

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-T01 T: None

L0
C0

Shirou, Tinkering With Machines

--No Text--

Master | FS/S34-T02 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-T03 T: None

L0
C0

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Saber, Hero of thePast

[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-T04 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::, put it in your hand, and discard a card from your hand to the WR. (Otherwise put the card back where it was)
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Master | FS/S34-T05 T: Soul

L1
C1

Saber, Concealed Weapon

--No Text--

Servant - Weapon | FS/S34-T06 T: Soul

L2
C1

Fate/stay night Unlimited Blade Works Trial Deck

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-T07 T: None

L2
C0

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-T08 T: 2 Soul

Rin, Proof of Pact

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.
[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."

Master - Gem | FS/S34-T09 T: None

Archer, Rough Summoning

--No Text--

Servant - Weapon | FS/S34-T10 T: None

L0
C0

Archer, Bowman Wielding Two Blades

[C] This cannot Side Attack.

Servant - Weapon | FS/S34-T11 T: None

L1
C0

Rin, A Different Than Normal Morning

--No Text--

Master - Gem | FS/S34-T12 T: None

L1
C1

Rin, Summoning Ritual

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

Master - Gem | FS/S34-T13 T: Soul

L2
C1

Summoning Ritual

[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.

FS/S34-T14 T: 2 Soul

Skills of a Bowman

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

FS/S34-T15 T: Salvage

Saber, Joining the Holy Grail War

[S] [Rest 2 of your Charas] Choose 1 of your Charas with either ::Master:: and/or ::Servant::, and that Chara gains +1500 Pow for the turn.
[S] **BRAINSTORM** [(1)] Flip over the top card of your LB and put it in the WR. Choose 1 of your Charas, and that Chara gains +X Soul for the turn. X = the Level of the card put in the WR this way. (Climax cards are considered Level 0 for this effect)

Servant - Weapon | FS/S34-T16 T: None

L0
C0

Saber, Joining the Holy Grail War

[S] [Rest 2 of your Charas] Choose 1 of your Charas with either ::Master:: and/or ::Servant::, and that Chara gains +1500 Pow for the turn.
[S] **BRAINSTORM** [(1)] Flip over the top card of your LB and put it in the WR. Choose 1 of your Charas, and that Chara gains +X Soul for the turn. X = the Level of the card put in the WR this way. (Climax cards are considered Level 0 for this effect)

Servant - Weapon | FS/S34-T16R T: None

L0
C0

Saber, Joining the Holy Grail War

[S] [Rest 2 of your Charas] Choose 1 of your Charas with either ::Master:: and/or ::Servant::, and that Chara gains +1500 Pow for the turn.
[S] **BRAINSTORM** [(1)] Flip over the top card of your LB and put it in the WR. Choose 1 of your Charas, and that Chara gains +X Soul for the turn. X = the Level of the card put in the WR this way. (Climax cards are considered Level 0 for this effect)

Servant - Weapon | FS/S34-T16SP T: None

L0
C0

Archer, Job of a Familiar

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR and return it to your hand.

Servant - Weapon | FS/S34-T17 T: Soul

L2

C1

Rin & Archer, For Victory

[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Master:: and/or ::Servant::, you may put the top card of your LB in your Stock.
[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.

Master - Servant | FS/S34-T18 T: Soul

L2

C2

Rin & Archer, For Victory

[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Master:: and/or ::Servant::, you may put the top card of your LB in your Stock.
[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.

Master - Servant | FS/S34-T18S T: Soul

L2

C2

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Rin, Gem Magician

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When your other Chara with either ::Master:: or ::Servant:: attacks, this gains +1000 Pow for the turn.

Master - Gem | FS/S34-T19 T: Soul

L3

C2

Rin, Gem Magician

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When your other Chara with either ::Master:: or ::Servant:: attacks, this gains +1000 Pow for the turn.

Master - Gem | FS/S34-T19R T: Soul

L3

C2

Rin, Gem Magician

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When your other Chara with either ::Master:: or ::Servant:: attacks, this gains +1000 Pow for the turn.

Master - Gem | FS/S34-T19SP T: Soul

L3

C2

Fate/stay night Unlimited Blade Works Trial Deck

Shirou, Enhancing Magic

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

Master - Weapon | FS/S34-T20 T: None

L1

C0