

Master - Servant | FS/S64-063 T: Soul

L2C1

Rin & Archer, Heroic

[A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards in your WR to the LB. If so, shuffle that LB, and draw 1 card.

Master - Servant | FS/S64-063S T: Soul

L2C1

Saber Alter, Overwhelming Power

[C] For each of your other Charas with ::Master:: and/or ::Servant::, this gains +1000 Pow.
[C] The Chara Opposite this gets -1 Soul.
[C] [(1)] At the start of the Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Servant - Weapon | FS/S64-064 T: Soul

L3C2

Rin, Straightforward Sense of Justice

[C] During battles involving this, your Opp. cannot play **BACKUP** from hand.
[A] This ability activates up to once per turn. When you use an [S] ability, all your Charas gain +2000 Pow for the turn.

Master - Gem | FS/S64-065 T: Soul

L3C2

Rin, Straightforward Sense of Justice

[C] During battles involving this, your Opp. cannot play **BACKUP** from hand.
[A] This ability activates up to once per turn. When you use an [S] ability, all your Charas gain +2000 Pow for the turn.

Master - Gem | FS/S64-065S T: Soul

L3C2

Rin, Astonished Expression

[A] When this is placed from hand to the stage, you may put the top 3 cards of your LB in the WR.
[A] **BOND/"Archer, Chronicle of a Heroic Spirit"** [(1)]

Master - Gem | FS/S64-066 T: None

L0C0

Archer, Confrontation in the Rain

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this Attack's Trigger Step. [A] When you Level Up, put this in the WR. [S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]

Servant - Weapon | FS/S64-067 T: None

L0
C0

Archer, Decisive Judgment

[A] **RECOLLECTION** [Discard a Chara with ::Master:: and/or ::Servant:: from hand to the WR] When this is placed into the WR from the Stage, and "Shirou, Committed to Archer's Arm" is in your Memory, may pay. If so, choose 1 "Shirou, What Was Entrusted" in your WR and place it to any Slot on your Stage Rested.

Servant - Weapon | FS/S64-068 T: None

L1
C0

Saber Alter, Unyielding Offense and Defense

[C] For each Chara in your Opp.'s Back Row, this gains +1000 Pow. [A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Excalibur Morgan" is in your CZ, deal 1 Damage to your Opp.. (DC can occur)

Servant - Weapon | FS/S64-069 T: Soul

L2
C2

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Rin, Talent for Beguiling

[A] [(2)] When you Level Up, may pay. If so, choose 1 Chara with ::Master:: and/or ::Servant:: in your WR, and return it to hand. [S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Master - Gem | FS/S64-070 T: None

L0
C0

Saber Alter, Honest Revelation

[C] This cannot Side Attack. [A] When this attacks, choose 1 of your other Charas, and that Chara gains +1 Level and +1000 Pow for the turn.

Servant - Weapon | FS/S64-071 T: None

L0
C0

Archer, Battle-Ready

--No Text--

Servant - Weapon | FS/S64-072 T: None

L0
C0

Fate/stay night Heaven's Feel Booster Pack

Saber Alter, Swordswoman in Black

[C] For each of your other Charas with ::Master:: and/or ::Servant::, this gains +500 Pow. [S] [Rest 1 of your Charas with ::Master:: and/or ::Servant::] This gains +1000 Pow for the turn.

Servant - Weapon | FS/S64-073 T: None

L1
C0

Rin, Protection Proposal

[A] **ENCORE** [Discard a Chara from your hand to the WR] [S] [Discard a "Archer, Battle-Ready" from your hand to the WR] Look at up to 4 cards from top of your LB, search them for up to 1 Chara with ::Master:: and/or ::Servant::, reveal it, put it in your hand, put the rest in the WR.

Master - Gem | FS/S64-074 T: None

L1
C0

Archer, Pair of Blades

[C] If you have 2 or more other Charas with "Rin" and/or "Archer" in their name, this card gets +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]". [A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this Attack's Trigger Step.

Servant - Weapon | FS/S64-075 T: None

L1
C1

Rin, the Plan Going Forward

[C] All your other "Archer, Chronicle of a Heroic Spirit" gain +1000 Pow. [C] **ASSIST** All your Charas in front of this gain +1000 Pow. [S] [Rest this] Choose 1 of your Charas with ::Master:: and/or ::Servant::, and that Chara gains +1000 Pow for the turn.

Master - Gem | FS/S64-076 T: Soul

L2
C1

Sakura's Ribbon

Send this to Memory. [C] **RECOLLECTION** If this is in Memory, all your Charas with "Sakura" in name gain +500 Pow.

FS/S64-077 T: None

L1
C1

Shadow Drinking in Heroic Spirits

[Counter] Choose 1 of your Charas, and that Chara gains +1 Level for the turn. Choose 1 of your Charas, and that Chara gains the following Ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is equal to or lower than the Level of this, you may Reverse that Chara."

FS/S64-078 T: None

L2
C1

The Distance of Time Apart

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

FS/S64-079 T: 2 Soul

The Distance of Time Apart

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

FS/S64-079R T: 2 Soul

Best Choice

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

FS/S64-080 T: 2 Soul

Best Choice

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

FS/S64-080R T: 2 Soul

Excalibur Morgan

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

FS/S64-081 T: Salvage

Excalibur Morgan

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

FS/S64-081R T: Salvage

[C] If "Berserker, Howl of the Warrior" is in your Clock, this gets -1 Level while in your hand.

[C] For each of your other Charas with ::Master:: and/or ::Servant::, this gains +500 Pow.

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the bottom card of your Clock in your Stock.

L3
C2

[C] If "Berserker, Howl of the Warrior" is in your Clock, this gets -1 Level while in your hand.
 [C] For each of your other Charas with ::Master:: and/or ::Servant:: this gains +500 Pow.
 [a] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the bottom card of your Clock in your Stock.

L3
C2

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas in the Front Row, and that Chara gets -1000 Pow for the turn.

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty slot in the Front Row.

$$\frac{L0}{C0}$$

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 BLUE Chara or Chara with "Shirou" in name, reveal it, put it in your hand, and shuffle your LB.

$$\frac{L0}{C0}$$

[S] **BRAINSTORM** (11) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 BLUE Chara or Chara with "Shirou" in name, reveal it, put it in your hand, and shuffle your LB.

LO
CO

[C] If you have no other Charas with "Illya" in name, this does not Stand during your Stand Phase.
[A] When this becomes Reversed in battle, put this on the bottom of your LB.

L0
C0

[C] If you have no other Charas with "Ilya" in name, this does not Stand during your Stand Phase.
[A] When this becomes Reversed in battle, put this on the bottom of your LB.

$$\frac{L0}{C0}$$

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may put that Chara on the bottom of the LB.

L2
C1

[A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.

[A] **CX COMBO** [(2) Discard 2 cards from hand to the WR] When this attacks, if "Fierce Struggle" is in the CZ, may pay. If so, for the turn, this gets +3000 Pow and the following ability. "[A] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, Stand this, and at the start of your Encore Step, put this in Memory."

L3
C2

[A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.

[A] **CX COMBO** ([2] Discard 2 cards from hand to the WR) When this attacks, if "Fierce Struggle" is in the CZ, may pay. If so, for the turn, this gets +3000 Pow and the following ability. "[A] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, Stand this, and at the start of your Encore Step, put this in Memory."

L3
C2

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.

LO
CO

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Lorelei Under the Snow" is in your CZ and you have 2 or more BLUE Charas and/or Charas with "Shirou" in name, draw 2 cards, and discard a card from hand to the WR.

L1
C0

[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

[A] When this is placed from hand to the Stage, if you don't have another "Illyasviel, One Side of the Day", Rest this.

$$\frac{L1}{C1}$$

[C] **ASSIST** All your Level 3 or higher Charas in Front of this gain +2000 Pow.

[A] [(1) Discard a Climax card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 Climax card in your WR and return it to your hand.

$$\frac{L2}{C1}$$

[C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1500 Pow.

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Berserker, Howl of the Warrior" and put it in any Slot on the Stage, and shuffle your LB.

L0
C0

[C] During your Opp's turn, if your Opp. has 3 or fewer Charas, this gains +1 Level and +1500 Pow.
 [A] [Put this in the WR] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If at least 1 "True Assassin, Masked Assassin" is among them, may pay. If so, choose an "True Assassin, Masked Assassin" in your WR and put it in the Slot this was in.

$$\frac{L0}{C0}$$

[C] All your other Charas with ::Master:: and/or ::Servant:: gain +500 Pow.

[S] [(2) Rest this] Put the top card of your Clock in your WR.

L1
C0

[C] If your Opp. has a Chara whose Pow is 500 or lower, this gains +1500

[A] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Zabaniya" is in your CZ, may pay. If so, search your LB for up to 1 BLUE Chara, reveal it, put it in your hand, shuffle your LB, and until the next end of your Opp.'s turn, this gains +1 Level and +2500 Pow.

$$\frac{L1}{C0}$$

[C] During Attack Phase, you cannot return Charas from your WR to your hand via your own card effects.

Servant - Weapon / FS/S64-096 T: None

L1
C0

Look at the top X cards of your LB, choose up to 2 cards from among them, add them to your hand, and put the rest in the WR. X = the # of your ::Master:: and/or ::Servant:: Charas.

FS/S64-097 T: None

L2
C2

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

FS/S64-098 T: Soul Gate

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

FS/S64-098R T: Soul Gate

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

FS/S64-099 T: Draw

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

FS/S64-099R T: Draw

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

FS/S64-100 T: Draw

[C] If this is in the Front Row Center Slot, this gains +1 Level and +2500 Pow.

Master - Weapon | FS/S64-101 T: None

$$\frac{L0}{C0}$$

[C] For each of your other Back Row Charas with ::Master:: and/or ::Servant:: this gains +500 Pow.

[A] When this attacks, choose 1 of your other Charas with ::Master:: and/or ::Servant::, and that Chara gains +1000 Pow for the turn.

Master - Love | FS/S64-102 T: None

L1
C0

[C] If you have 1 or less ::Master:: and/or ::Servant:: Charas, you cannot play this from hand.
[A] When this becomes Reversed in battle, put this on the bottom of your LB.

Master - Gem | FS/S64-103 T: Soul

$$\frac{L2}{C2}$$

[A] When you use the **BACKUP** of this, if you have a Chara with ::Master:: and/or ::Servant::, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

[S] [Counter] **BACKUP 2500, Level 2** ([1] Discard this card from your hand to the WR)

Master - Homunculus | FS/S64-104 T: Soul

$$\frac{L2}{C1}$$
