

"A Beast to Hunt a Beast" Kougami

[C] All your other Charas with "Akane" in name gain +500 Pow.
[A] **BOND**/"Akane, Talent for Inspector" [Discard a card from hand to the WR]

Psycho-Pass - Public Safety | PP/SE14-01 T: None

L0
C0

Kougami, Target to Seek

[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 "Kougami, Bouquet of Roses" in your WR and put it in the Slot this was in.

Psycho-Pass - Public Safety | PP/SE14-02 T: None

L1
C1

"Latent Criminal" Kougami

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[A] [(2) Put this in WR] When "Fateful Encounter" is placed in the CZ, may pay. If so, choose a "Shinya Kougami" in your WR and put it in the Slot this was in.
[S] [Rest this] Choose 1 of your Opp.'s Level 3 or higher Charas. That Chara gains "[A] When this becomes Reversed in Battle, Send this to Memory" for the turn.

Psycho-Pass - Public Safety | PP/SE14-03 T: Soul

L2
C1

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Akane Tsunemori

[C] This cannot be chosen as target of Opp.'s effects.
[C] **ASSIST** Charas in front of this gain +X Pow, where X = 500 times Level of that Chara.
[A] When "Chosen Existence" is placed in your CZ, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Public Safety - Weapon | PP/SE14-04 T: Soul

L2
C1

Shinya Kougami

[C] This gains +X Pow, where X = 500 times Level of the Chara Opposite this.
[C] If you have 1 or fewer other ::Public Safety:: Chara, this does not Stand during your Stand Phase.
[A] When this is placed from hand to the Stage or via the [A] effect of "Latent Criminal" Kougami to the Stage, you may put the top card of your Clock in the WR.

Psycho-Pass - Public Safety | PP/SE14-05 T: Soul

L3
C2

Nobuchika Ginoza

[C] If this is on the Stage, this gains ::Psycho-Pass::.
[C] **ASSIST** All your Charas in front of this gain +500 Pow.

Public Safety - Glasses | PP/SE14-06 T: None

L0
C0

Psycho-Pass Extra Pack**"Lemonade Candy" Akane**

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

Public Safety - Avatar | PP/SE14-07 T: None

L0
C0

Yayoi Kunizuka

[A] When this is placed from hand to the Stage, choose 1 of your other Charas. That Chara gains +1 Level and +1000 Pow for the turn.

Psycho-Pass - Public Safety | PP/SE14-08 T: None

L0
C0

Shion Karanomori

[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 once: "Search your LB for up to 1 ::Public Safety:: Chara, reveal it, and put it in your hand, then discard a card from hand to the WR. Shuffle your LB."

Public Safety - Science | PP/SE14-09 T: None

L0
C0

Kougami, Enforcer

[C] If you have no other Charas in the Front Row, this gains +1500 Pow.

Psycho-Pass - Public Safety | PP/SE14-10 T: None

L0
C0

"Hound three" Kougami

--No Text--

Psycho-Pass - Public Safety | PP/SE14-11 T: None

L0
C0

Kougami During Training

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn, where X = 1000 times Level of your Opp..

Psycho-Pass - Public Safety | PP/SE14-12 T: None

L1
C0

Shuusei Kagari

[S] [(1)] This gains +2500 Pow for the turn. At the end of the turn, Send this to Memory.

Psycho-Pass - Public Safety | PP/SE14-13 T: None

L1
C0

Kougami, Determination Towards Investigation

[C] This cannot Side Attack.
[A] [(1)] When this attacks, if "Unit One of the Public Safety Bureau's Criminal Investigation Division" is in the CZ, may pay. If so, choose a Chara in your WR and return it to your hand.

Psycho-Pass - Public Safety | PP/SE14-14 T: None

L1
C0

Akane, Talent for Inspector

[C] If you have 2 or more other ::Public Safety:: Charas, this gains +1000 Pow.

Public Safety - Weapon | PP/SE14-15 T: None

L1
C1

Kougami, Back When He Was Inspector

[C] No player may use **BACKUP** from hand during battles involving this Chara.

Psycho-Pass - Public Safety | PP/SE14-16 T: None

L1
C1

Tomomi Masaoka

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

Psycho-Pass - Public Safety | PP/SE14-17 T: Soul

L2
C1

Kougami, Seeing the Depth

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

Psycho-Pass - Public Safety | PP/SE14-18 T: Soul

L2
C1

Kougami, Bouquet of Roses

[C] If you have no other Charas with "Akane" in name, this gains "[C] This cannot Front Attack".

Psycho-Pass - Public Safety | PP/SE14-19 T: Soul

L2
C2

Chosen Existence

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

PP/SE14-20 T: Salvage

Fateful Encounter

[A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

PP/SE14-21 T: 2 Soul

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Unit One of the Public Safety Bureau's Criminal
[C] All your Charas gain +2 Soul.

PP/SE14-22 T: 2 Soul

Makishima, Cold Glare

[A] [(1) Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 2 or higher Chara, reveal it, and put it in your hand. Shuffle your LB.

Psycho-Pass - Book | PP/SE14-23 T: None

L0
C0

"Smile of Saint" Makishima

[C] This cannot be chosen as target of Opp.'s effects.
[C] All your other ::Psycho-Pass:: Charas gain +500 Pow.

Psycho-Pass - Book | PP/SE14-24 T: None

L0
C0

Psycho-Pass Extra Pack

Che Guzon

[A] When you use the **BACKUP** of this, if you have 2 or more ::Psycho-Pass:: Charas, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Psycho-Pass - Net | PP/SE14-25 T: None

L1
C0

"Criminally Asymptomatic" Makishima

[A] [Discard a card from hand to the WR] When "Unpunishable Crime" is placed in your CZ, may pay. If so, search your LB for up to 1 ::Psycho-Pass:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Psycho-Pass - Book | PP/SE14-26 T: None

L1
C1

Shuugo Makishima

[C] For each other ::Psycho-Pass:: Chara you have, this gains +500 Pow.
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, draw up to 2 cards and discard a card from hand to the WR.
[A] [Discard a card from hand to the WR] When "Confronted Two" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Cost 1 or lower Charas and put it on bottom of the LB.

Psycho-Pass - Book | PP/SE14-27 T: Soul

L3
C2

Makishima, Refined Intelligence

[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, draw up to 1 card.

Psycho-Pass - Book | PP/SE14-28 T: None

L0
C0

Makishima, Mysterious Man

--No Text--

Psycho-Pass - Book | PP/SE14-29 T: None

L0
C0

Makishima, Resistance Towards the Controlling Society

[A] **CHANGE** [(4) Discard a Climax card from hand to the WR, Put this in the WR] At the start of your Draw Phase, may pay. If so, choose 1 "Shuugo Makishima" in your WR and put it in the Slot this was in.
[S] [Rest 2 of your Charas] Choose 1 of your ::Psycho-Pass:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Psycho-Pass - Book | PP/SE14-30 T: None

L1
C0

Makishima, A Rose

[A] **ENCORE** [Put the top card of your LB in your Clock]

Psycho-Pass - Book | PP/SE14-31 T: None

L1
C1

Makishima, Undercover as Art Teacher

[C] If you have 5 or more cards in your hand, this gains +1000 Pow.

Psycho-Pass - Teacher | PP/SE14-32 T: Soul

L2
C1

Makishima, Deep Foresight

[A] **ENCORE** [Put the top card of your LB in your Clock]

Psycho-Pass - Book | PP/SE14-33 T: Soul

L2
C3

Sibyl System

You may choose 1 of your Charas on Stage whose Level is equal to or lower than your Level and put it in the WR. If so, search your LB for up to 1 Chara whose Level is the same as the Chara send to WR this way and put it in any Slot on the Stage. Shuffle your LB.

PP/SE14-34 T: None

L2
C0

Confronted Two

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

PP/SE14-35 T: Draw

Unpunishable Crime

[A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

PP/SE14-36 T: 2 Soul