

Don-Sama, Evil Army!

[C] This cannot Direct Attack.

Alien | AG/SPR-P01 T: Soul

L2
C2

Chibi Armin

[S] [Rest 2 of your ::Corps:: Charas] This gains +2500 Pow for the turn.

Corps - Weapon | AOT/S35-101 T: None

L0
C0

Chibi Conny

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Corps - Weapon | AOT/S35-102 T: None

L0
C0

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Chibi Eren

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Corps - Weapon | AOT/S35-103 T: Soul

L1
C1

Chibi Annie

[C] This cannot Side Attack.

Corps - Weapon | AOT/S35-104 T: Soul

L2
C1

Chibi Hanji

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

Corps - Weapon | AOT/S35-105 T: None

L1
C0

Schwarz Promos

Chibi Levi

[C] If you have 1 or fewer ::Corps:: Charas, you cannot play this from hand.

Corps - Weapon | AOT/S35-106 T: Soul

L2
C2

Chibi Sasha

[C] If you have no other Charas, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of your LB or in the WR.

Corps - Weapon | AOT/S35-107 T: None

L0
C0

Chibi Krista

[S] [Discard a Climax card from your hand to the WR] Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Corps - Weapon | AOT/S35-108 T: None

L0
C0

Chibi Mikasa

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1 Level and +1000 Pow for the turn.

Corps - Weapon | AOT/S35-109 T: None

L1
C0

Chibi Jean

[A] When this is placed from hand to the Stage, if you have another Chara with "Mikasa" in name, this gains +2000 Pow for the turn.

Corps - Weapon | AOT/S35-110 T: None

L1
C0

Chibi Reiner

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

Corps - Weapon | AOT/S35-111 T: Soul

L2
C1

Chibi Colossal Titan

[A] When this is placed from hand to the Stage, choose 1 of your ::Titan:: Charas, and that Chara gains +1500 Pow for the turn.

Titan | AOT/S35-112 T: None

L0
C0

Eren, Frontline of the Battle

[C] This gains +X Pow. X = 2000 times Level of the Chara Opposite this.

Corps - Weapon | AOT/S35-P01 T: None

L0
C0

Colossal Titan, Spreading Conflicts

[A] [Put a Level 0 or lower Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If not, put this in the WR.

Titan | AOT/S35-P02 T: Soul

L2
C2

"Summer Training" Mikasa & Krista

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

Corps - Weapon | AOT/S35-P03 T: None

L0
C0

Watermelon Smashing in the Middle of Summer

[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.

AOT/S35-P04 T: None

L0
C0

Armored Titan

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

Titan | AOT/S35-T21 T: None

L0
C0

Colossal Titan

[C] During your Opp.'s turn, this gains +5000 Pow.
[C] If there are 5 or more cards in your hand, this gains +1000 Pow.

Titan | AOT/S35-T22 T: Soul

L3
C2

"Unwavering Determination" Eren

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Corps - Weapon | AOT/S50-P01 T: Soul

L2
C1

"Heroic Spirit of a Swordsman" Red Saber

[A] At the start of your Encore Step, put the top card of your LB in the WR. If it's Level 1 or higher, put this in the WR. (Climax cards are considered Level 0 for this effect)

Servant - Royalty | APO/S53-P01 T: None

L0
C0

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"Holy Grail War" Ruler

[S] [Rest this] Choose 1 of your Charas with either ::Master::, ::Servant::, or ::Homunculus::, and that Chara gains +1500 Pow for the turn.

Servant - Flag | APO/S53-P02 T: None

L0
C0

Kuroyukihime, Condition for Reward

--No Text--

Student Council - Avatar | AW/S18-106 T: None

L0
C0

Kuroyukihime, Orally Acknowledging

[C] All your other ::Student Council:: Charas gain +500 Pow.

Student Council - Net | AW/S18-107 T: None

L0
C0

Schwarz Promos**Kuroyukihime, "Parent" of Haruyuki**

[A] [Discard a card 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 1 Chara with "Haruyuki" in name, reveal it, and put it in your hand. Shuffle your LB.

Student Council - Net | AW/S18-108 T: None

L1
C0

Kuroyukihime, First Time Being Jealous

[S] [(1)] This gains +1 Soul for the turn.

Student Council - Net | AW/S18-110 T: Soul

L2
C2

Kuroyukihime, First Time in Love

[A] When this attacks, all your Charas gain +500 Pow for the turn.

Student Council - Avatar | AW/S18-P01 T: None

L0
C0

Kuroyukihime in Swimsuits

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

Student Council - Net | AW/S18-P02 T: None

L1
C0

Chiyuri, Leaving School

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Sports - Net | AW/S18-P03 T: Soul

L1
C1

Kuroyukihime, Date After Class

[C] During your turn, this gains +1000 Pow.

Student Council - Net | AW/S18-P04 T: Soul

L2
C1

Kuroyukihime, Cute Rival Feeling

[S] [(1)] This gains +2000 Pow for the turn.

Student Council - Net | AW/S18-P05 T: None

L1
C0

Kuroyukihime, Early Summer Afternoon

[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Student Council - Net | AW/S18-P06 T: None

L1
C1

Chibi Kuroyukihime

[C] If you have 3 or more other Charas with either ::Avatar:: or ::Net::, this gains +1000 Pow.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Student Council - Avatar | AW/S43-101 T: None

L1
C1

Chibi Chiyuri

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Clock with either ::Avatar:: or ::Net:: and return it to your hand, and put the top card of your LB in your Clock.

Avatar - Animal | AW/S43-102 T: None

L0
C0

Chibi Niko

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

Net | AW/S43-103 T: None

L1
C0

Chibi Fuuko

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

Net | AW/S43-104 T: None

L0
C0

Santa Kuroyukihime

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of your other ::Avatar:: or ::Net:: Charas, and that Chara gains +1000 Pow for the turn.

Student Council - Net | AW/S43-P01 T: None

L0
C0

Kuroyukihime, Colorful Japanese Outfit

[A] When this attacks, choose 1 of your other Charas with either ::Avatar:: or ::Net::, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Avatar:: or ::Net::.

Student Council - Net | AW/S43-P02 T: None

L1
C0

Sora Tokui as Palko Nanana

[A] [(3)] When this is placed from hand to the Stage, may pay. If so, you declare a number between 0, 1, 2, and 3, and your Opp. reveals his or her hand. If there is a card among them whose Level is the same as the number you declared, deal 1 Damage to your Opp.. (Climax cards are considered Level 0 for this effect. DC can occur)

Card Game - Buddyfight | BF/SPR-P01 T: Soul

L2
C1

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Mayoi Hachikuji, Genki Girl

--No Text--

Strange - Spirit | BM/S15-106 T: None

L0
C0

Suruga Kanbaru, Sports Festival Type

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

Strange - Sports | BM/S15-107 T: None

L0
C0

Black Hanekawa, New Type of Strange

--No Text--

Strange - Chairman | BM/S15-108 T: None

L0
C0

Schwarz Promos

Hitagi Senjougahara, Clean Clothing

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

Strange | BM/S15-109 T: None

L0
C0

Hadeko Sengoku, Dizzy

--No Text--

Strange | BM/S15-110 T: None

L0
C0

Hitagi Senjougahara, Intimidating

[S] [(1) Rest 1 of your Charas] This gains +2500 Pow for the turn.

Strange - Stationery | BM/S15-111 T: None

L1
C0

"Needle of Words" Hitagi Senjougahara

--No Text--

Strange - Stationery | BM/S15-112 T: None

L0
C0

Nadeco Sengoku, Shyness

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

Strange | BM/S15-113 T: Soul

L2
C1

Mato, Xmas Party

[C] If you have 1 of fewer other Charas, all your other Charas gain +1500 Pow.

Sports | BR/SE06-37 T: None

L0
C0

Black Rock Shooter, Will Hidden Within Eyes

[C] During your Opp.'s turn, this gains +1000 Pow.

Weapon | BR/SE06-38 T: None

L1
C0

Black Rock Shooter

--No Text--

Weapon | BR/SPR-001 T: None

L0
C0

Dead Master

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

Weapon | BR/SPR-002 T: Soul

L1
C1

Yuri, Eyes of Unwavering Determination

[C] If you are Level 3 or higher, this gains the following ability. "[S] [Put this in the WR] Choose up to 1 'Yuri of the Volunteer Army' in your hand and put it in the Slot this was in."

Mana - Weapon | CC/S48-P01 T: None

L0
C0

Aram, Guardian Dragon's Flaming Sword

[A] When this attacks, choose 1 of your other ::Mana:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Mana:: Charas.

Mana - Weapon | CC/S48-P02 T: None

L0
C0

"Happy Allies" Nao Tomori

[S] [Counter] BACKUP 2000, Level 1 [(1) Discard this card from your hand to the WR]

Gifted - Student Council | CHA/W40-101 T: Soul

L1
C1

"Happy Allies" Yuu Otosaka

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Gifted - Student Council | CHA/W40-102 T: None

L0
C0

"Happy Allies" Yusa Nishimori

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Gifted:: Chara in your WR and return it to your hand.

Gifted - Student Council | CHA/W40-103 T: None

L0
C0

"Happy Allies" Joujiro Takajou

[C] If this is in the Front Row Center Slot, this gains +1000 Pow.

Gifted - Student Council | CHA/W40-104 T: None

L1
C0

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"Bond to Protect" Canaan & Maria

[A] When this attacks, all your Charas gain +500 Pow for the turn.

Weapon - Cat's Cradle | CN/SE02-28 T: None

L1
C0

Shinnosuke, Kasukabe Defense Organization

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Family - Kindergarten | CS/S28-101 T: Soul

L2
C1

Kazama-kun, Kasukabe Defense Organization

[C] All your other ::Kindergarten:: Charas gain +500 Pow.

Kindergarten - Honor Student | CS/S28-102 T: None

L0
C0

Schwarz Promos**Nene-chan, Kasukabe Defense Organization**

[S] [Rest 2 of your Charas with either ::Family:: or ::Kindergarten::] This gains +2500 Pow for the turn.

Kindergarten - Doll | CS/S28-103 T: None

L0
C0

Masao-kun, Kasukabe Defense Organization

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

Kindergarten - Crybaby | CS/S28-104 T: None

L1
C0

Bo-chan, Kasukabe Defense Organization

[A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.

Kindergarten - Mystery | CS/S28-105 T: None

L1
C0

Action Mask, Sealed Fist

[C] If there are 2 or fewer cards in your Clock, this cannot attack.

Mask - Hero(CS/PY) | CS/S28-P01 T: None

L1
C0

"My Robotic Father" Shinnosuke

[C] This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas.

Family - Kindergarten | CS/S28-P02 T: None

L1
C1

"Stand-Up Robotic Father" Hiroshi

[S] [(1)] This gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara."

Family - Mecha | CS/S28-P03 T: None

L1
C0

"Revenging Robotic Father" Hiroshi

[C] If there are 4 or fewer cards in your Stock, this gains +1000 Pow.

Family - Mecha | CS/S28-P04 T: Soul

L2
C1

"Robotic Shin-chan" Shinnosuke

[S] [(2) Rest this] Choose a Chara with either ::Family:: or ::Kindergarten:: in your WR and return it to your hand.

Family - Kindergarten | CS/S28-P05 T: None

L0
C0

"A Little Convenient Robotic Father" Hiroshi

[S] [Rest 1 of your Charas with **ASSIST**] This gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put it on top of the LB."

Family - Mecha | CS/S28-P06 T: None

L0
C0

Shinnosuke, Controller

[A] This ability activates up to twice per turn. When your other Chara with either ::Family:: or ::Mecha:: is placed from hand to the Stage, this gains +1000 Pow for the turn.

Family - Kindergarten | CS/S28-P07 T: None

L0
C0

"Strongest Robotic Father" Hiroshi

[C] If there are Markers under this and this is in the Front Row Center Slot, this gains +3500 Pow and the following ability. "[C] This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas."
[A] [(1) Discard a card 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 1 ::Family:: Chara, reveal it, put it in your hand, and choose up to 1 "My Robotic Father" Shinnosuke in your hand, reveal it, and put it face-down under this as Marker, and shuffle your LB.

Family - Mecha | CS/S28-P08 T: None

L1
C0

Shinnosuke & Shiro, Summer Memory

[C] During your turn, your other Chara in the Front Row Center Slot gains +1500 Pow.

[S] [(1)] Choose 1 of your Charas with either ::Family:: or ::Kindergarten::, and that Chara gains +1 Soul for the turn.

Family - Animal | CS/S28-P09 T: None

L0
C0

Raspbery!, Top Delinquent of the Netherworld --No Text-- <div> <i>Demon - Delinquent DG/S02-101 T: None</i> <div> L0 C0 </div> </div>	Raspbery!, Top Delinquent of the Netherworld --No Text-- <div> <i>Demon - Delinquent DG/S02-101P T: None</i> <div> L0 C0 </div> </div>	Laharl & Etna & Flonne [A] During your Opp.'s turn, all your other Charas gain +500 Pow. <div> <i>Demon - Angel DG/S02-102 T: Soul</i> <div> L1 C1 </div> </div>
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Laharl, I Am God --No Text-- <div> <i>Demon - Weapon DG/S02-105 T: Soul</i> <div> L1 C1 </div> </div>	Raspbery! the Discipline Committee Chairman & Princess [C] All your other ::Hero:: Charas and Charas with "Protagonist" in name gain +500 Pow. <div> <i>Chairman - Royalty DG/S02-106 T: Soul</i> <div> L1 C1 </div> </div>	Flonne in the Garden --No Text-- <div> <i>Angel - Love DG/S02-107 T: None</i> <div> L0 C0 </div> </div>
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Schwarz Promos

Daughter of the Overlord And Her Companions [C] If there are 4 or more Climax cards in your WR, this gains ::Love::. <div> <i>Hero - Demon DG/S02-108 T: Soul</i> <div> L2 C2 </div> </div>	Prinny Squad [C] You may have as many cards with the same name as this in your Deck. [S] [Put 1 of your ::Prinny:: Charas in the WR] Choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn. <div> <i>Prinny DG/S02-109 T: None</i> <div> L0 C0 </div> </div>	Raspbery!, Graduate No. 1 [C] If there are 6 or more Climax cards in your WR, this gains +2 Soul. <div> <i>Demon - Glasses DG/S02-110 T: None</i> <div> L1 C0 </div> </div>
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Laharl, the Protagonist Returned [S] [(1)] This gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put it on top of the LB." <div> <i>Demon - Weapon DG/S02-111 T: None</i> <div> L0 C0 </div> </div>	Rebel of Hell Deal 5 Damage to your Opp.. (DC can occur) <div> <i>DG/SE08-46 T: None</i> <div> L3 C3 </div> </div>	Pleinair-san [C] If you have no other Charas, this gains +2000 Pow. <div> <i>Doll DG/SE08-47 T: None</i> <div> L0 C0 </div> </div>
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Prinny, The Weakest Protagonist Ever [A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Prinny:: Chara, reveal it, and put it in your hand. Shuffle your LB. <div> <i>Prinny - Weapon DG/SE08-48 T: None</i> <div> L1 C0 </div> </div>	Fuuka, Radio Personality --No Text-- <div> <i>Prinny - Death DG/SE08-49 T: Soul</i> <div> L2 C1 </div> </div>	"Slacks Power" Fuuka --No Text-- <div> <i>Prinny - Death DG/SE08-50 T: None</i> <div> L0 C0 </div> </div>
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Fuuka, Recovering With Immortal Pill [A] When this attacks, all your Charas gain +500 Pow for the turn. <div> <i>Prinny - Death DG/SE08-51 T: None</i> <div> L1 C0 </div> </div>	Fuuka, Fighting Hard Even inside the Dream [C] If you have 2 or more other ::Prinny:: Charas, this gains +1000 Pow. <div> <i>Prinny - Death DG/SE08-52 T: None</i> <div> L0 C0 </div> </div>	Hell Chronicles Disgaea 4 x Nippon Ichi RADIO [C] All your Charas gain +2 Soul. <div> <i>DG/SE08-53 T: 2 Soul</i> <div> </div> </div>
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Disgaea D2

Rest 2 of your Charas. If you Rest 2 Charas this way, deal X Damage to your Opp.. X = the sum of Levels of Charas Rested this way. (DC can occur)

DG/SE17-P01 T: None

L3

C3

Etna, Owner of Strong Magical Power

[C] If all your Charas are either ::Prinny:: or Charas with "Etna" in name, this gains +1000 Pow.

Demon - Weapon | DG/SE17-P02 T: None

L1

C0

Overlord and His Merry Allies

You may discard 2 cards from your hand to the WR. If so, perform the following action twice. "Deal 2 Damage to your Opp.." (DC can occur)

DG/SE17-P03 T: None

L3

C4

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"PRINNY CLUB Mascot Girl" Purin-chan

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

Prinny - Card Game | DG/SPR-P01 T: None

L0

C0

Happy Around!

[C] All your Charas gain +2 Soul.

DJ/SPR-001 T: 2 Soul

Peaky P-key

[C] All your Charas gain +2 Soul.

DJ/SPR-002 T: 2 Soul

L0

C0

Schwarz Promos

Yamato & Hibiki & Alcor, Tuxedos

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Summoner:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summoner - Dragon | DS2/SE16-P01 T: None

L0

C0

Io in Swimsuits

[A] [(4)] When this is Front Attacked, may pay. If so, choose a Chara Opposite this, and that Chara gains +6 Soul for the turn.

Summoner - Swimsuit | DS2/SE16-P02 T: None

L1

C0

Ayanami, Deploying

--No Text--

Pilot | EV/S12-106 T: None

L0

C0

Mari, Old-Type Plug Suits

--No Text--

Pilot - Glasses | EV/S12-107 T: None

L0

C0

Asuka in the Quarantine Waiting Room

[A] When this attacks, choose 1 of your other ::Pilot:: Charas, and that Chara gains +1000 Pow for the turn.

Pilot - Army | EV/S12-108 T: None

L1

C0

Ayanami with Secret

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

Pilot | EV/S12-109 T: Soul

L2

C1

Mari, Shooting at Point-Blank Range

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

Pilot - Glasses | EV/S12-110 T: None

L1

C0

Saber in Maid Outfit

[A] When you Level-Up, all your Charas gain +1 Level for the turn.

Servant - Maid | FH/SE03-046 T: None

L0

C0

Rin in Maid Outfit

[A] [(2)] When you Level-Up, may pay. If so, choose a ::Maid:: Chara in your WR and return it to your hand.

Master - Maid | FH/SE03-047 T: None

L0

C0

Sakura in Maid Outfit

[A] When you Level-Up, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Master - Maid | FH/SE03-048 T: None

L0

C0

Rider in Maid Outfit

[A] When you Level-Up, you may draw a card. If so, discard a card from your hand to the WR.

Servant - Maid | FH/SE03-049 T: None

L0

C0

"Always Graceful" Rin

[S] [Rest 1 of your ::Master:: Charas] This gains +1000 Pow for the turn.

Master - Gem | FH/SE03-050 T: None

L1

C0

"Always Graceful" Rin

[S] [Rest 1 of your ::Master:: Charas] This gains +1000 Pow for the turn.

Master - Gem | FH/SE03-051 T: None

L1
C0

Saber

--No Text--

Weapon - Servant | FS/S03-101 T: Soul

L1
C1

Chibi Saber

[C] If you have another Chara with "Shirou" in name, this gains +2000 Pow.

Servant - Weapon | FS/S03-104 T: None

L0
C0

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Chibi Rin

[S] [Rest 1 of your Charas with "Archer" in name] This gains +1500 Pow for the turn.

Master - Gem | FS/S03-105 T: Soul

L1
C1

Chibi Sakura

[C] All your other Charas with "Shirou" in name gain +500 Pow.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Master - Sports | FS/S03-106 T: Soul

L1
C1

Saber, Thinking About Days Long Past

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Chara with "Saber" in name, reveal it, and put it in your hand. Shuffle your LB.

Royalty - Weapon | FS/S03-107 T: Soul

L1
C1

Schwarz Promos**Saber, True Guardian**

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Servant - Weapon | FS/S03-109 T: None

L0
C0

SD Shirou

[C] All your other Charas with either ::Master:: or ::Servant:: gain +500 Pow.

Master - Weapon | FS/S34-101 T: None

L0
C0

SD Saber

[C] If there are no cards in your Clock, this cannot attack.

Servant - Weapon | FS/S34-102 T: None

L1
C0

SD Archer

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +1500 for the turn.

Servant - Weapon | FS/S34-103 T: None

L0
C0

SD Rin

[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.

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

Master - Gem | FS/S34-104 T: Soul

L2
C1

Those Who Fight the Destiny

[C] If you have another ::Servant:: Chara, this gains +1500 Pow.

Master | FS/S34-P01 T: None

L1
C0

Those Who Fight Together

[C] **ASSIST** During your turn, all your Charas in front of this gain +1000 Pow.

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Chara with either ::Master:: or ::Servant::, reveal it, put it in your hand, and shuffle your LB.

Master - Servant | FS/S34-P02 T: None

L1
C0

Rin & Archer, Dancing in the Night

[A] This ability activates up to twice per turn. When you use an [S] ability, this gains +1000 Pow for the turn.

Master - Servant | FS/S34-P03 T: None

L1
C0

Rin, Occasional Break

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR with "Rin" in name and return it to your hand.

Master - Gem | FS/S34-P04 T: None

L0
C0

Puchi Gilgamesh

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

[A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, draw a card.

Servant - Weapon | FS/S36-101 T: None

L0
C0

Puchi Saber

[A] When this attacks, reveal the top card of your LB. If it's a Chara with either "Shirou", "Saber", or "Rin" in name, this gains +1 Soul for the turn. (Put the revealed card back where it was)

Servant - Weapon | FS/S36-102 T: None

L0
C0

Puchi Lancer

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

Servant - Weapon | FS/S36-103 T: Soul

L2
C1

Puchi Rin
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Climax card, Rest this. (Put the revealed card back where it was)
[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory.

Master - Gem | FS/S36-104 T: None

L1
C0

Puchi Illya
[C] All your other Charas with either "Illya" or "Berserker" in name gain +500 Pow.

Master - Homunculus | FS/S36-105 T: None

L0
C0

"Christmas Party" Saber & Rin
[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of your LB or in the WR.

Master - Servant | FS/S36-P01 T: None

L0
C0

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"On Bad Terms" Archer & Lancer
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

Servant - Weapon | FS/S36-P02 T: None

L0
C0

"Patrol in the Middle of the Night" Rin & Archer
[A] When this is placed from hand to the Stage, if there are 5 or fewer cards in your LB, return all cards in your WR to the LB. If so, shuffle your LB, and draw a card.

Master - Servant | FS/S36-P03 T: Soul

L2
C1

Sakura, Flowering Season
[A] [(1)] 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 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Master - Love | FS/S64-P01 T: None

L0
C0

Schwarz Promos

Sakura, Egoistic
[A] When this is placed from hand to the Stage, choose 1 of your Charas with ::Master:: and/or ::Servant::, and that Chara gains +1500 Pow for the turn.

Master - Love | FS/S64-P02 T: None

L0
C0

Sakura, Master of Matou
[A] When this attacks, choose 1 of your other Charas with ::Master:: and/or ::Servant::, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with ::Master:: and/or ::Servant::.

Master - Love | FS/S64-P03 T: None

L1
C0

Lucy, Guidance of Celestial Spirit
[S] [(1)] Choose 1 of your ::Magic:: Charas, and that Chara gains +1500 Pow for the turn.

Magic - Key | FT/S09-106 T: Soul

L2
C1

Natsu, Flames of Feelings
[S] [Discard a Climax card from your hand to the WR]
This gains +4000 Pow for the turn.

Magic - Dragon | FT/S09-107 T: Soul

L1
C1

Plue, Pet Celestial Spirit
[S] [Rest this] Choose 1 of your ::Key:: Charas, and that Chara gains +1000 Pow for the turn.

Key - Animal | FT/S09-108 T: None

L0
C0

Wendy, Magician of Cait Shelter
[A] When this is placed from hand to the Stage, choose 1 of your other ::Magic:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(2)] Rest this] Put the top card of your Clock in the WR.

Magic - Dragon | FT/S09-109 T: None

L1
C0

Natsu & Lucy & Happy
[A] When your other Chara becomes Reversed in Battle, this gains +1000 Pow for the turn.

Magic - Dragon | FT/S09-110 T: None

L0
C0

"Gangster" Natsu
[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1000 Pow for the turn.

Magic - Dragon | FT/S09-111 T: Soul

L1
C1

"Gangster" Lucy
[S] [(1)] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Magic - Key | FT/S09-112 T: None

L1
C0

"Maiden of the Sky" Wendy
[C] If there are 5 or more cards in your hand, this gains +1000 Pow.

Magic - Dragon | FT/SE10-46 T: Soul

L2
C1

Saber Lily
[S] [Rest 2 of your ::Master:: Charas] This gains +1 Soul for the turn.

Servant - Weapon | FU/S03-108 T: Soul

L2
C1

Escape Miku
[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Look at the top card of your LB. (Put the card back where it was)

Parasite | FXX/S57-101 T: Soul

L2
C1

Escape Kokoro

[C] If you have another Chara with either "Mitsuru" or "Futoshi" in name, this gains +1500 Pow.
[A] [(1)] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.

Parasite | FXX/S57-102 T: Soul

L3
C2

Escape Zero Two

[S] [(1)] Put 1 of your other ::Parasite:: Chara from the Stage to the WR] This gains +6000 Pow for the turn.

Parasite - Klaxosaur | FXX/S57-103 T: None

L0
C0

Escape Ichigo

[C] If you have 2 or more other Charas with either ::Parasite:: or ::Franxx::, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Parasite | FXX/S57-104 T: None

L1
C1

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Escape Ikuno

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Parasite | FXX/S57-105 T: Soul

L3
C2

Zero Two, True Power of S Class

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR with either ::Parasite:: or ::Franxx:: and return it to your hand.

Parasite - Klaxosaur | FXX/S57-P01 T: None

L0
C0

Ichigo, Overflowing Emotions

[C] For each of your other Charas with either ::Parasite:: or ::Franxx::, this gains +1000 Pow.

Parasite | FXX/S57-P02 T: Soul

L2
C1

Schwarz Promos

Hiro & Zero Two, Alone and Lonesome

[C] For each of your other Charas in your Back Row with either ::Parasite:: or ::Franxx::, this gains +1500 Pow.
[A] (1) When the Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, put the top card of your Clock in the WR.

Parasite - Klaxosaur | FXX/S57-P03 T: Soul

L2
C2

Zero Two, Girl with Horns

[C] You cannot play Events or **BCAKUP** from hand.
[A] **ENCORE** [Put a ::Parasite:: Chara from your Stage in your Clock]

Parasite - Klaxosaur | FXX/S57-P04 T: None

L0
C0

Chibi Saber

[A] When the Battle Opp. of your other Chara becomes Reversed, this gains +1000 Pow for the turn.

Servant - Royalty | FZ/S17-106 T: None

L1
C0

Chibi Irisviel

--No Text--

Homunculus - Alchemy | FZ/S17-107 T: None

L0
C0

Chibi Rider

[S] [(1)] Choose 1 of your Opp.'s Front Row Charas, and that Chara gets -1000 Pow for the turn.

Servant - Royalty | FZ/S17-108 T: None

L1
C0

Chibi Waver

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Master - Alchemy | FZ/S17-109 T: Soul

L2
C2

Chibi Archer

[A] When your Climax is placed in the CZ, this gains +1500 Pow for the turn.

Servant - Royalty | FZ/S17-110 T: Soul

L2
C1

Saber, Holy Spirit of Sword

[C] During your turn, this gains +1000 Pow.

Servant - Weapon | FZ/S17-P01 T: None

L0
C0

Saber, Cute King of Knights

[C] During your turn, this gains +1000 Pow.

Servant - Royalty | FZ/S17-P02 T: None

L0
C0

Saber, Owner of the Golden Sheath

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

Servant - Royalty | FZ/S17-P03 T: None

L0
C0

Saber, A Time to Relax

[S] [Rest this] Choose 1 of your Charas with either ::Master:: or ::Servant::, and that Chara gains +1500 Pow for the turn.

Servant - Weapon | FZ/S17-P04 T: None

L1
C0

Illya & Irisviel

[A] [Put the top card of your LB in your Clock] When this attacks, may pay. If so, this gains +2500 Pow for the turn.

Homunculus - Alchemy | FZ/S17-P05 T: None

L0
C0

Saber & Irisviel & Illya

[A] When this Direct Attacks, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.

Homunculus - Alchemy | FZ/S17-P06 T: None

L0C0

Saber, Protector of Chivalry

[C] If there are 4 or more cards in your Stock, this gains +1500 Pow.

Servant - Weapon | FZ/S17-P07 T: None

L0C0

Kiritsugu, Infallible Balance

[S] [(2)] This gains +3000 Pow and +1 Soul for the turn.

Master - Weapon | FZ/S17-P08 T: None

L0C0

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Saber, Upright Chivalry

[S] [(1)] This gains +1 Soul for the turn.

Servant - Weapon | FZ/S17-P09 T: None

L1C1

Saber, King-like Style

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

Servant - Royalty | FZ/S17-P10 T: None

L1C0

Saber, Strongest Anti-Magic Power

[C] This cannot be chosen as target of Opp.'s effects.

Servant - Weapon | FZ/S17-P11 T: None

L1C1

Schwarz Promos

Priestess, Promise with Friends

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

Order - Adventurer | GBS/S63-P01 T: None

L0C0

High Elf Archer, Enemy Attack!

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put that card in Memory"
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Order - Adventurer | GBS/S63-P02 T: Soul

L2C1

Priestess, Holy White Dance

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's an ::Order:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and shuffle your LB.

Order - Adventurer | GBS/S63-P03 T: None

L0C0

"The Everlasting Guilty Crown" Mana

[A] [Clock] **SHIFT Level 1**

No Traits | GC/S16-106 T: None

L1C0

"Propose" Mana

--No Text--

No Traits | GC/S16-107 T: None

L0C0

Scrooge & Carol

[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Weapon | GC/S16-108 T: None

L1C0

"True Oath" Shu & Inori

[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Music - Funeral Parlor | GC/S16-109 T: None

L0C0

"Chance Encounter of Fate" Shu & Inori

[A] When this attacks, if "Sendoff for the Dead" is in the CZ, you may choose a Chara in your WR and return it to your hand.

Weapon - Music | GC/S16-110 T: Soul

L2C2

Sendoff for the Dead

[C] All your Charas gain +2 Soul.

GC/S16-111 T: 2 Soul

"My Dearest" Inori

--No Text--

Music - Funeral Parlor | GC/S16-112 T: None

L0C0

"Departures ~Love Song to You~" Inori

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

Music - Funeral Parlor | GC/S16-113 T: None

L0C0

Ayase & Tsugumi

[A] During your Opp.'s turn, all your other Charas gain +500 Pow.

Operator - Funeral Parlor | GC/S16-114 T: None

L0C0

Chimi Gai

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

Funeral Parlor - Weapon | GC/S16-115 T: None

L1

C0

Chimi Shu

[A] **BOND/"Chimi Inori"** [(1)]

Weapon - Funeral Parlor | GC/S16-116 T: None

L0

C0

Chimi Inori

--No Text--

Music - Funeral Parlor | GC/S16-117 T: Soul

L2

C1

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Chimi Ayase

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

Funeral Parlor - Wheelchair | GC/S16-118 T: None

L0

C0

Chimi Tsugumi

--No Text--

Funeral Parlor - Operator | GC/S16-119 T: None

L1

C0

Inori, Looking Upwards

[A] When your other Chara becomes Reversed in Battle, this gains +1000 Pow for the turn.

Music - Funeral Parlor | GC/S16-120 T: Soul

L2

C1

Schwarz Promos

Inori, Overflown Cuteness

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Funeral Parlor | GC/S16-121 T: Soul

L1

C1

Mana, Resurrected Eve

[C] During your turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] This ability activates up to once per turn. When you use **SHIFT**, this gains the following ability for the turn. "[C] All your other Charas gain +1000 Pow."

No Traits | GC/S16-122 T: None

L0

C0

Gai, Accepting Fate

[C] For each of your other Charas with either ::Funeral Parlor:: or "Mana" in name, this gains +500 Pow.

Funeral Parlor - Weapon | GC/S16-123 T: None

L1

C0

Gai, Destination of Elimination

[C] If there are 5 or fewer cards in your LB, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Funeral Parlor:: Charas, this gains +2000 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 Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 plus the Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Funeral Parlor - Weapon | GC/S16-124 T: Soul

L3

C2

Shu, Thinking of Inori

[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[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 1 or lower Charas, reveal it, put it in your hand, and shuffle your LB.

Funeral Parlor - Weapon | GC/S16-125 T: None

L0

C0

Shu & Inori, Corrupted Kingdom

[A] When your other ::Funeral Parlor:: Chara attacks, this gains +1500 Pow for the turn.
[A] [Clock] **SHIFT Level 1**

Funeral Parlor - Weapon | GC/S16-126 T: None

L1

C0

"Vessel" Inori

[C] All your other ::Funeral Parlor:: Charas gain +500 Pow.
[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 Chara in your WR and return it to your hand.

Music - Funeral Parlor | GC/S16-127 T: None

L0

C0

Inori, Expression While Singing

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow.
[A] When this attacks, if "Euterpe" is in the CZ, you may choose a Chara in your WR and return it to your hand.

Music - Funeral Parlor | GC/S16-128 T: Soul

L2

C1

Euterpe

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

GC/S16-129 T: Salvage

"Shorty" Tsugumi

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Funeral Parlor:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put the card back where it was)
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Funeral Parlor - Operator | GC/S16-130 T: None

L0

C0

Ayase, Working Hard Towards Goal

[A] [(2) Put a Chara from your Stage in the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than your Opp. and put it in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Funeral Parlor - Wheelchair | GC/S16-131 T: Soul

L2

C1

Puchi Bellows

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Pilot | GG/S23-106 T: Soul

L1

C1

Puchi Chamber
--No Text--

Mecha - Army | GG/S23-107 T: Soul

L2
C2

Puchi Amy
--No Text--

Letter - Animal | GG/S23-108 T: None

LO
CO

Puchi Ledo
 [C] During your Opp.'s turn, this gains +1000 Pow.

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Chamber-kun, Drifter

--No Text--

Mecha - Army | GG/S23-P01 T: None

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

Letter - Animal | GG/S23-P02 T: Soul

L2
C1

Amy & Bellows in Swimsuits

[A] RECOLLECTION If this is in Memory, when a card in either player's Clock is moved to WR due to an effect of a card of its owner's, that player may put the top 2 cards of their Stock in the WR. If not, that player puts the top card of the LB in Clock.

[A] [(1) Discard a card from your hand to the WR. Send this to Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 Char with either :Letter: or :Pilot:, reveal it, put it in your hand, and shuffle your LB.

Letter - Pilot | GG/S23-P03 T: None

Schwarz Promos

LLENN, Confident in Her Speed
 [C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
 [A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Avatar - Weapon | GGO/S59-P02 T: None

L0
C0

LLENN, Confident in Her Speed
 [C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
 [A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Avatar - Weapon | GGO/S59-P02S T: None

L0
C0

LLENN, Wants to be Fashionable
 [C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Avatar - Weapon | GGO/S59-P03 T: None

L1
 C1

Fukaziroh & LLENN & Pitohui

[A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Avatar:: or ::Net:: in your WR, put it in your hand, choose 1 of your other ::Avatar:: or ::Net:: Charas, and that Chara gains +1000 Pow for the turn.

[A] When your Opp.'s Climax is placed in the CZ, you may put this in your Stack.

Avatar - Weapon | GGO/S59-P04 T: None

L0
C0

LLENN & Fukaziroh, Even Swimsuit Buddies!
 [A] [Put the top card of your Stock in your Clock]
 When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 'Fukaziroh, Rampaging in "GGO"', reveal it, put it in your hand, and shuffle your LB.

Avatar - Weapon | GGO/S59-P05 T: None

L0
C0

Yoko, Aimed Shot
 [C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Nia, Eternal Oath
[A] When this attacks, choose 1 of your other Charas, and that Chara gains +1 Level and +1000 Pow for the turn.

Dai-Gurren Brigade | GL/S52-102 T: None

L0
C0

Viral, Fate Because of the Helm
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Beastman | GL/S52-103 T: None

L1

C0

Gurren Brigade, Dashing Through the Wilderness!
[A] [Discard a Climax card from your hand to the WR]
When this is placed from hand to the Stage, may pay. If so, choose a ::Dai-Gurren Brigade:: Chara in your WR and return it to your hand.

L0
C0

We Are Gurren Brigade!

[A] When you use the **BACKUP** of this, if you have a ::Dai-Gurren Brigade:: Chara, 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]

Dai-Gurren Brigade - Drill | GL/S52-P01 T: Soul

L2
C1

Simon & Nia, Being Together Too From Now on
 [A] At the start of your Climax Phase, your Opp. looks at the top card of his or her LB and put it either on top or bottom of the LB.
 [A] When this becomes Reversed in battle, your Opp. may choose a card in his or her WR and Send it to Memory.

Dai-Gurren Brigade - Drill | GL/S52-P02 T: None

L0
C0

Yoko & Nia
 [A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

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

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

$$\frac{L2}{C1}$$
$$\frac{L0}{C0}$$

L2
C2

L1
C0

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

LO
CO

$$\frac{L2}{C1}$$
$$\frac{L0}{C0}$$
$$\frac{LO}{CO}$$
$$\frac{L0}{C0}$$

LO
CO

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

L2
C1

L2
C2

<

Kyun! Vampire Girl

[A] When this is placed from hand to the CZ, draw a card, and all your Charas gain +1000 Pow for the turn.

IM/S14-111 T: 2 Soul

I LIKE Hamburger

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +3 Soul for the turn.

IM/S14-112 T: 2 Soul

Honey Heartbeat

[A] When this is placed from hand to the CZ, draw a card, choose 1 of your Charas, and that Chara gains +3 Soul for the turn.

IM/S14-113 T: 2 Soul

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765 Productions, Angel's Swimsuits

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

Music - Swimsuit | IM/S14-114 T: None

L0
C0

Miki & Haruka, Campaign Girl

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose a ::Music:: Chara in your WR and return it to your hand.

Music - Television | IM/S14-115 T: None

L0
C0

"Sleeping Beauty" Chihaya

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

Music | IM/S14-116 T: None

L1
C0

Schwarz Promos

Azusa, Palace of Dragon

--No Text--

Music - Love | IM/S14-117 T: Soul

L2
C2

Iori, Palace of Dragon

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Doll | IM/S14-118 T: Soul

L2
C1

Ami, Palace of Dragon

[C] If you have another "Azusa, Palace of Dragon", all your other "Iori, Palace of Dragon" gain +1500 Pow.

[C] All your other ::Music:: Charas gain +500 Pow.

Music - Twins | IM/S14-119 T: None

L1
C0

Ritsuko, Vital Sunflower

[A] When a Level 1 or higher Battle Opp. of this becomes Reversed, if you have 3 or more other ::Glasses:: Charas, you may put the top card of your LB in your Stock.

Music - Glasses | IM/S14-120 T: None

L1
C0

Little Match Girl

[A] When this is placed from hand to the CZ, draw a card, and all your Charas gain +1000 Pow for the turn.

IM/S14-121 T: 2 Soul

Hibiki, SWEET Campaign Girl

[C] All your other ::Animal:: Charas gain +500 Pow.

Music - Animal | IM/S14-122 T: None

L0
C0

Her Majesty Harustein, Evil Genius!

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Movie | IM/S14-123 T: Soul

L2
C1

IMR-765-S Kisaragi

--No Text--

Music - Mecha | IM/S14-124 T: None

L0
C0

Newborn 765 Productions

--No Text--

Music | IM/S14-765 T: None

L0
C0

Yayoi & Yukiho & Ami & Mami, Cat-Eared

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.

Music - Animal | IM/S21-086 T: Soul

L2
C1

Iori & Azusa & Ritsuko, Pajama PArty

--No Text--

Music - Pajama | IM/S21-087 T: Soul

L2
C1

Hibiki & Chihaya, Night of Holy Night

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

Music - Animal | IM/S21-088 T: None

L1
C0

Haruka & Miki, Rivals!?

[C] If this is on the Stage, this gains ::Sweets:: and ::Love::.
[S] [Rest this] Choose 1 of your Charas, and for the turn, that Chara gains +3000 Pow, ::Sweets::, and ::Love::.

Music | IM/S30-P01 T: Soul

L2
C1

'Movie "Sleeping Beauty"' Haruka & Miki & Chihaya

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

Music - ESP | IM/S30-P02 T: None

L0
C0

Haruka, Future With Everyone

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

Music - Sweets | IM/S30-P03 T: Soul

L2
C1

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"M@STERPIECE" Chihaya

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Music:: Charas.

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +3000 Pow for the turn.

Music - Camera | IM/SP01-17 T: Soul

L2
C1

Reika Kitakami & Fuuka Otoyokawa & Roco

[C] During battles involving this, your Opp. cannot play **BACKUP** from hand.

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +3000 Pow for the turn.

Music | IMS/S61-P02 T: Soul

L2
C1

Giorno & Bucciarati, Golden Wind

[A] When you use the **BACKUP** of this, may pay. If so, reveal the top card of your LB. If it is a ::Golden Wind:: Chara, put it in your hand, and discard a card from hand to the WR.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Golden Wind - Stand User | JJ/S66-P04 T: Soul

L2
C1

Schwarz Promos

Makigumo, 2nd Yuugumo-class Destroyer

[S] [(3)] This gains +7500 Pow and the following ability for the turn. "[A] When the Battle Opp. becomes Reversed, you may put that Chara in Stock."

Fleet Girl - Destroyer | KC/S25-015P T: None

L0
C0

Tone, 1st Tone-class Heavy Cruiser

[C] For each of your other ::Fleet Girl:: Charas, this gains +500 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, this gains +1 Soul for the turn. (Put the revealed card back)

Fleet Girl - Heavy Cruiser | KC/S25-020P T: Soul

L2
C2

Naka, 3rd Sendai-class Light Cruiser

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If that was a Climax card, put this in your Stock.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Light Cruiser | KC/S25-048P T: None

L1
C0

Isuzu, 2nd Nagara-class Light Cruiser

[A] When this attacks, if "Anti-Submarine Squadron, Charge!" is in the CZ, all your Level 1 or lower Charas gain +1500 Pow for the turn.

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

Fleet Girl - Light Cruiser | KC/S25-114P T: None

L1
C0

Yudachi Kai-Ni, 4th Shiratsuyu-class Destroyer

[A] [(1)] When "Let's Have a Wonderful Party!" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Charas and move it to another vacant Slot on your Opp.'s Stage.

Fleet Girl - Destroyer | KC/S25-132P T: None

L1
C0

Zuihou, 2nd Shouhou-class Light Aircraft Carrier

[A] [(2) Put the top card of your LB 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 your Opp.'s Level and put it on the bottom of the LB.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Fleet Girl - Light Aircraft Carrier | KC/S25-134P T: Soul

L2
C1

Akitsumaru, Army Type C Special Ship

[S] [Rest 2 of your Charas] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains +1500 Pow for the turn.

Fleet Girl - Landing Craft | KC/S25-165P T: None

L0
C0

Maruyu, Type 3 Submerged Transport Ship

[C] You may have as many copies of cards with the same name as this in your deck.

[S] [(1) Put this in the WR] Draw up to 2 cards, and discard 2 cards from your hand to the WR.

Fleet Girl - Submarine | KC/S25-166P T: None

L0
C0

Shiratsuyu Kai, 1st Shiratsuyu-class Destroyer

[A] When this becomes Reversed in battle, put the top card of your Stock in the WR. If so, put this in your Stock.

Fleet Girl - Destroyer | KC/S25-P01 T: None

L0
C0

Yukikaze, Miracle Destroyer

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

[A] [(1)] When this becomes Reversed in Battle, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, may pay. If so, return this to your hand. (Put the revealed card back where it was)

Fleet Girl - Destroyer | KC/S25-P02 T: None

L1
C0

Shigure Kai-Ni, Lucky Destroyer

[A] When this is placed from hand to the Stage or via effect of [S] ability of "Shigure, 2nd Shiratsuyu-class Destroyer" to the Stage, your Opp. reveals the top card of his or her LB. If its Level is 1 or higher, this gains +1000 Pow until the next end of your Opp.'s turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Fleet Girl - Destroyer | KC/S25-P03 T: None

L1
C1

Akagi & Fubuki & Ise, Now Sortie!

[C] If this is in the Front Row Center Slot, this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB".

Fleet Girl | KC/S25-P04 T: None

L1
C0

Aircraft Carrier Wo-Class, Welcome!
--No Text--

Abyssal Ship - Aircraft Carrier | KC/S25-P05 T: None

L0
C0

Akagi, Welcome!
--No Text--

Fleet Girl - Aircraft Carrier | KC/S25-P06 T: None

L1
C1

Shigure Kai-Ni, 2nd Shiratsuyu-class Destroyer
[C] If there's a Climax card in your Opp.'s CZ, this gains +2000 Pow.

Fleet Girl - Destroyer | KC/S25-P07 T: None

L1
C0

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Yukikaze, 8th Kagero-class Destroyer
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Destroyer | KC/S25-P08 T: None

L0
C0

Inazuma, 4th Akatsuki-class Destroyer
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Fleet Girl - Destroyer | KC/S25-P09 T: None

L0
C0

"Alongside Bear" Kuma
[A] When this becomes Reversed, reveal the top card of your LB. If it's a Climax card, you may return this to your hand. (Put the revealed card back where it was)

Fleet Girl - Light Cruiser | KC/S25-P10 T: None

L1
C0

Schwarz Promos

"Loves Fish-Shaped Red Bean Cake" Tama
[C] If there are 4 or fewer cards in your Stock, this gains +1000 Pow.

Fleet Girl - Light Cruiser | KC/S25-P11 T: None

L1
C0

Murasame Kai, 3rd Shiratsuyu-class Destroyer
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's a Level 0 or lower Chara, put this in the WR. (Put the revealed card back where it was)

Fleet Girl - Destroyer | KC/S25-P12 T: None

L0
C0

Unryuu, 1st Unryuu-class Aircraft Carrier
[S] [(1)] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is lower than or equal to the Level of this, you may put that Chara in Stock."

Fleet Girl - Aircraft Carrier | KC/S31-019P T: Soul

L2
C1

Hatsuharu Kai-Ni, 1st Hatsuharu-class Destroyer
[A] When the Battle Opp. of this becomes Reversed, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Fleet Girl - Destroyer | KC/S31-042P T: None

L1
C0

Yayoi, 3rd Mutsuki-class Destroyer
[C] If there are 2 or more Markers under this, this gains "[C] **ASSIST** All your Charas in front of this gain +1000 Pow".
[S] [Rest this] If there is 1 or fewer Markers under this, choose 1 "Mutsuki, 1st Mutsuki-class Destroyer" or 1 "Kisaragi, 2nd Mutsuki-class Destroyer" in your WR and put it face-down under this as Marker.

Fleet Girl - Destroyer | KC/S31-068P T: None

L0
C0

Harusame, 5th Shiratsuyu-class Destroyer
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[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 "Drums (for Transport)" in your WR and return it to your hand.

Fleet Girl - Destroyer | KC/S31-089P T: None

L0
C0

Akizuki, 1st Akizuki-class Destroyer
[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.

Fleet Girl - Destroyer | KC/S31-P01 T: None

L1
C0

Asagumo, 5th Asashio-class Destroyer
[S] [Rest 2 of your Charas] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Fleet Girl - Destroyer | KC/S31-P02 T: None

L0
C0

Fubuki / Mutsuki / Yuudachi
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Fleet Girl:: Chara, Rest this. (Put the revealed card back where it was)
[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Fleet Girl - Destroyer | KC/S31-P03 T: None

L0
C0

Kongou / Hiei / Haruna / Kirishima
[C] If there are 3 or fewer cards in your Clock, this gains +1000 Pow.

Fleet Girl - Battleship | KC/S31-P04 T: None

L1
C0

Sendai / Jintsuu / Naka
[A] When this is placed from hand to the Stage, choose 1 of your other ::Destroyer:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1)] Choose 1 of your ::Destroyer:: Charas, and that Chara gains +1500 Pow for the turn.
[S] [Rest this] Choose 1 of your ::Destroyer:: Charas, and that Chara gains +1000 Pow for the turn.

Fleet Girl - Light Cruiser | KC/S31-P05 T: None

L1
C0

Yamato
[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains ::Ramune:: for the turn.

Fleet Girl - Battleship | KC/S31-P06 T: None

L1
C0

Ooyodo / Nagato / Mutsu

[C] If this is on the Stage, this gains ::Battleship::.
[S] [Rest this] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains +2000 Pow for the turn.

Fleet Girl - Light Cruiser | KC/S31-P07 T: None

L1
C0

Akagi / Kaga

[C] All your other ::Fleet Girl:: Charas gain +1000 Pow.
[S] [(1) Rest 2 of your Charas with either ::Aircraft Carrier:: or ::Light Aircraft Carrier::] Choose 1 of your Opp.'s Charas, and that Chara gets -1000 Pow for the turn.

Fleet Girl - Aircraft Carrier | KC/S31-P08 T: Soul

L2
C1

Kuroshio Kai, 3rd Kagero-class Destroyer

[C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Fleet Girl - Destroyer | KC/S42-101 T: None

L1
C1

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Nagatsuki Kai, 8th Mutsuki-class Destroyer

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

Fleet Girl - Destroyer | KC/S42-102 T: None

L0
C0

Hiei Kai, 2nd Kongou-class Battleship

[C] All your other Charas gain the following ability.
"[C] This cannot Side Attack."

Fleet Girl - Battleship | KC/S42-103 T: None

L0
C0

Suzukaze Kai, 10th Shiratsuyu-class Destroyer

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

Fleet Girl - Destroyer | KC/S42-104 T: None

L1
C0

Schwarz Promos

Hatsukaze, 7th Kagero-class Destroyer

[C] All your other ::Fleet Girl:: Charas gain +500 Pow.
[A] During Attack Phase, when you or your Opp.'s Chara is returned from the WR to hand, all Charas controlled by that player get -3 Soul for the turn.

Fleet Girl - Destroyer | KC/S42-105 T: None

L0
C0

Akatsuki Kai, 1st Akatsuki-class Destroyer

[C] You may have up to 4 total copies of cards between cards with the same name as this and "Akatsuki, A Moment in Winter".
[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 ::Fleet Girl:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Fleet Girl - Destroyer | KC/S42-106 T: None

L0
C0

Akashi, Brand New Repair Ship

[C] All your other ::Fleet Girl:: Charas gain +500 Pow.
[S] [(2) Rest this] Search your LB for up to 1 ::Fleet Girl:: Chara, reveal it, put it in your hand, and shuffle your LB.

Fleet Girl - Repair Ship | KC/S42-107 T: None

L1
C0

Satsuki Kai-Ni, 5th Mutsuki-class Destroyer

[C] If there's a Marker under this, this gains +3000 Pow.
[A] When this is placed from hand to the Stage, you may choose a "Satsuki, 5th Mutsuki-class Destroyer" in your WR and put it face-down under this as Marker.

Fleet Girl - Destroyer | KC/S42-P01 T: None

L1
C0

Ooshio Kai-Ni, 2nd Asashio-class Destroyer

[A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Fleet Girl - Destroyer | KC/S42-P02 T: Soul

L1
C1

Choukai Kai-Ni, Flagship of the 8th Fleet

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your ::Fleet Girl:: Charas.

Fleet Girl - Heavy Cruiser | KC/S42-P03 T: None

L1
C0

Taiyou Kai, 1st Taiyou-class Light Aircraft Carrier

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Fleet Girl - Light Aircraft Carrier | KC/S67-106 T: None

L0
C0

I-26, 7th Junsen-class Type B Carrier Submarine

[A] [(1) Put the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 3 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

Fleet Girl - Carrier Submarine | KC/S67-107 T: None

L0
C0

UIT-25, 4th Guglielmo Marconi-class Submarine

[A] When your other ::Fleet Girl:: attacks, this gains +2000 Pow for the turn.
[A] [(1)] During your Opp.'s turn, when this becomes Reversed in Battle, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

Fleet Girl - Submarine | KC/S67-108 T: Soul

L2
C1

Akebono Kai, 8th Ayanami-class Destroyer

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Fleet Girl - Destroyer | KC/S67-109 T: Soul

L2
C1

Samuel B.Roberts Kai, John C.Butler-class DE-413 Escort

[C] On your turn, if all of your Charas are ::Fleet Girl::, this gains +2000 Pow.

Fleet Girl - Destroyer Escort | KC/S67-P01 T: None

L1
C0

Tanikaze D Kai, 14th Kagero-class Destroyer

[A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.
[A] When this attacks, choose 1 of your other ::Fleet Girl:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Fleet Girl:: Charas.

Fleet Girl - Destroyer | KC/S67-P02 T: None

L0
C0

Makigumo Kai-Ni, 2nd Yuugumo-class Destroyer

[A] When this attacks, if you have 2 or more other ::Fleet Girl:: Charas, this gains +2000 Pow for the turn.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Destroyer | KC/S67-P03 T: None

L1C0

Makigumo Kai-Ni, 2nd Yuugumo-class Destroyer

[A] When this attacks, if you have 2 or more other ::Fleet Girl:: Charas, this gains +2000 Pow for the turn.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Destroyer | KC/S67-P03S T: None

L1C0

Northern Princess, Christmas

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock.

[A] [Clock] **SHIFT Level0**

Abyssal Ship - Princess | KC/SE28-P01 T: None

L0C0

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Ash Crimson

--No Text--

Flame - Protagonist | KF/S05-103 T: Soul

L1C1

Athena, Eternal PSyChic Idol

[S] [Rest 1 of your ::ESP:: Charas] This gains +1500 Pow for the turn.

ESP - Music | KF/S05-104 T: Soul

L1C1

KOF, Title of the Strongest

--No Text--

Orochi - Relics | KF/S05-105 T: Soul

L2C1

Schwarz Promos

King, Muay Thai Magic

[A] [(1)] When this attacks, may pay. If so, choose a Level 0 or lower Chara in your Opp.'s Back Row and return it to hand.

Male Dressing - Rose | KF/S05-106 T: None

L0C0

Athena, Psycho Soldier

[A] **ENCORE** [(2)]

ESP - Music | KF/S05-107 T: None

L1C0

Yuri, Kyuukun Girl

[C] All your other Charas with "Sakazaki" in name gain +500 Pow.

Sports - Chairman | KF/S05-108 T: None

L0C0

Togame & Shicika, Trip to Gather Katanas

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Yukata - Weapon | KG/SE07-46 T: Soul

L2C2

Togame & Shichika, Beginning the Trip

[C] If you have no other Charas, this gains +1 Level and +1500 Pow.

Yukata - Weapon | KG/SE07-47 T: None

L0C0

"Power of Acknowledgment" Togame

[C] If you have 1 or fewer other Front Row Chara, this gains +1000 Pow.

Yukata | KG/SE07-48 T: None

L0C0

SD Tenga

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Kizuna - Glasses | KI/S44-101 T: None

L1C0

SD Chidori

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

Kizuna - Housework | KI/S44-102 T: None

L1C0

SD Katsuhira

[A] [(1)] 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 0 or lower Charas and put it on top of the LB.

Kizuna - Void | KI/S44-103 T: Soul

L2C1

SD Sonozaki

[C] **ASSIST** All your Charas in front of this gain "[A] **ENCORE** [Put the top card of your LB in your Clock]"

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Kizuna - Mystery | KI/S44-104 T: None

L1C0

Apathetic Katsuhira

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

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose 1 ::Kizuna:: Chara in your WR and return it to your hand.

Kizuna - Void | KI/S44-P01 T: None

L0C0

Sonozaki, Caught in the Past

[C] If you have no other Charas, this gains +1 Level and +1500 Pow.

[A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it is Level 2 or higher, you may Rest this. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Kizuna - Mystery | KI/S44-P02 T: None

L0C0

"Sprinter" Tomoe Enjou

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 "Sprinter" Tomoe Enjou, reveal it, and put it in your hand. Shuffle your LB.
[A] When you Level-Up, put this in the WR.

Doll - Death | KK/SPR-001 T: None

L0
C0

"Mystic Eyes of Death Perception" Shiki Ryougi

[A] [(4)] Discard a card from your hand to the WR] When this attacks, may pay. If so, put all Level 1 or lower Charas in your Opp.'s Front Row in the WR.

Yukata - Weapon | KK/SPR-002 T: None

L1
C0

"Doll Master" Touko Aozaki

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 "Doll Master" Touko Aozaki, reveal it, and put it in your hand. Shuffle your LB.

Doll - Shadow | KK/SPR-003 T: Soul

L2
C2

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"People Person" Mikiya Koutou

[C] All your other ::Yukata:: Charas gain +500 Pow.

Glasses - Detective | KK/SPR-004 T: None

L0
C0

"Remaining Sense of Pain" Fujino Asagami

[A] [(2)] At the start of your Opp.'s Draw Phase, may pay. If so, Rest 1 of your Opp.'s Standing Level 2 or lower Charas.

ESP - Void | KK/SPR-005 T: None

L1
C0

"Overlooking View" Kirie Fujou

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

Spirit - Void | KK/SPR-006 T: Soul

L1
C1

Schwarz Promos**"Magician" Souren Araya**

[C] Chara Opposite this gets -1 Soul.
[S] [(2)] Choose 1 of your Opp.'s Level 2 or lower Charas, and that Chara does not Stand during your Opp.'s next Stand Phase.

Death | KK/SPR-007 T: Soul

L3
C2

Chibi Mako

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Family | KLK/S27-101 T: Soul

L2
C2

Chibi Ryuko

[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Front Row Center Slot.

Clothes - Weapon | KLK/S27-102 T: None

L0
C0

Chibi "Life Fiber Synchronization" Ryuko

[A] At the start of your Draw Phase, put the top card of your LB in your Clock.

Clothes - Weapon | KLK/S27-103 T: None

L1
C0

Chibi Satsuki

[A] [(1)] Discard a card 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 1 ::Clothes:: Chara, reveal it, put it in your hand, and shuffle your LB.

Clothes - Weapon | KLK/S27-104 T: Soul

L2
C1

Ryuko in Swimsuit

[A] When your other Chara with either ::Clothes:: or ::Family:: attacks, this gains +1000 Pow for the turn.

Clothes - Weapon | KLK/S27-P01 T: None

L0
C0

Senketsu, Date with Ryuko

[S] [Rest 1 of your Charas with either ::Clothes:: or ::Family::] This gains +1000 Pow for the turn.

Clothes - Blood | KLK/S27-P02 T: None

L0
C0

Confused Mankashoku Family

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, this gains +3500 Pow for the turn.

Family | KLK/S27-P03 T: None

L1
C0

Nui, For Ambition's Sake

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

[A] [(4)] Discard 3 cards from your hand to the WR, put this face-down under the Chara in battle as Marker] When your other Chara with "Ragyo" in name that has a Marker becomes Reversed in battle, may pay. If so, Stand that Chara.

Clothes - Eye Patch | KLK/SP03-09 T: Soul

L2
C1

Ryuko, Winter Scene

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Level 2 or higher Charas, and that Chara gets -1 Soul for the turn.

[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Clothes - Weapon | KLK/SP03-10 T: Soul

L2
C1

Rinne Rokudo

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

Shinigami | KR/SE30-51 T: None

L1
C0

"Amusement Park Date" Sakura

[C] This cannot Side Attack.

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

No Traits | KR/SE30-52 T: None

L1
C1

"Exorcism < Date" Tsubasa

[C] This cannot Side Attack.

Book | KR/SE30-53 T: None

L0C0

"Support Role" Rokumon

[A] [Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR that is either RED or ::Shinigami:: and return it to your hand.

Black Cat By Contract | KR/SE30-54 T: None

L0C0

"Easily Tricked Personality" Ageha

[S] [Rest 2 of your Charas that are either RED or ::Shinigami::] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Shinigami - Daughter | KR/SE30-55 T: None

L0C0

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Angry Kain

[A] When this is placed from hand to the Stage, if you have 4 or more other Charas that are either RED or ::Shinigami::, you may put the top card of your LB in your Stock.

Shinigami | KR/SE30-56 T: Soul

L2C1

Hanako in the Toilet

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

Spirit | KR/SE30-57 T: Soul

L2C2

"Spiritual Body Cracker" Damashigami

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

Shinigami | KR/SE30-58 T: Soul

L2C1

Schwarz Promos

"Black Cat Tribe" Rokumon

[A] When this is placed from hand to the stage, you may put the top 3 cards of your LB in the WR.

Black Cat By Contract | KR/SE30-P01 T: None

L0C0

Akatsuki, Claspng Hands

[C] If you have another Chara with "Shiroe" in name, this gains +1500 Pow.
[A] When your other Chara with either ::Weapon:: or ::Magic:: attacks, this gains +1000 Pow for the turn.

Weapon - Ninja | LH/SE20-P01 T: Soul

L2C1

Shiroe, Claspng Hands

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 500 times Level of that Chara.

Magic - Glasses | LH/SE20-P02 T: None

L0C0

Nureha

[C] If this is on the Stage, this is also considered to have "Dariella" as the name.
[C] During your Opp.'s turn, all your other Charas gain +X Pow. X = 500 times Level of that Chara.
[A] At the start of your Opp.'s Encore Step, choose 1 of your other Charas, and that Chara gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]" for the turn.

Magic | LH/SE20-P03 T: Soul

L2C1

Minori, Apprentice Magician

[A] When you use the **BACKUP** of this, if you have a Chara with "Shiroe" in name, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

Magic - Twins | LH/SE20-P04 T: None

L1C0

Isuzu, Perfect Combination

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

Weapon - Music | LH/SE20-P05 T: None

L0C0

Kanami, Pugilist

[C] If you have another Chara with "Shiroe" in name, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When this attacks, if you have 3 or more other Charas with either ::Weapon:: or ::Magic::, this gains +2000 Pow for the turn.

Weapon | LH/SP02-09 T: None

L1C1

Melty Blood

--No Text--

Alchemy - Blood | MB/S10-106 T: Soul

L2C2

Akiha, True Lady

[A] When your other Chara becomes Reversed in battle, this gains +1000 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Blood | MB/S10-107 T: None

L1C0

Shion, Study of Knowledge

[S] [(1) Rest this] Choose a card in your Clock and return it to your hand. Choose a card in your hand and put it in your Clock.

Alchemy - Weapon | MB/S10-108 T: None

L0C0

White Len, Dream Manipulator

[C] During your turn, this gains +1000 Pow.

Familiar - Animal | MB/S10-109 T: Soul

L2C2

"New Tatari" Vampire Shion

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When you Level-Up, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Alchemy - Blood | MB/S10-110 T: None

L0C0

Hisui, Order of the House

--No Text--

Twins - Maid | MB/S10-111 T: None

L0C0

Chibi Clan

--No Text--

Pilot - Miko | MF/S13-106 T: None

L0C0

Universal Ranka

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music - Love | MF/S13-107 T: None

L0C0

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Universal Sheryl

[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Love | MF/S13-108 T: Soul

L1C1

Chibi Alto

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

Pilot | MF/S13-109 T: None

L0C0

Ranka, Dainum Super Alloy

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

Music - Mecha | MF/S13-110 T: Soul

L2C1

Schwarz Promos

Sheryl, L-Box

--No Text--

Music - Love | MF/S13-111 T: Soul

L2C2

Ranka, L-Box

--No Text--

Music - Love | MF/S13-112 T: Soul

L2C1

Sheryl, Debut Shot

[C] During your turn, all your other Charas gain +500 Pow.

Music - Swimsuit | MF/S13-113 T: None

L0C0

Sheryl, Sagittarius

[S] [(3)] All your Charas gain +1 Soul for the turn.

Music - Love | MF/S13-114 T: None

L1C0

Ranka, Heart Mark

[S] [(1)] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Music - Love | MF/S13-115 T: None

L0C0

Ranka, Songs of Memory

[A] When the Battle Opp. of your other Chara becomes Reversed, this gains +1000 Pow for the turn.

Music - Love | MF/S13-116 T: None

L0C0

Sheryl in Miko Outfit

[C] For each of your other ::Music:: Charas, this gains +500 Pow.

Music - Miko | MF/S13-117 T: None

L0C0

"happy bite" Mayoi Hachikuji

[A] [(1) Discard a Climax card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Climax card in your WR and return it to your hand.

Strange - Spirit | MG/S39-P01 T: None

L0C0

Shinobu Oshino, Where the Snacks Went

[C] **ASSIST** During your turn, all your Charas in front of this gain +1000 Pow.

[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.

Strange - Blood | MG/S39-P02 T: Soul

L1C1

"the last day of my adolescence" Suruga Kanbaru

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

Strange - Sports | MG/S39-P03 T: Soul

L2C1

"Kogarashi Sentiment" Hitagi Senjouhara

[A] When this is placed from hand to the Stage, choose 1 of your ::Strange:: Charas, and that Chara gains +1500 Pow for the turn.

Strange | MG/S39-P04 T: None

L1C0

"Mousou~ Express" Nadeko Sengoku

[C] If you have 1 or fewer other Charas, all your other Charas gain +1500 Pow.

Strange | MG/S39-P05 T: None

L0C0

"chocolate insomnia" Tsubasa Hanekawa
[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)

Strange - Animal | MG/S39-P06 T: None

L1
C0

Nadeko Sengoku in Good Spirits
[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

Strange | MG/S39-P07 T: None

L1
C0

Mayoi Hachikuji & Shinobu Oshino
[A] When this attacks, choose up to 2 of your ::Strange:: Charas, and they gain +500 Pow for the turn.

Strange - Blood | MG/S39-P08 T: None

L0
C0

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Hitagi Senjouhara, Her Role
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(1) Discard a Climax card from your hand to the WR] Choose a ::Strange:: Chara in your WR and return it to your hand.

Strange | MG/S39-P09 T: None

L0
C0

Milky Holmes, Detective Team
--No Text--

Detective | MK/S11-106 T: None

L0
C0

Sheryl & Yume, Clothing Change!?
[A] When this attacks, reveal the top card of your LB. If it's a Climax card, this gains +6000 Pow for the turn. (Put the revealed card back where it was)

Detective - Magic | MK/S11-107 T: Soul

L2
C1

Schwarz Promos

Sheryl, Straightforward Girl
[S] [Rest this] Choose 1 of your ::Detective:: Charas, and that Chara gains +1000 Pow for the turn.

Detective - Camera | MK/S11-108 T: None

L0
C0

Cordelia, Hints to Solving the Case
[C] If you have 2 or more other ::Detective:: Charas, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Detective - Sports | MK/S11-109 T: Soul

L2
C1

Sheryl, Egg of Detective
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Detective - Camera | MK/S11-110 T: None

L0
C0

Elly, Hidden Strength
[S] [(3)] This gains +8000 Pow for the turn.

Detective - Book | MK/S11-111 T: None

L0
C0

Milky Holmes, Future Renowned Detective?
[C] For each of your other Rested Charas, this gains +500 Pow.

Detective | MK/S11-112 T: None

L0
C0

Milky Holmes, Future Renowned Detective?
[C] For each of your other Rested Charas, this gains +500 Pow.

Detective | MK/S11-112p T: None

L0
C0

Genius 4, Gathering of Talent
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Police | MK/S11-113 T: Soul

L2
C1

Genius 4, Gathering of Talent
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Police | MK/S11-113p T: Soul

L2
C1

Phantom Thief Empire, Thieves With Aesthetics
--No Text--

Phantom Thief - Mask | MK/S11-114 T: None

L0
C0

Phantom Thief Empire, Thieves With Aesthetics
--No Text--

Phantom Thief - Mask | MK/S11-114p T: None

L0
C0

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

Detective - Sweets | MK/S11-115 T: Soul

L2
C1

Milky Holmes in the Detective Academy
[C] All your other ::Detective:: Charas gain +500 Pow.

Detective | MK/S11-116 T: None

L1
C0

[A] When your other Chara becomes Reversed in battle, this gains +1000 Pow for the turn.

L1
C0

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1000 Pow for the turn.

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

[C] If there are more cards in your hand than your Opp.'s hand, this gains +1000 Pow.

L2
C1

[C] During your turn, this gains +1000 Pow.

L1
C0

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Phantom Thief:: Chara, reveal it, and put it in your hand. Shuffle your LB.

L1
C0

[C] **ASSIST** All your Charas in front of this gain +1 Level.

<div> <div>LO</div> <div>C0</div> </div>
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[C] For each of your other ::Detective:: Charas, this gains +500 Pow.

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

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

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

[C] If you have another Chara with "Kazumi" in name, your other Chara in the Front Row Center Slot gains +1500 Pow.

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

[C] If you have another Chara with "Kazumi" in name, your other Chara in the Front Row Center Slot gains +1500 Pow.

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

[A] When this attacks, you may put the top card of your LB in the WR. If it's a ::Detective:: Chara, this gains +2000 Pow for the turn.

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

[A] When this attacks, you may put the top card of your LB in the WR. If it's a ::Detective:: Chara, this gains +2000 Pow for the turn.

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

[C] If you have another Chara with "Alice" in name, this gains +1 Level and +1000 Pow.

L1
C0

[C] If all your Charas are ::Detective::, this gains +1000 Pow.

L2
C1

[C] All your Charas gain +2 Soul.

[C] All your Charas gain +2 Soul.

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.

[A] When this attacks, if you have another **Music** Chara, this gains +1500 Pow for the turn.

$$\frac{L1}{C0}$$