

Saber, Knight's Personality

[C] Your other Chara in the Front Row Center Slot gains the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[S] [(1) Put the top card of your LB in your Clock. Rest this] Search your LB for up to 1 Chara with either "Shirou" or "Saber" in name, reveal it, put it in your hand, and shuffle your LB.

Servant - Weapon | FS/S34-001 T: None

L0
C0

Saber, Knight's Personality

[C] Your other Chara in the Front Row Center Slot gains the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[S] [(1) Put the top card of your LB in your Clock. Rest this] Search your LB for up to 1 Chara with either "Shirou" or "Saber" in name, reveal it, put it in your hand, and shuffle your LB.

Servant - Weapon | FS/S34-001SP T: None

L0
C0

"Saber's Master" Shirou

[A] [(1)] When this attacks, if "Anger Towards Evil" is in the CZ, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 Chara with either ::Master:: and/or ::Servant::, reveal it, put it in your hand, and shuffle your LB."

Master - Weapon | FS/S34-002 T: None

L1
C0

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"Saber's Master" Shirou

[A] [(1)] When this attacks, if "Anger Towards Evil" is in the CZ, may pay. If so, this gains +2000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, search your LB for up to 1 Chara with either ::Master:: and/or ::Servant::, reveal it, put it in your hand, and shuffle your LB."

Master - Weapon | FS/S34-002R T: None

L1
C0

Saber, Knight's Oath

[C] For each of your other Charas with either ::Master:: and/or ::Servant::, this gains +500 Pow.
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is canceled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Servant - Weapon | FS/S34-003 T: Soul

L3
C2

Saber, Knight's Oath

[C] For each of your other Charas with either ::Master:: and/or ::Servant::, this gains +500 Pow.
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is canceled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Servant - Weapon | FS/S34-003SP T: Soul

L3
C2

Fate/stay night Unlimited Blade Works Booster Pack

Shirou, Steeled to Fight Alongside

[C] All your other ::Master:: Charas gain "[A] **ENCORE** [Put the top card of your LB in your Clock]".
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Saber's Master" Shirou, reveal it, put it in your hand, and shuffle your LB.

Master - Weapon | FS/S34-004 T: None

L0
C0

Shirou, Steeled to Fight Alongside

[C] All your other ::Master:: Charas gain "[A] **ENCORE** [Put the top card of your LB in your Clock]".
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Saber's Master" Shirou, reveal it, put it in your hand, and shuffle your LB.

Master - Weapon | FS/S34-004S T: None

L0
C0

"Heroic Spirit" Saber

[A] When this attacks, if you have another Chara with either ::Master:: and/or ::Servant::, this gains +1500 Pow for the turn.

Servant - Weapon | FS/S34-005 T: None

L0
C0

"Heroic Spirit" Saber

[A] When this attacks, if you have another Chara with either ::Master:: and/or ::Servant::, this gains +1500 Pow for the turn.

Servant - Weapon | FS/S34-005S T: None

L0
C0

Saber, Prepared to Fight Together

[A] **ENCORE** [Put the top card of your LB in your Clock]
[A] **RESONANCE** [Reveal a "Heroic Spirit" Saber' in your hand] At the start of your Climax Phase, may pay. If so, this gains +1 Soul for the turn.

Servant - Weapon | FS/S34-006 T: None

L1
C1

Saber, Prepared to Fight Together

[A] **ENCORE** [Put the top card of your LB in your Clock]
[A] **RESONANCE** [Reveal a "Heroic Spirit" Saber' in your hand] At the start of your Climax Phase, may pay. If so, this gains +1 Soul for the turn.

Servant - Weapon | FS/S34-006S T: None

L1
C1

Shirou, Steeled to Avoid Fighting

[C] If you have another Chara with "Saber" in name, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] **RESONANCE** [Reveal a "Heroic Spirit" Saber' in your hand] At the start of your Climax Phase, may pay. If so, this gains +2500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put that Chara in Stock."

Master - Weapon | FS/S34-007 T: Soul

L2
C1

Saber, Fight with Souichirou

[A] [(1)] When this attacks, if "Release of Armament" is 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 either ::Master:: and/or ::Servant::, reveal it, put it in your hand, put the rest in the WR, and this gains +5000 Pow for the turn.

Servant - Weapon | FS/S34-008 T: Soul

L2
C1

Shirou, in the Morning Sun

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Discard a ::Weapon:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, this gains +2500 Pow and +1 Soul for the turn.

Master - Weapon | FS/S34-009 T: Soul

L3
C2

Saber, Battle in the Bounded Field

[A] When this attacks, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.
[A] **RESONANCE** [(1) Reveal a "Shirou, Activating Command Spell" in your hand] When this is Front Attacked, may pay. If so, this gains +2500 Pow for the turn.

Servant - Weapon | FS/S34-010 T: Soul

L3
C2

Shirou, Battle After Class

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it is a Climax card, put this in your Stock.
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Master - Weapon | FS/S34-011 T: None

L0
C0

Saber, Hero of the Past

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this attacks, if "Fateful Night" is in the CZ, you may choose 1 of your other Charas and return it to your hand.

Servant - Weapon | FS/S34-012 T: None

L1
C0

Shirou, Confronting Other Servants

[A] **RESONANCE** [Reveal a "'Heroic Spirit' Saber' in your hand] At the start of your Climax Phase, may pay. If so, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.
[S] [(2) Rest this] Search your LB for up to 1 ::Weapon:: Chara, reveal it, put it in your hand, and shuffle your LB.

Master - Weapon | FS/S34-013 T: None

L1

C0

Saber, Heading to Rescue

[A] **RESONANCE** [Reveal a "'Heroic Spirit' Saber' in your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow for the turn.

Servant - Weapon | FS/S34-014 T: None

L1

C0

Taiga, Mischievous Smile

[A] When this is placed from hand to the Stage, you may put the top card of your Opp.'s Stock in the WR. If so, choose a card in your Opp.'s WR and put it in Stock.

Teacher - Sports | FS/S34-015 T: None

L1

C0

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"Servant" Gilgamesh

[A] When this is placed from hand to the Stage, Rest 1 of your Standing Charas with either ::Master:: and/or ::Servant::.

Servant - Weapon | FS/S34-016 T: None

L1

C0

Shirou, Friendly to Others

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a Chara with either ::Master:: and/or ::Servant::, place it in your hand, and discard a card from your hand to the WR. (Otherwise place three card back where it was)
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Master | FS/S34-017 T: Soul

L1

C1

Mitsuzuri, Captain of Bowmanship Club

[C] If there's a Marker under this, this gains +3500 Pow.
[S] [Discard a card from your hand to the WR, Send this to Memory] At the start of your next Draw Phase, choose 1 "Mitsuzuri, Captain of Bowmanship Club" in your Memory and put it in any Slot on the Stage, and put the top card of your LB under that Chara as Marker.

Sports | FS/S34-018 T: Soul

L2

C2

Fate/stay night Unlimited Blade Works Booster Pack

Saber, Dignified Air

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
Note: this card is a valid target for abilities that search for a card with "Rin" (LL/FS) in its name.

Servant | FS/S34-019 T: None

L0

C0

Mitsuzuri, at the School Cafeteria

[A] At the start of your Draw Phase, if you have no other Charas in the Front Row, this gains +4000 Pow for the turn.

Sports | FS/S34-020 T: None

L0

C0

Issei, Shirou's Close Friend

[C] For each of your other "Shirou, Battle After Class", this gains +1500 Pow, and the Chara Opposite this gains +1 Soul.

Student Council - Glasses | FS/S34-021 T: None

L0

C0

Shirou, Tinkering With Machines

--No Text--

Master | FS/S34-022 T: None

L0

C0

Mitsuzuri, Amidst Morning Training

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB, and your Opp. may put the top card of your LB on the bottom of the LB. (Otherwise put it back where it was)

Sports | FS/S34-023 T: None

L0

C0

Shirou, A Normal Morning

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 0 or lower Chara, Rest this. (Put the revealed card back where it was)

Master | FS/S34-024 T: None

L0

C0

Issei, Student Council President

--No Text--

Student Council - Glasses | FS/S34-025 T: None

L1

C2

Taiga, A Normal Morning

[A] When this is placed from hand to the Stage, your Opp. chooses a number: 0, 1, or 2. Reveal the top card of your LB, and if the Level of the card revealed this way is equal to the number chosen by the Opp., draw up to X cards. X = 1 + number chosen by the Opp.. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Teacher - Sports | FS/S34-026 T: Soul

L2

C1

Shirou, Activating Command Spell

[A] [(1) Return this to your hand] When "Summoning of Saber" is placed in your CZ, may pay. If so, choose up to 1 "Saber, Battle in the Bounded Field" in your hand and put it in the Slot this was in.

Master - Weapon | FS/S34-027 T: Soul

L2

C1

Golden-Haired Servant

[C] If this is in the Front Row Center Slot, this gains +1 Soul.

Servant - Weapon | FS/S34-028 T: Soul

L2

C1

Saber, Concealed Weapon

--No Text--

Servant - Weapon | FS/S34-029 T: Soul

L2

C1

Temporary Rest

Look at up to 4 cards from top of your LB and search for up to 1 ::Weapon:: Chara, reveal it and put it in your hand, and put the rest in the WR.
Choose 1 of your Charas, and that Chara gains +4000 Pow for the turn. Put this in your Clock.

FS/S34-030 T: None

L1

C0

Self-Training

All your Charas gain +1500 Pow and the following ability for the turn. "[C] This cannot be chosen as target of your Opp.'s effects."

FS/S34-031 T: None

L2
C0

Release of Armament

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

FS/S34-032 T: Soul Shot

Fateful Night

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

FS/S34-033 T: 2 Soul

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Anger Towards Evil

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

FS/S34-034 T: Soul Shot

Summoning of Saber

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

FS/S34-035 T: Soul Bounce

"Heroic Spirit" Rider

[A] When this is placed from hand to the Stage, you may choose 1 of your Opp.'s Level 2 or lower Charas and put it in the WR. If so, your Opp. chooses up to 1 Level 0 Chara in his or her WR and put it in the Slot that Chara was in.
[A] When the Battle Opp. of this becomes Reversed, if "Dancing After Class" is in your CZ, you may put that Chara in Clock.

Servant - Weapon | FS/S34-036 T: Soul

L3
C2

Fate/stay night Unlimited Blade Works Booster Pack

"Heroic Spirit" Rider

[A] When this is placed from hand to the Stage, you may choose 1 of your Opp.'s Level 2 or lower Charas and put it in the WR. If so, your Opp. chooses up to 1 Level 0 Chara in his or her WR and put it in the Slot that Chara was in.
[A] When the Battle Opp. of this becomes Reversed, if "Dancing After Class" is in your CZ, you may put that Chara in Clock.

Servant - Weapon | FS/S34-036R T: Soul

L3
C2

Sakura, Symbol of Normalcy

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search up to 1 GREEN Chara, reveal it, put it in your hand, and put the rest in the WR.

Sports | FS/S34-037 T: None

L0
C0

Sakura, Symbol of Normalcy

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search up to 1 GREEN Chara, reveal it, put it in your hand, and put the rest in the WR.

Sports | FS/S34-037S T: None

L0
C0

Rider, Bewitching Beauty

[A] [Put 1 of your other Charas from the Stage in the WR] When this attacks, if "Soul-Eating Bounded Field" is in the CZ, 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.

Servant - Weapon | FS/S34-038 T: None

L1
C0

"Heroic Spirit" Lancer

[C] **ASSIST** All your ::Servant:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When this is placed from the hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gets -500 Pow for the turn.

Servant - Weapon | FS/S34-039 T: Soul

L1
C1

Sakura, Morning Greeting

[C] Your other Chara with either ::Sports:: and/or ::Weapon:: in your Front Row Center Slot gain +1500 Pow.

Sports | FS/S34-040 T: None

L0
C0

Sakura, Bowmanship Club Member

[A] When your other Chara with either ::Sports:: and/or ::Weapon:: attacks, this gains +1000 Pow for the turn.

Sports | FS/S34-041 T: None

L1
C0

Lancer, Bystander

[C] If there are 5 or more cards in your Stock, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Servant - Weapon | FS/S34-042 T: Soul

L2
C1

Shinji, Overly Self-conscious

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in your Back Row.

Book - Sports | FS/S34-043 T: None

L0
C0

Shinji, Vice President of Bowmanship Club

[C] **EXPERIENCE** For each "Shinji, Overly Self-conscious" in your Level Zone, this gains +3000 Pow.

Book - Sports | FS/S34-044 T: None

L1
C0

Lancer, Beast-like Movement

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB and put them back in the same order.

Servant - Weapon | FS/S34-045 T: None

L0
C0

Sakura, A Normal Morning

[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Sports | FS/S34-046 T: Soul

L2
C1

[C] This cannot Side Attack.

L2
C1

If you have 2 or fewer GREEN Charas, you cannot play this from your hand.
Put all cards of your Opp.'s Stock in the WR, and your Opp. puts the same number of cards from top of his or her LB in Stock.

L1
C1

[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 Chara gains +1 Soul for the turn.

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

[C] **EXPERIENCE** If "Rin, For Victory" and "Archer, Bowman Wielding Two Blades" are in your Level Zone, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, you may choose 1 Chara with either ::Master:: and/or ::Servant:: in your WR and return it to your hand.

L3	
C2	

[C] **EXPERIENCE** If "Rin, For Victory" and "Archer, Bowman Wielding Two Blades" are in your Level Zone, this gets -1 Level while in your hand.

[A] When this is placed from hand to the Stage, you may choose 1 Chara with either ::Master:: and/or ::Servant:: in your WR and return it to your hand.

$$\frac{-3}{C2}$$

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.

[A] When this is placed from hand to the Stage, Rest 1 of your Standing Charas with either :Master: and/or :Servant:.

[A] ([2]) When this attacks, if "Tohsaka's Magic Seal" is in the CZ, may pay. If so, deal X Damage to your Opp.. X = # of Climax cards in your WR. (DC can occur)

L3
C2

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.

[A] When this is placed from hand to the Stage, Rest 1 of your Standing Characters with either :Master: and/or :Servant:.

[A] ([2]) When this attacks, if "Tohsaka's Magic Seal" is in the CZ, may pay. If so, deal X Damage to your Opp.. X = # of Climax cards in your WR. (DC can occur)

L3
C2

[C] If all your Charas are either ::Master:: and/or ::Servant::, this gains +1000 Pow.
 [A] When this attacks, reveal the top card of your LB. If it's a Chara with either ::Master:: and/or ::Servant::, deal X Damage to your Opp. X = Level of that card. (DC can occur. Put the revealed card back where it was)
 [A] **RESONANCE** [Reveal a "Rin, Proof of Pact" in your hand] At the start of your Climax Phase, may pay. If so, this gains +2000 Pow for the turn.

C2

[C] If all your Charas are either ::Master:: and/or ::Servant::, this gains +1000 Pow.
 [A] When this attacks, reveal the top card of your LB. If it's a Chara with either:
 ::Master:: and/or ::Servant::, deal X Damage to your Opp.. X = Level of that card.
 (DC can occur. Put the revealed card back where it was)
 [A] **RESONANCE** [Reveal a "Rin, Proof of Pact" in your hand] At the start of
 your Climax Phase, may pay. If so, this gains +2000 Pow for the turn.

L3
C2

[C] All your other Charas with either "Rin" or "Archer" in name gain "[A] **ENCORE** [Put the top card of your LB in your Clock]".

LO
CO

[C] All your other Charas with either "Rin" or "Archer" in name gain "[A] **ENCORE** [Put the top card of your LB in your Clock]".

$$\frac{0}{C0}$$

[S] **BRAINSTORM** (11) Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

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

[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, perform the following action. "Choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR."

LO
CO

[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 ::Weapon:: Chara in your WR and return it to your hand.

$$\frac{0}{0}$$

[A] When your other Chara becomes Reversed in battle, choose 1 of your ::Weapon:: Charas, and that Chara gains +500 Pow for the turn.

[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 ::Weapon:: Chara in your WR and return it to your hand.

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

[C] If all your Charas are either ::Master:: and/or ::Servant::, this gains +1000 Pow.
 [A] [(1) Put the top card of your LB in your Clock] When "Aim And Pierce" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Cost 0 or lower Charas and put it in the WR, and this gains +3000 Pow for the turn.

L1
C0

[A] RESONANCE [Reveal a "Rin, Proof of Pact" in your hand] At the start of your Climax Phase, may pay. If so, this gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

$$\frac{1}{CO}$$

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] **RESONATE** [(1) Reveal a "Rin, Proof of Pact" in your hand] At the start of your Climax Phase, may pay. If so, choose 1 of your Opp.'s Level 0 or lower Charas and put it in the WR

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

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Level 2 or lower Charas and put it in their WR.

[A] When this attacks, choose 1 of your other Charas with either ::Master:: and/or ::Servant::, and that Chara gains +2000 PP for the turn

L3
C2

[S] [Rest this] Choose 1 of your Charas with "Archer" in name, and that Chara gains +1500 Pow and the following ability for the turn. "[A] If the Level of the Chara Opposite this is lower than the Level of this, this cannot attack "

$$\frac{LO}{CO}$$

[C] If you have 1 or fewer other Charas, this gains +1500 Pow.
 [A] [Put the top card of your LB in your Clock] When this attacks, if "Summoning Ritual" is in the CZ, may pay. If so, choose 1 Chara in your WR with either ::Master:: and/or ::Servant:: and return it to your hand.

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

[C] If all your Charas are either ::Master:: and/or ::Servant::, this gains +1000 Pow.

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

[A] **RESONANCE** [Reveal a "Rin, Proof of Pact" in your hand] When you use the **BACKUP** of this, may pay. If so, 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]

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

[C] If there are 3 or more "Skills of a Bowman" in your WR, this gets -1 Level while in your hand.
[A] **ENCORE** [Put the top card of your LB in your Clock]

$\frac{L2}{C2}$

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

[A] **BOND"Rin, Cursed Gandr"** [Put the top card of your LB in your Clock]

LO
CO

--No Text--

LO
CO

[C] This cannot Side Attack.

L1
C0

--No Text--

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

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

L2
C1

Choose up to 2 ::Gem:: Charas in your WR and return them to your hand, and discard a card from your hand to the WR.

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

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

1

[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.

1

[C] All your Charas gain +2 Soul.

—

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

1-

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, look at up to X cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your Charas with either **Master::** and/or **::Servant::**.

[A] [(4) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

L3
C2

"Heroic Spirit" Caster

[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, look at up to X cards from top of your LB and choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your Charas with either ::Master:: and/or ::Servant::.

[A] [(4) Discard 2 cards from your hand to the WR] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Servant - Master | FS/S34-076R T: Soul

L3
C2

Caster, Fighting Style of a Wizard

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.

[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, draw up to 1 card.

Servant - Master | FS/S34-077 T: None

L0
C0

Illya, Silver Thread Alchemy: Engel Lied

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Master:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Master - Homunculus | FS/S34-078 T: None

L0
C0

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Illya, Silver Thread Alchemy: Engel Lied

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Master:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Master - Homunculus | FS/S34-078S T: None

L0
C0

"Heroic Spirit" Assassin

[C] During your Opp.'s turn, if this is in the Front Row Center Slot, this gains +2000 Pow.

Servant - Weapon | FS/S34-079 T: None

L0
C0

"Caster's Master" Souichirou Kuzuki

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Master:: or ::Servant::, and that Chara gains +1 Level and +1000 Pow for the turn.

Master - Teacher | FS/S34-080 T: None

L0
C0

Fate/stay night Unlimited Blade Works Booster Pack

Kane Humuro, Rin's Classmate

[A] [Put the top card of your LB in your Clock] When the Battle Opp. of this becomes Reversed, may pay. If so, draw a card.

[S] [Rest 1 of your Charas with **ASSIST**] This gains +1000 Pow for the turn.

Sports - Glasses | FS/S34-081 T: None

L1
C0

Berserker, Overwhelming Violence

[A] When this becomes Reversed in battle, put the top card of your LB in your Clock, and Rest this.

Servant - Weapon | FS/S34-082 T: None

L1
C2

Illya, Lady

[A] When this attacks, if "Illya's Magic, Storche Ritter" is in the CZ and you have 3 or more other Charas with either ::Master:: and/or ::Servant::, you may draw up to 2 cards. If so, discard a card from your hand to the WR.

Master - Homunculus | FS/S34-083 T: Soul

L2
C1

Kirei, Being Rude

[C] If there are 5 or more cards in your hand, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

[A] At the start of your Draw Phase, if you have no other Chara in the Front Row, this gains +4000 Pow for the turn.

Weapon - Priest | FS/S34-084 T: Soul

L2
C1

Assassin, "Killing" Move

[C] For each of your other 'Assassin, "Killing" Move', this gains +1000 Pow.

[A] [(1) Discard 2 cards 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 2 'Assassin, "Killing" Move' and put them to separate Slots on the Stage, and shuffle your LB.

Servant - Weapon | FS/S34-085 T: Soul

L2
C1

Caster, Strategist

[C] **ASSIST** All your ::Master:: Charas in front of this gain +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

[A] **CHANGE** [(1) Put this in the WR] At the start of your Draw Phase, may pay. If so, choose 1 "Heroic Spirit" Caster in your WR and put it in the Slot this was in.

Servant - Master | FS/S34-086 T: Soul

L2
C1

Illya, Advice Before Battle

[C] If there's a Marker under this, this gains "[C] **ASSIST** All your Charas in front of this gain +1000 Pow".

[A] When this is placed from hand to the Stage, choose up to 1 "Illya, Advice Before Battle" in your hand and put it face-down under this as Marker.

Master - Homunculus | FS/S34-087 T: None

L0
C0

Kirei, Skillful in Current Era

[A] When your other ::Weapon:: Chara attacks, this gains +1000 Pow for the turn.

Weapon - Priest | FS/S34-088 T: None

L0
C0

"Heroic Spirit" Berserker

[A] **ENCORE** [Put a ::Servant:: Chara from your Stage in your Clock]

Servant - Weapon | FS/S34-089 T: None

L0
C0

Yukika Saegusa, Rin's Classmate

[C] All your other "Kane Himuro, Rin's Classmate" and "Kaede Makidera, Rin's Classmate" gains +500 Pow.

[C] **ASSIST** All your Charas in front of this gain +500 Pow.

Sports - Manager | FS/S34-090 T: None

L0
C0

"Berseker's Master" Illya

[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Master - Homunculus | FS/S34-091 T: None

L1
C0

Kaede Makidera, Rin's Classmate

[A] When this becomes Reversed in battle, you cannot use **ENCORE** for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Sports | FS/S34-092 T: None

L1
C0

Caster, Noble Phantasm of Rule Breaking
[A] When this attacks, if "Noble Phantasm of Rule Breaking" is in the CZ, choose 1 of the traits among the ones that your Opp.'s Charas have, and all your Opp.'s Charas lose all instances of that trait for the turn.

Servant - Master | FS/S34-093 T: None

L1
C1

Kirei, Overseer of the Holy Grail War
--No Text--

Weapon - Priest | FS/S34-094 T: None

Souichirou Kuzuki, Quiet Teacher
 [A] [Put a "Caster's Master" Souichirou Kuzuki' from your hand in your Clock] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than the Level of your Opp., and put it on the bottom of their LB.
 [3] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Master - Teacher | FS/S34-095 T: Soul

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Illusion Magic
All players return all cards in their WRs to their respective Libraries. Shuffle those Libraries.

Taken by Force
Rest 1 of your Standing ::Master:: Charas. If so, choose 1 of your Opp.'s Level 2 or lower Charas and put it on the bottom of the LB.

FS/S34-097 T: None

	L2 C2
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Overwhelming Power
 [Counter] Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X=1000 times # of your ::Master:: Charas.

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Illya's Magic, Storch Ritter
[C] All your Charas gain +1000 Pow and +1 Soul.

FS/S34-099 T: Soul Gate

Noble Phantasm of Rule Breaking

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

FS/S34-100 T: Draw

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