


<div><div>Sword Attack</div><div>2</div><div><div><div></div></div></div><div><div></div></div></div>	<div><div>Sword Attack</div><div>2</div><div><div><div></div></div></div><div><div></div></div></div>	<div><div>Push</div><div>1</div><div><div><div></div></div></div><div><div>Push opponent 2 (square)</div></div></div>	<div><div>Upward Slash</div><div>2</div><div><div><div></div></div></div><div><div>if you are prone - you becomes standing if you are standing - you become inAir</div></div></div>
<div><div>Parry</div><div>2</div><div><div><div></div></div></div><div><div>(defense) 2</div></div></div>	<div><div>Parry</div><div>2</div><div><div><div></div></div></div><div><div>(defense) 2</div></div></div>	<div><div>Throw on the Ground</div><div><div><div></div></div></div><div><div>if opponent is inAir - opponent becomes prone</div></div></div>	<div><div>Bounce Back</div><div><div><div></div></div></div><div><div>If an attack would prone you regain standing stance</div></div></div>
<div><div>Raise Shield</div><div><div><div></div></div></div><div><div>self => Defensive Stance End Turn</div></div></div>	<div><div>Raise Shield</div><div><div><div></div></div></div><div><div>self => Defensive Stance End Turn</div></div></div>	<div><div>Jump</div><div><div><div></div></div></div><div><div>self => inAir Move 1 (square)</div></div></div>	<div><div>Stab</div><div>1</div><div><div><div></div></div></div><div><div><div>1</div><div>if opponent is prone - 2</div></div></div></div>
<div><div>Resilience</div><div><div><div></div></div></div><div><div>If an attack would kill you 3 Burn Card</div></div></div>	<div><div>Resilience</div><div><div><div></div></div></div><div><div>If an attack would kill you 3 Burn Card</div></div></div>	<div><div>Regain Balance</div><div><div><div></div></div></div><div><div>If an attack would put you inAir Regain standing stance</div></div></div>	<div><div>Yoink</div><div>2</div><div><div><div></div></div></div><div><div>If used to defend - opponent becomes prone</div></div></div>
<div><div>Stab</div><div>1</div><div><div><div></div></div></div><div><div><div>1</div><div>if opponent is prone - 2</div></div></div></div>	<div><div>Seismic Toss</div><div>1</div><div><div><div></div></div></div><div><div>if both you and the opponent is inAir - opponent becomes prone - 5</div></div></div>	<div><div>Hit Shield</div><div><div><div></div></div></div><div><div>Opponent must discard 1 card</div></div></div>	<div><div>Hit Shield</div><div><div><div></div></div></div><div><div>Opponent must discard 1 card</div></div></div>
<div><div>Yoink</div><div>2</div><div><div><div></div></div></div><div><div>If used to defend - opponent becomes prone</div></div></div>	<div><div>Duck</div><div><div><div></div></div></div><div><div>If attacked for 2 or less Start turn with prone and discard one card</div></div></div>	<div><div>Defend With Shield</div><div><div><div></div></div></div><div><div>(defense) 3</div></div></div>	<div><div>Defend With Shield</div><div><div><div></div></div></div><div><div>(defense) 3</div></div></div>
<div><div>Fireball</div><div>2-4</div><div><div><div></div></div></div><div><div><div>1</div><div>opponent gains 1</div></div></div></div>	<div><div>Fireball</div><div>2-4</div><div><div><div></div></div></div><div><div><div>1</div><div>opponent gains 1</div></div></div></div>	<div><div>Fireball</div><div>2-4</div><div><div><div></div></div></div><div><div><div>1</div><div>opponent gains 1</div></div></div></div>	<div><div>Earth Pillar</div><div>3</div><div><div><div></div></div></div><div><div><div>1</div><div>Opponent is inAir</div></div></div></div>
<div><div>Hot Touch</div><div>2</div><div><div><div></div></div></div><div><div>Opponent gains 1</div></div></div>	<div><div>Hot Touch</div><div>2</div><div><div><div></div></div></div><div><div>Opponent gains 1</div></div></div>	<div><div>Hot Touch</div><div>2</div><div><div><div></div></div></div><div><div>Opponent gains 1</div></div></div>	<div><div>Stone Wall</div><div><div><div></div></div></div><div><div>Negate all effects from a card played by the opponent</div></div></div>

Earth Pillar

3

✂ 1

Opponent is inAir



Explosion

If the opponent has 3 or more 🔥

- ✂ 4

- Remove all 🔥 from opponent




Thunder

5

Opponent must discard 1 card

✂ 1




Thunder

5


Opponent must discard 1 card

✂ 1



Stone Wall

Negate all effects from a card played by the opponent




Fiery Step

(move) 3




Static Lightning

The opponent gets any stance changes as you



Static Lightning

The opponent gets any stance changes as you




Gust

2

You may perform (move) 2 on the opponent if the opponent is weak

- opponent becomes prone




Gust

2

You may perform (move) 2 on the opponent if the opponent is weak

- opponent becomes prone




Ice

4

If the opponent is inAir

- ✂ 2

Opponents becomes prone




Ice

4

If the opponent is inAir

- ✂ 2


Opponents becomes prone



Flight

If the attacks puts you inAir

- (move) 2



Flight


If the attacks puts you inAir

- (move) 2



Unbreakable Ice

If the opponent does 1 ✂



Unbreakable Ice

If the opponent does 1 ✂

