

Elen & Reiji, Peaceful Life
 [A] When this attacks, if you have 2 or fewer other Charas, all your Charas gains +1000 Pow for the turn.

Weapon | PT/W07-101 T: None

L0
C0

Cleaning Cal
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.
 [A] When tis is placed hand to the Stage, choose 1 of your other Charas. That Chara gains +1 Level and +1000 Pow for the turn.

Maid - Clock | PT/W07-102 T: None

L1
C0

Hungry Cal
 [A] When another Chara of yours is put from the Stage to the Clock, this gains +1000 Pow and +1 Soul for the turn.

Clock | PT/W07-T01 T: None

L0
C0

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Elen, Reiji's Kid Sister
 --No Text--

Weapon | PT/W07-T02 T: None

L0
C0

Cal Devens
 --No Text--

Clock | PT/W07-T03 T: None

L1
C0

Cal, Dressing Up
 [A] **CHANGE** [(2) Put this in Clock] At the beginning of your Climax Phase, may pay. If so, put a "Cal, Practicing" from your WR to the Slot this was in.
 [S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Clock | PT/W07-T04 T: Soul

L1
C1

Phantom Trial Deck

Ein in Swimsuits
 [A] When a Chara battling another of your Chara becomes Reversed, this gains +1000 for the turn.
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Weapon - Swimsuit | PT/W07-T05 T: Soul

L1
C1

Elen in Sailor Uniform
 --No Text--

Weapon | PT/W07-T06 T: Soul

L2
C1

Cal, Practicing
 [A] When this is placed from the WR to the Stage, you may choose 1 of your Opp.'s Back Row Charas whose Cost is 0 or lower and return it to the hand.

Weapon - Clock | PT/W07-T07 T: Soul

L2
C2

Training
 Choose 1 of your ::Weapon:: Charas, and that Chara gains +2000 Pow and +1 Soul.

PT/W07-T08 T: None

L2
C0

Memories of Wind
 [C] All your Charas gain +2 Soul.

PT/W07-T09 T: 2 Soul

"Best Work" Ein
 [C] All your other ::Weapon:: Charas gain +500 Pow.
 [S] [Put this in Clock] All your Charas gain +1000 Pow for the turn.

Weapon | PT/W07-T10 T: None

L0
C0

Ein, No.1 Girl
 [C] If you have 2 or fewer other Charas, all your other Charas gain +500 Pow.

Weapon | PT/W07-T11 T: None

L0
C0

Drei, New Phantom
 --No Text--

Weapon - Clock | PT/W07-T12 T: None

L0
C0

Drei, Berserking
 [A] When this attacks, choose another of your Front Row Charas. Put that Chara in the WR.

Weapon - Clock | PT/W07-T13 T: None

L0
C0

Drei, Flourishing Gunplay
 [A] [(3)] When this attacks, if "Anger" is in the CZ, may pay. If so, deal 2 damage to your Opp.. (DC can occur)
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

Weapon - Clock | PT/W07-T14 T: Soul

L1
C1

Elen VS Drei
 --No Text--

Weapon - Clock | PT/W07-T15 T: Soul

L2
C2

Conclusion
 [C] All your Charas gain +2 Soul.

PT/W07-T16 T: 2 Soul

Anger

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

PT/W07-T17 T: 2 Soul



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Phantom Trial Deck

