

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

L1C0

Mayoi Hachikuji & Shinobu Oshino

[A] When this attacks, choose up to 2 of your ::Strange:: Charas, and those Charas gain +500 Pow for the turn.

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

L0C0

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

L0C0

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Milky Holmes, Detective Team

--No Text--

Detective | MK/S11-106 T: None

L0C0

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

L2C1

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

L0C0

Schwarz Promos

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

L2C1

Sheryl, Egg of Detective

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

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

L0C0

Elly, Hidden Strength

[S] [(3)] This gains +8000 Pow for the turn.

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

L0C0

Milky Holmes, Future Renowned Detective?

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

Detective | MK/S11-112 T: None

L0C0

Milky Holmes, Future Renowned Detective?

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

Detective | MK/S11-112p T: None

L0C0

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

L2C1

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

L2C1

Phantom Thief Empire, Thieves With Aesthetics

--No Text--

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

L0C0

Phantom Thief Empire, Thieves With Aesthetics

--No Text--

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

L0C0

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

L2C1

Milky Holmes in the Detective Academy

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

Detective | MK/S11-116 T: None

L1C0

Sheryl in the Detective Academy

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

Detective - Camera | MK/S11-117 T: None

L1C0

Elly in the Detective Academy

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

Detective - Book | MK/S11-118 T: Soul

L2

C1

Cordelia in the Detective Academy

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

Detective - Sports | MK/S11-119 T: Soul

L2

C1

Nero in the Detective Academy

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

Detective - Sweets | MK/S11-120 T: None

L1

C0

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Henriette & Milky Holmes

[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.

Detective - Student Council | MK/S11-121 T: None

L1

C0

Sheryl, Important Thngs

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

Detective - Camera | MK/S11-122 T: None

L0

C0

Sheryl, Very Energetic

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

Detective - Camera | MK/S11-123 T: None

L0

C0

Schwarz Promos

Milky A GO GO

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

MK/S33-P01 T: Salvage

Milky A GO GO

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

MK/S33-P01 T: Salvage

Alice in Swimsuits

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

Detective - Swimsuit | MK/S33-P02 T: None

L0

C0

Alice in Swimsuits

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

Detective - Swimsuit | MK/S33-P02 T: None

L0

C0

Alice & Kazumi on the Beach at Sunset

[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.

Detective | MK/S33-P03 T: None

L0

C0

Alice & Kazumi on the Beach at Sunset

[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.

Detective | MK/S33-P03 T: None

L0

C0

Kazumi in Swimsuits

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

Detective - Swimsuit | MK/S33-P04 T: None

L1

C0

"Musician" Sheryl

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

Detective - Music | MK/S33-P05 T: Soul

L2

C1

Sheryl Crying Like a Man

[C] All your Charas gain +2 Soul.

MK/S33-P06 T: 2 Soul

Sheryl Crying Like a Man

[C] All your Charas gain +2 Soul.

MK/S33-P06 T: 2 Soul

"Musician" Elly

[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.

Detective - Music | MK/S33-P07 T: None

L1

C0

First Time Visiting Japan? Milky Holmes

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

MK/S33-P08 T: Draw

Himeyuri & Josephine

[C] If this is on the Stage, this gains ::Phantom Thief::.

[A] [Rest 2 of your Standing Charas] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."

Detective - Police | MK/S33-P09 T: None

L1C0

"Musician" Nero

[A] [(1) Discard a card from your hand to the WR] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 Chara that is either traitless or ::Music::, reveal it, put it in your hand, and shuffle your LB.

Detective - Music | MK/S33-P10 T: None

L0C0

"Musician" Cordelia

[C] **EXPERIENCE** If there are 2 or more ::Music:: Charas in your Level Zone, this gains +1500 Pow.

[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, draw a card.

Detective - Music | MK/S33-P11 T: Soul

L2C1

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"Toro-toro Don-Don" Milky Holmes

[A] When this attacks, if "Detective Opera Live!" is in the CZ, choose 1 of your ::Detective:: Charas, and that Chara gains +2500 Pow for the turn.

Detective - Music | MK/S33-P12 T: None

L1C0

Detective Opera Live!

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

MK/S33-P13 T: 2 Soul

Milky Holmes, Good Friends

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

[S] [(1) Rest this] Choose 1 of your Charas with Markers, and that Chara gains +2500 Pow for the turn.

Detective - Music | MK/S33-P15 T: None

L0C0

Schwarz Promos

The detective of the Opera

[C] If you don't have another ::Music:: Chara, this does not Stand during your Stand Phase.

Detective - Music | MK/S33-P16 T: None

L1C0

Sheryl, Loves Fish Sausage

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

Detective - Camera | MK/SE09-28 T: Soul

L2C1

"Soft Touch" Henriette

[C] If this is on the Stage, this gains ::Phantom Thief::.

[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.

Detective - Student Council | MK/SE09-29 T: None

L1C0

Sheryl, Always Optimistic

--No Text--

Detective - Camera | MK/SE09-30 T: None

L0C0

Sheryl, Straightforward Girl

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

Detective - Camera | MK/SE09-31 T: None

L0C0

Kokoro And the Sunset Sky

[C] If you have another Chara with "Hirano" in name, this gains +1000 Pow.

[C] If you have another Chara with "Saki" in name, this gains +1000 Pow.

[C] If you have another Chara with "Tsugiko" in name, this gains +1000 Pow.

Police - Mask | MK/SE11-37 T: None

L1C0

"Accident in Summer" Cordelia

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, draw a card.

Detective - Sports | MK/SE11-38 T: None

L0C0

Sheryl, Step Towards Dream

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

Detective - Camera | MK/SE11-39 T: None

L1C0

"Second Act" Henriette & Milky Holmes

[C] If this is on the Stage, this gains ::Phantom Thief::.

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

Detective - Student Council | MK/SE11-40 T: None

L1C0

Suzuko Mimori, Always Optimistic

--No Text--

Music - Detective | MK/SE11-41 T: None

L0C0

Sheryl, Mamemaki

[C] If you have 2 or more other Charas with **ASSIST**, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Detective - Camera | MK/SE11-42 T: Soul

L2C2

Milky Holmes, Troublemaker

[S] [Rest 2 of your Charas] This gains +2000 Pow for the turn.

Detective | MK/SE11-43 T: None

L0C0

Sheryl, Detective Apprentice

[S] [Put this in the WR] Choose an Opp.'s Cost 0 or lower Chara in the Front Row and put it on top of the LB.

Detective - Camera | MK/SE11-44 T: None

L1

C1

Elly, Detective Apprentice

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

Detective - Book | MK/SE11-45 T: None

L0

C0

Nero, Detective Apprentice

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

Detective - Sweets | MK/SE11-46 T: Soul

L2

C2

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Cordelia, Detective Apprentice

--No Text--

Detective - Sports | MK/SE11-47 T: None

L1

C0

Arsene, Leaving Yokohama

--No Text--

Phantom Thief - Mask | MK/SE11-48 T: Soul

L2

C1

Milky Holmes, Goal of Rebuilding the Academy

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose 1 Chara in your WR with either "Arsene" or "Henriette" in name and return it to your hand.

Detective | MK/SE11-49 T: None

L0

C0

Schwarz Promos

Milky Holmes, Detective Team

--No Text--

Detective - Voice Actor | MK/SE11-50 T: None

L0

C0

Sora Tokui

--No Text--

Detective - Voice Actor | MK/SE11-51 T: None

L0

C0

Mikoi Sasaki

--No Text--

Detective - Voice Actor | MK/SE11-52 T: None

L0

C0

Suzuko Mimori

--No Text--

Detective - Voice Actor | MK/SE11-53 T: None

L0

C0

Izumi Kitta

--No Text--

Detective - Voice Actor | MK/SE11-54 T: None

L0

C0

"Guilty Holmes" Sora Tokui

[A] When this attacks, if "Full-Color Festival" is in the CZ, for the turn, this gains +X Pow, GREEN, RED, and BLUE colors. X = 500 times # of your ::Detective:: Charas.

Detective - Voice Actor | MK/SE29-51 T: None

L1

C0

"Guilty Holmes" Mikoi Sasaki

[A] When this attacks, if "Full-Color Festival" is in the CZ, for the turn, this gains +X Pow, YELLOW, RED, and BLUE colors. X = 500 times # of your ::Detective:: Charas.

Detective - Voice Actor | MK/SE29-52 T: None

L1

C0

"Guilty Holmes" Suzuko Mimori

[A] When this attacks, if "Full-Color Festival" is in the CZ, for the turn, this gains +X Pow, YELLOW, GREEN, and BLUE colors. X = 500 times # of your ::Detective:: Charas.

Detective - Voice Actor | MK/SE29-53 T: None

L1

C0

"Guilty Holmes" Izumi Kitta

[A] When this attacks, if "Full-Color Festival" is in the CZ, for the turn, this gains +X Pow, YELLOW, GREEN, and RED colors. X = 500 times # of your ::Detective:: Charas.

Detective - Voice Actor | MK/SE29-54 T: None

L1

C0

Nero, Frank at Heart

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 4 or higher, this gains +1000 Pow.
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, if "Ruined Farm" is in the CZ, all your Charas gain +3000 Pow for the turn.

Detective - Sweets | MK/SE29-P01 T: Soul

L3

C2

Elly, Girl of the Detective City

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

Detective - Book | MK/SE29-P02 T: None

L0

C0

Brave yet Single Minded Sheryl

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in your WR.
[A] [(1)] When this attacks, if "Psychokinesis" is in the CZ, may pay. If you do, choose up to 1 Chara in your WR and return it to your hand, and all your ::Detective:: Charas gain +2000 Pow for the turn.

Detective - Camera | MK/SE29-P03 T: Soul

L3

C2

Cordelia, Pressing the Truth
[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Detective:: Chara, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. (Put the revealed card back where it was)
[S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Detective - Sports | MK/SE29-P04 T: Soul

L1
C1

"That's Detective" Milky Holmes
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Detective:: Chara, this gains +1500 Pow until the next end of your Opp.'s turn.

Detective | MK/SE29-P05 T: Soul

L1
C0

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

MK/SE29-P06 T: Salvage

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Full-Color Festival
[C] All your Charas gain +1000 Pow and +1 Soul.

MK/SE29-P07S T: Salvage

Kokoro & Sheryl & Henriette, Everyone is Good Friends!?
[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]

Detective - Police | MK/SE34-P01 T: Soul

L2
C1

Milky Holmes, Cherry Blossom Viewing
[A] When this card is played from hand to stage, your Opp. wants to purchase Monthly Bushiroad magazine. If you and your Opp. are cherry blossom viewing, the loser of the game goes to purchase it. (Note: This card is not tournament-legal.)

Detective | MK/SJ01-P01 T: None

L0
C0

Schwarz Promos

Milky Holmes Has Arrived!
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

MK/SJ01-P02 T: Soul Standby

Chibi Himeyuri
--No Text--

Detective - Police | MK2/S19-106 T: None

L1
C0

Chibi Nero
--No Text--

Detective - Sweets | MK2/S19-107 T: Soul

L2
C1

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

Detective - Book | MK2/S19-108 T: None

L0
C0

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

Detective - Camera | MK2/S19-109 T: None

L1
C0

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

Detective - Sports | MK2/S19-110 T: None

L0
C0

Himeyuri & Milky Holmes
--No Text--

Detective - Police | MK2/S19-P01 T: None

L0
C0

Himeyuri & Milky Holmes
--No Text--

Detective - Police | MK2/S19-P02 T: None

L0
C0

Sheryl & Kokoro, Pair Chasing Phantom Thief
[A] When your Chara's Trigger Check reveals a "Sheryl & Kokoro, Pair Chasing Phantom Thief", this gains the following ability for the turn. "[A] When this becomes Reversed, you may Reverse the Battle Opp. of this."

Detective - Police | MK2/S19-P03 T: None

L0
C0

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

Detective - Book | MK2/S19-P04 T: None

L1
C1

Izumi Kitta, Reliable Onee-San
--No Text--

Detective - Voice Actor | MK2/S19-P05 T: None

L0
C0

Sheryl, Investigation in London
[C] All your other "Lily Adler, Detective Wannabe Girl" gain +1000 Pow.

Detective - Camera | MK2/S19-P06 T: None

L1
C1

Lily Adler, Detective Wannabe Girl

[C] All your other "Sheryl, Investigation in London" gain +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Detective - Glasses | MK2/S19-P07 T: None

L1C0

Sheryl in Santa Outfit

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

Detective - Camera | MK2/S19-P08 T: Soul

L2C2

Milky Holmes at a Shrine Festival

[A] When this is placed form hand to the Stage, if you have 2 or more other ::Detective:: Charas, this gains +1 Level and +1500 Pow for the turn.

Detective - Yukata | MK2/S19-P09 T: None

L1C0

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Chibi Kokoro

[S] [Rest 2 of your ::Police:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Police - Mask | MK2/S19-P10 T: None

L0C0

Sheryl, Witch Girl

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(1) Discard a card from your hand to the WR] This ability activates up to once per turn. When your card is placed in the Level Zone, may pay. If so, this gains +1500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may deal 1 Damage to your Opp." (DC can occur)

Detective - Camera | MK2/S19-P11 T: Soul

L3C2

Elly, Christmas Girl

[A] When you use the **BACKUP** of this, choose a card in your Level Zone and a Climax card in your WR and swap them.
[S] [Counter] **BACKUP 3000, Level 1** [Discard this card from your hand to the WR]

Detective - Book | MK2/S19-P12 T: None

L1C0

Schwarz Promos

Sora Tokui, Tomboy

--No Text--

Detective - Voice Actor | MK2/S19-P13 T: None

L0C0

Alice & Kazumi, Apprentice Detective

[S] **BRAINSTORM** [(1)] Flip over the top 2 cards of your LB and put them in the WR. For each Climax card revealed this way, choose 1 of your Charas, and that Chara gain +2000 Pow and +1 Soul for the turn.

Detective | MK2/S19-P14 T: None

L0C0

Newly Formed! Milky Holmes Sisters

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

Detective | MK2/S19-P15 T: None

L0C0

Milky Holmes, Hungry Smile

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

Detective - Sweets | MK2/S19-P16a T: None

L0C0

Milky Holmes, Hungry Smile

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

Detective - Sweets | MK2/S19-P16b T: None

L0C0

Commemorative Picture with Everyone

[C] All your Charas gain +2 Soul.

MK2/S19-P17 T: 2 Soul

Alice & Kazumi, Cute Kouhai

[A] When your other "Alice & Kazumi, Cute Kouhai" attacks, this gains +2500 Pow for the turn.

Detective | MK2/S19-P18 T: None

L0C0

Alice & Kazumi, Bond of Two

--No Text--

Detective | MK2/S19-P19 T: None

L0C0

Alice & Kazumi, Turning Dreams into Reality

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

Detective | MK2/S19-P20 T: None

L1C0

Ayasa Itou & Aimi Terakawa

--No Text--

Detective - Voice Actor | MK2/S19-P21 T: None

L0C0

Nero, Defeating Monsters

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put the in the WR. For each Climax card revealed this way, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Detective - Sweets | MK2/S19-P22 T: None

L0C0

Cordelia, Slave to Dumplings

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, Rest this.

Detective - Sports | MK2/S19-P23 T: None

L0C0

"Continuing Training" Karin & Kyoko & Felicia

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Magic:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Magic - Ability | MR/W59-P02 T: Soul

L2
C1

Shiro & Steph, Friendly Bath Time

[C] All your other ::Game:: Charas gain +500 Pow.
[S] [(2) Rest this] Choose a Chara in your WR with either "Sora" or "Shiro" in name and return it to your hand.

Game - Imanity | NGL/S58-P01 T: None

L1
C0

Jibril, Spiritwater Blend Shampoo

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your ::Game:: Charas and this, then Stand and Swap them.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may Reverse that Chara.

Game - Flugel | NGL/S58-P02 T: None

L2
C1

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Shiro & Izuna, Gamer Friends

[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, look at up to 3 cards from top of your LB, search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

Game - Imanity | NGL/S58-P03 T: None

L0
C0

Shiro, Enchanting Tail

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

Game - Imanity | NGL/S58-P04S T: None

L0
C0

Shinobu Shino, Bond of Vampire

--No Text--

Strange - Blood | NM/S24-081 T: None

L1
C0

Schwarz Promos

Karen Araragi & Tsukihi Araragi, Playing House as Allies

[C] If you have 2 or more other Charas with either ::Sports:: or ::Yukata::, this gains +1500 Pow.

Sports - Yukata | NM/S24-082 T: None

L0
C0

"Ally of Justice" Karen Araragi

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

Strange - Sports | NM/S24-083 T: None

L0
C0

"Justice Itself" Tsukihi Araragi

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

Strange - Yukata | NM/S24-084 T: Soul

L1
C1

Tsukihi Araragi & Karen Araragi, Friendly Sisters

[A] When this attacks, Rest all your other Standing Charas.

Sports - Yukata | NM/S24-P01 T: None

L1
C0

Karen Araragi & Tsukihi Araragi, Noisy Morning

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

Sports - Yukata | NM/S24-P02 T: Soul

L2
C1

Karen Araragi, Burning Girl

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

Strange - Sports | NM/S24-P03 T: Soul

L2
C1

Karen Araragi, Sister to be Proud of

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

Strange - Sports | NM/S24-P04 T: None

L0
C0

Tsukihi Araragi & Karen Araragi & Nadeko Sengou

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

Strange | NM/S24-P05 T: None

L1
C0

"Lovely NEETs" Osomatsu

--No Text--

Sextuplets - Gamble | OMS/S41-P01 T: None

L0
C0

"Lovely NEETs" Karamatsu

--No Text--

Sextuplets - Brow | OMS/S41-P02 T: None

L0
C0

"Lovely NEETs" Choromatsu

--No Text--

Sextuplets - Otaku | OMS/S41-P03 T: None

L0
C0

"Lovely NEETs" Ichimatsu

--No Text--

Sextuplets - Animal | OMS/S41-P04 T: None

L0
C0

"Lovely NEETs" Jyushimatsu
--No Text--

Sextuplets - Sports | OMS/S41-P05 T: None

L0
C0

"Lovely NEETs" Todomatsu
--No Text--

Sextuplets - Smartphone | OMS/S41-P06 T: None

L0
C0

"Nurse" Totoko
[C] For each of your other YELLOW Charas, this gains +500 Pow.

Music - Fish | OMS/S41-P09 T: Soul

L2
C1

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Totoko Yowai
[C] If you have 3 or more other YELLOW Charas, this gains +1500 Pow and cannot be Reversed by effects of [A] abilities of your Opp.'s Charas.

Music - Fish | OMS/S41-P10 T: None

L1
C1

Demiurge, Nazarick's Faithful Vassal
[C] If this has a Marker, this gets +1 Level and +1500 Pow.
[A] When this is played from hand to the Stage, reveal the top card of your LB. If it is a ::Heteromorphic Race:: or ::Nazarick:: Chara, place under this facedown as a Marker. (otherwise put the revealed card back)

Heteromorphic Race - Nazarick | OVL/S62-101 T: None

L0
C0

Shalltear, Unique Expression
[A] When this is placed from hand to the Stage, you may put the top card in your Clock in the WR.
[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, this gains +2500 Pow and +1 Soul until the next end of your Opp.'s turn.

Heteromorphic Race - Nazarick | OVL/S62-102 T: Soul

L3
C2

Schwarz Promos

Albedo, To Her Beloved
[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 Chara with either ::Heteromorphic Race:: or ::Nazarick::, reveal it, put it in your hand, and shuffle your LB.

Heteromorphic Race - Nazarick | OVL/S62-103 T: None

L0
C0

Cocytus, Strongest Combat Weapon
[C] This cannot Side Attack.

Heteromorphic Race - Nazarick | OVL/S62-104 T: None

L0
C0

Mare, Shy Man's Daughter
[A] When this becomes Reversed, if the Cost 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] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose 1 Chara in your WR with either ::Heteromorphic Race:: and/or ::Nazarick:: and return it to your hand.

Human Race - Nazarick | OVL/S62-105 T: None

L1
C0

Aura, Sign of Mental Manipulation
[A] [(4) Discard a Chara with either ::Heteromorphic Race:: or ::Nazarick:: from your hand to the WR] When you use the BACKUP of this, may pay. If so, choose 1 of your Opp.'s Charas and Rest it.
[S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Human Race - Nazarick | OVL/S62-106 T: Soul

L2
C1

Ainz, Gratitude to You
[A] When you use the BACKUP of this, if you have a ::Heteromorphic Race:: or ::Nazarick:: Chara, choose 1 of your Charas in Battle, that Chara receives +1000 Pow for the turn.
[S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Heteromorphic Race - Nazarick | OVL/S62-P01 T: Soul

L2
C1

Albedo, Hoarse With Delight
[A] When you use the BACKUP of this, reveal the top card of your LB. If it's a Chara with either ::Heteromorphic Race:: or ::Nazarick::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[S] [Counter] BACKUP 2500, Level 2 [(1) Discard this card from your hand to the WR]

Heteromorphic Race - Nazarick | OVL/S62-P02 T: Soul

L2
C1

"Death" Thanatos
[C] All your Charas gain +2 Soul.

P3/S01-101 T: 2 Soul

"Death" Thanatos
[C] All your Charas gain +2 Soul.

P3/S01-101P T: 2 Soul

Shin And Jun, Playing in the Snow
--No Text--

Twins - Truthful | P3/S01-102 T: Soul

L1
C1

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

P3/S01-103 T: 2 Soul

Protagonist & Yukari
[S] [(2) Rest this] Draw a card.

Magic - Weapon | P3/S01-104 T: None

L0
C0

Mechanical Sisters
--No Text--

Mecha - Weapon | P3/S01-105 T: None

L0
C1

Shin & Sanada

[S] [(3)] Choose a Level 1 or lower Chara in your Opp.'s Front Row Front Row and return it to hand.

Gloves | P3/S01-106 T: None

L1
C0

Ryo & Sanada

[S] [(4)] Choose a Level 1 or lower Chara in your Opp.'s Front Row and put it on top of the LB.

Gloves - Glasses | P3/S01-107 T: Soul

L2
C1

Kanaru Moromoto

[A] [Put this in the WR] When your other Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Doll | P3/S01-108 T: None

L0
C0

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Jun & Yuki

[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.

Twins - Will | P3/S01-109 T: None

L0
C0

Mitsuru, Determined

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

Magic - Love | P3/S01-110 T: None

L0
C0

"Infinite Possibilities" Protagonist

[A] When this is placed from hand to the Stage, Rest 2 of your Standing Charas.

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

Magic - Weapon | P3/S01-111 T: None

L1
C1

Schwarz Promos**Aigis, Maiden-like Machine**

[A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.
[A] [Discard 2 Charas from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, put that Battle Opp. in Clock.

Mecha - Weapon | P3/S01-112 T: Soul

L3
C2

Bonds that Nurture -Community-

Your Opp. puts all of their Stock into their WR, then puts the same number of cards from the top of their LB to Stock. Choose 1 of your ::Magic:: or ::Weapon:: Charas and for the turn that Chara gains +5000 Pow.

P3/SC01-113 T: None

L3
C1

"Another Part of Myself" Protagonist & Izanagi

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

Weapon - Magic | P4/S08-103 T: Soul

L2
C2

Margaret & Elizabeth on Holy Night

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, if "The Strongest Being" is in the CZ, draw up to 2 cards, and discard a card from your hand to the Waiting Room.

Magic - God | P4/S08-104 T: Soul

L3
C2

Idol Rise-ccchi, Taking A Breather

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

Music - Television | P4/S08-105 T: Soul

L2
C2

"Being Came Out From the Sea of Heart" Izanagi

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

Weapon - Magic | P4/SE01-019 T: Soul

L1
C1

Teddie, Halloween

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

Television - Animal | P4/SE12-P01 T: None

L0
C0

"Witch Detective Lovelin" Nanako

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

Magic - Detective | P4/SE12-P02 T: None

L1
C0

Aigis, Final Break!

[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains +4500 Pow for the turn.

Mecha - Weapon | P4/SE15-P01 T: Soul

L2
C1

Fuuka, Support Specialist

[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 ::Magic:: Charas, and that Chara gains +500 Pow for the turn.

Magic | P4/SE15-P02 T: None

L0
C0

Protagonist & Izanagi

--No Text--

God | P4/SPR-001 T: Soul

L1
C1

Phantom Thieves of Hearts, Protagonist - JOKER

[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]

Phantom Thief | P5/S45-101 T: Soul

L2
C1

Phantom Thieves of Hearts, Ryuji

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Phantom Thief - Sports | P5/S45-102 T: None

L1

C1

Phantom Thieves of Hearts, Ann

[A] When this attacks, reveal the top card of your LB. If it's a ::Phantom Thief:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Phantom Thief | P5/S45-103 T: None

L0

C0

Phantom Thieves of Hearts, Morgana - MONA

[S] [Rest 2 of your ::Phantom Thief:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Phantom Thief | P5/S45-104 T: None

L0

C0

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Phantom Thieves of Hearts, Yusuke

[C] During your Opp.'s turn, for each of your other ::Phantom Thief:: Charas, this gains +500 Pow.
[A] [Swap 1 of your Standing Charas in the Front Row with this] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, draw a card, and discard a card from your hand to the WR.

Phantom Thief | P5/S45-105 T: None

L1

C0

Phantom Thieves of Hearts, Makoto

[A] When your Opp.'s Climax card is placed in the CZ, put this in the WR.

Phantom Thief - Student Council | P5/S45-106 T: None

L0

C0

Phantom Thieves of Hearts, Futaba

[C] If you have 2 or more other ::Phantom Thief:: Charas, this gains +1000 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Phantom Thief - Net | P5/S45-107 T: None

L1

C1

Schwarz Promos

Phantom Thieves of Hearts, Haru

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

Phantom Thief - Daughter | P5/S45-108 T: None

L1

C0

The Fate Supposed to Come, Protagonist - JOKER

[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.
[A] [(1) Put this in your Clock] When this becomes Reversed in battle, may pay. If so, look at up to 2 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.

Phantom Thief | P5/S45-109 T: None

L0

C0

Protagonist & Ryuji & Ann

[A] When the Battle Opp. of this becomes Reversed, if there are 2 or fewer Charas in your Opp.'s Front Row, choose 1 of your other Charas, Rest it, and move it to an empty Slot in the Back Row.

Phantom Thief - Glasses | P5/S45-P01 T: None

L0

C0

The Fate Supposed to Come, Protagonist - JOKER

[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.
[A] [(1) Put this in your Clock] When this becomes Reversed in battle, may pay. If so, look at up to 2 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.

Phantom Thief | P5/S45-P02 T: None

L0

C0

Escamari, Bright Rainbow Bride

[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 X cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR. X = # of your Opp.'s Charas.
[A] When this is placed from hand to the Stage, this gains +1500 Pow until the next end of your Opp.'s turn.

Machine - God | PAD/S105-104 T: Soul

L3

C2

Summer Idol

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

PD/S22-108 T: Soul Bounce

Online Game Addicts' Sprechchor

[C] All your Charas gain +2 Soul.

PD/S22-109 T: 2 Soul

Secret Police

[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.

PD/S22-110 T: 2 Soul

City Left Behind

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

PD/S22-111 T: 2 Soul

Cat Food

[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.

PD/S22-112 T: 2 Soul

What Is This?

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

PD/S22-113 T: 2 Soul

Huh? Ah, Yes.

[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.

PD/S22-114 T: 2 Soul

Negative Positive*Continues

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

PD/S22-115 T: 2 Soul

Nyanyanyanyanyanyanya!

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

PD/S22-116 T: 2 Soul

WORLD'S END UMBRELLA

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

PD/S22-117 T: 2 Soul

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Divine Melody

[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.

PD/S22-118 T: 2 Soul

Monochromic Blue Sky

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

PD/S22-119 T: 2 Soul

Stay with me

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

PD/S22-120 T: 2 Soul

Schwarz Promos

Sweet Devil

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

PD/S22-121 T: Stock

Tell Your World

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

PD/S22-122 T: Treasure

Dream-Eating Black And White Baku

[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.

PD/S22-123 T: 2 Soul

"First Time Meeting You" Miku Hatsune

--No Text--

Music | PD/S22-P01 T: None

L0
C0

"Graphic-Collection" Miku Hatsune

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

Music | PD/S22-P02 T: None

L0
C0

"Weekender Girl" Hatsune Miku

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

Music - Plant | PD/S22-P03 T: None

L0
C0

"ODDS & ENDS" Hatsune Miku

[A] When this attacks, if "ODDS & ENDS" is in the CZ, you may put the top card of your LB in your Stock.

Music - Net | PD/S22-P04 T: None

L1
C0

"Time Machine" Hatsune Miku

[A] At the start of your Encore Step, if "Time Machine" is in the CZ, you may Send this to Memory. If so, at the start of your next Draw Phase, choose a "Time Machine" Hatsune Miku' in your Memory and put it in any Slot on the Stage, and that Chara gains +3500 Pow for that turn.

Music - Time | PD/S22-P05 T: None

L1
C0

Like, Dislike

[C] All your Charas gain +2 Soul.

PD/S29-117 T: 2 Soul

Doubleganger

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

PD/S29-118 T: 2 Soul

This is the Happiness & Peace of Mind Committee

[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.

PD/S29-119 T: 2 Soul

This is the Happiness & Peace of Mind Committee

[A] When this is placed from hand to the CZ, choose up to 1 GREEN card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

PD/S29-120 T: 2 Soul

Meteor

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

PD/S29-121 T: Stock

Rain of Cherry Blossoms

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

PD/S29-122 T: 2 Soul

Hello, Worker

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

PD/S29-123 T: 2 Soul

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Two-Breaths Walking

[C] All your Charas gain +2 Soul.

PD/S29-124 T: 2 Soul

Clover Club

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

PD/S29-125 T: 2 Soul

Hold, Release, Rakshasa and Carcasses

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

PD/S29-126 T: Soul Gate

Schwarz Promos

Puppet Clown

[C] All your Charas gain +2 Soul.

PD/S29-127 T: 2 Soul

Pinky Promise

[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.

PD/S29-128 T: 2 Soul

Hatsune Miku, Deeper "DIVA"

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

Music | PD/S29-P01 T: None

L1
C0

Hatsune Miku with PD-001 "Full Frame"

[C] For each of your other 'Hatsune Miku with PD-002 "Under Rim", this card gains +1 Level and +1500 Pow.

Music - Glasses | PD/S29-P02 T: Soul

L2
C1

Hatsune Miku with PD-002 "Under Rim"

[C] For each of your other 'Hatsune Miku with PD-001 "Full Frame", this card gains +1 Level and +1500 Pow.

Music - Glasses | PD/S29-P03 T: Soul

L2
C2

"Like, Dislike" Rin & Len

[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.

Music - Animal | PD/S29-P04 T: None

L1
C0

"Cantarella" Miku & KAITO

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times # of your Charas with **ASSIST**.

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

Music - Unison | PD/S29-P05 T: Soul

L1
C1

Love Song

If you don't have a ::Music:: Chara, you cannot play this from hand.

Search your LB for up to 1 'Hatsune Miku "V3"', reveal it, put it in your hand, shuffle your LB, choose up to 1 Chara in your hand whose Level is equal to or lower than your Level and put it in an empty Slot in the Back Row.

PD/SE32-P01 T: None

L2
C1

The First Sound

[Counter] Choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times # of differently-named Climax cards in your WR. If there are 6 or more different names between Climax cards in your WR, you may choose a card in your Clock and put it in the WR.

PD/SE32-P02 T: None

L2
C1

The First Sound

[Counter] Choose 1 of your ::Music:: Charas, and that Chara gains +X Pow for the turn. X = 1000 times # of differently-named Climax cards in your WR. If there are 6 or more different names between Climax cards in your WR, you may choose a card in your Clock and put it in the WR.

PD/SE32-P02S T: None

L2
C1

"Future Tone DX" Hatsune Miku

[A] When this is placed from hand to the Stage, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.

Music | PD/SE32-P03 T: Soul

L2
C1

"AiDee" Hatsune Miku & Megurine Luka

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Music:: Charas among those cards.

Music - Love | PD/SE32-P04 T: None

L0
C0

"AiDee" Hatsune Miku & Megurine Luka

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Music:: Charas among those cards.

Music - Love | PD/SE32-P04S T: None

L0
C0

"Streaming Heart" Hatsune Miku

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there's at least 1 Climax card among them, this gains +3000 Pow for the turn.
[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.

Music - Bandage | PD/SE32-P05 T: None

L0
C0

Puchi Kuro

[A] When this attacks, this gains +X Pow for the turn.
X = 500 times # of your Opp.'s Charas.

Magic - Weapon | PI/S40-101 T: None

L1
C0

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Puchi Miyu

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [Put this in the WR] When your other Level 0 or lower Chara is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara Rested in the Slot it was in.

Master - Magic | PI/S40-102 T: None

L0
C0

Puchi Illya

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

Master - Magic | PI/S40-103 T: Soul

L2
C1

"Worldwide!!" Blonde Youth

[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.

Weapon - Noble Phantasm | PI/S40-P01 T: None

L0
C0

Schwarz Promos

"Two Good Friends~" Miyu & Illya

[C] All your other ::Magic:: Charas gain +1000 Pow.
[A] When your Climax card is placed in the CZ, look at the top card of your LB and put it either on top or bottom of your LB, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Master - Magic | PI/S40-P02 T: Soul

L2
C1

"Time of Determination" Illya

[A] When this is placed from hand to the Stage, choose 1 of your Level 2 or higher Charas, and that Chara gains +3000 Pow for the turn.

Master - Magic | PI/S40-P03 T: None

L0
C0

"Midsummer Beach" Kuro & Miyu & Illya

[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 Charas, and that Chara gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

Magic - Weapon | PI/S40-P04 T: None

L0
C0

Illya, Vacation with Friends

[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.

Master - Magic | PI/SE18-P01 T: Soul

L2
C1

Illya & Miyu, Bath Together

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

Master - Magic | PI/SE24-P01 T: None

L0
C0

Longing for Summer Vacation

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

PI/SE24-P02 T: Salvage

Illya & Kuro, Bath Together

[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 that Chara on top of the LB."

Magic - Weapon | PI/SE24-P03 T: None

L1
C0

"Everyone's Happiness" Illya

[A] **BOND/"Slumber Party"** Miyu' [Discard a card from your hand to the WR]
[A] **BOND/"Kigurumi Pajama"** Miyu' [Discard a card from your hand to the WR]

Master - Magic | PI/SE31-P02 T: None

L0
C0

Illya, Oath Under the Snow

[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 your LB. If so, shuffle your LB, choose 1 of your Charas, and that Chara gains +3000 Pow until the next end of your Opp.'s turn.
[S] [(2) Rest 2 of your Charas] Draw a card.

Master - Magic | PI/SE31-P03 T: Soul

L2
C1

Miyu & Illya & Chloe, Always Together

[C] During your turn, this gains +1000 Pow.
[C] If this is on the Stage, this gains ::Weapon::.
[A] When this is placed from hand to the Stage, draw a card, discard a card from your hand to the WR, and choose up to 1 of your Opp.'s Charas and return it to hand.

Phantasm - Magic | PI/SE36-P01 T: Soul

L3
C2

Akane, Rookie Inspector

--No Text--

Public Safety - Weapon | PP/SE14-P01 T: None

L0
C0

Kougami, Pattern of the Executor

--No Text--

Psycho-Pass - Public Safety | PP/SE14-P02 T: Soul

L2
C1

"Show Must Go On" Hikari & Karen
[C] During your turn, this gains +3000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Revue - Weapon | RSL/S56-P04 T: None

L1
C1

"99th Class of Seishou Music Academy" Karen Aijo
[C] Your other Chara in the Front Row Center Slot gains +1500 Pow.
[S] [(2) Rest this] Draw a card.

Revue - Hair Clip | RSL/S56-P05 T: None

L1
C0

Even Though I Will Fight That Girl Someday
[C] All your Charas gain +2 Soul.

RSL/S56-P06 T: 2 Soul

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"99th Class of Seishou Music Academy" Maya Tendo
[A] When this is placed from hand to the Stage, choose 1 of your ::Revue:: Charas, and that Chara gains +1500 Pow for the turn.

Revue - Lead Role | RSL/S56-P07 T: None

L0
C0

Karen Aijo, Curtain Raising on the Stage
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may Reverse that Chara.

Revue - Weapon | RSL/S56-P08a T: Soul

L2
C1

Karen Aijo, Curtain Raising on the Stage
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of the Opp., you may Reverse that Chara.

Revue - Weapon | RSL/S56-P08b T: Soul

L2
C1

Schwarz Promos

Hikari Kagura, Curtain Raising on the Stage
[C] For each of your other ::Revue:: Charas, this gains +500 Pow.

Revue - Weapon | RSL/S56-P09a T: None

L1
C0

Hikari Kagura, Curtain Raising on the Stage
[C] For each of your other ::Revue:: Charas, this gains +500 Pow.

Revue - Weapon | RSL/S56-P09b T: None

L1
C0

Hikari Kagura, My Brilliance
[C] If there are 2 or fewer cards in your Stock, this gains +1500 Pow.
[A] This ability activates up to once per turn. When this becomes Reversed in battle, put the top card of your LB in the WR. If it's Level 2 or higher, you may Rest this. (Climax cards are considered Level 0 for this effect)

Revue - Weapon | RSL/S56-P10STR T: None

L0
C0

Karen Aijo, Crossed Feelings
[C] If you have 2 or more other ::Revue:: Charas, this gains +1000 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Revue - Weapon | RSL/S56-P11 T: None

L1
C1

Karen Aijo, Crossed Feelings
[C] If you have 2 or more other ::Revue:: Charas, this gains +1000 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Revue - Weapon | RSL/S56-P11S T: None

L1
C1

Hikari Kagura, Crossed Feelings
[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Revue - Weapon | RSL/S56-P12 T: None

L1
C1

Hikari Kagura, Crossed Feelings
[C] If the Cost of the Chara Opposite this is 0 or lower, this does not Reverse.

Revue - Weapon | RSL/S56-P12S T: None

L1
C1

99th Class, Seisho Music Academy
[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it is a ::Revue:: Chara, put it in your hand and discard a card from your hand. (Otherwise put it back where it was)
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Revue - Weapon | RSL/S56-P13 T: Soul

L2
C1

"Seisho Music School Academy, 99th Graduating Class
[C] During your turn, if you have 2 or more other ::Revue:: Charas, this gains +4000 Pow.
[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand.

Revue - Cuisine | RSL/S56-P14 T: Soul

L2
C1

Karen & Hikari, Pure Smile
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Revue:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there were at least 1 Climax card among them, this gains +3000 Pow for the turn.

Revue | RSL/S56-P15S T: None

L0
C0

A New Eternal Story
[C] All your Charas gain +1000 Pow and +1 Soul.

No Traits | RSL/S56-P16 T: None

L0
C0

A New Eternal Story
[C] All your Charas gain +1000 Pow and +1 Soul.

No Traits | RSL/S56-P16S T: None

L0
C0

"99th Class of Seishou Music Academy" Hikari Kagura
[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your ::Revue:: Charas.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Revue - Hair Clip | RSL/S56-P17 T: Soul

L2
C1

Hikari & Karen, Two People Cuddling
[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 ::Revue:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, you may put the top card of your LB in the WR. If it's a Climax card, draw a card, and discard a card from your hand to the WR.

Revue - Weapon | RSL/S56-P18 T: None

L0
C0

Hikari & Karen, Two People Cuddling
[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 ::Revue:: Chara, reveal it, put it in your hand, and shuffle your LB.
[A] When this attacks, you may put the top card of your LB in the WR. If it's a Climax card, draw a card, and discard a card from your hand to the WR.

Revue - Weapon | RSL/S56-P18S T: None

L0
C0

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"Starlight Re:Live Festival 2019 in Ikebukuro" Karen Aijo
[C] All your other Charas gain the following ability. "[C] This card cannot Side Attack".
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Revue:: Charas put in the WR this way.

Revue - Hair Clip | RSL/S56-P19S T: None

L0
C0

Hikari & Karen, Time for Two
[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, put this in your Stock. (Put the revealed card back where it was)

Revue - Hair Clip | RSL/S56-P20 T: None

L0
C0

"99th Class of Seishou Music Academy" Mahiru
[C] If there are 6 or more cards in your hand, this gains +1500 Pow.
[A] [(1)] At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

Revue - Baton | RSL/S56-P21 T: None

L0
C0

Schwarz Promos

"Transition" Hikari & Karen
[A] When this is placed from hand to the Stage, choose 1 of your other ::Revue:: Charas, and that Chara gains +2000 Pow for the turn.

Revue - Weapon | RSL/S56-P22 T: None

L0
C0

"Sweet but Dangerous" Aruru Otsuki
[A] [Put the top card of your LB in your Clock] At the beginning of the Encore Step, if you have no other Rested Charas in your Front Row, may pay. If so, Rest this.

Revue - Frontier School of Arts | RSL/S69-101 T: None

L0
C0

"A Green Thumb's Delight" Tamao Tomoe
[C] All your Opp.'s Charas gain "[A] **ENCORE** [Put the top card of your LB in your Clock]".

Revue - Rinmeikan Girls School | RSL/S69-102 T: None

L1
C0

"Trying Out the Mask" Karen Aijo
[C] For each of your other Back Row ::Revue:: Charas, this gains +1500 Pow.

Revue - Seisho Music Academy | RSL/S69-103 T: Soul

L2
C1

"Siegfeld General Hospital" Akira Yukishiro
[A] [Discard a card from hand to WR] When this card is placed from hand to Stage, may pay. If so, choose a level 0 or lower Chara in your WR and place it to any slot on the Stage.

Revue - Siegfeld Institute of Music | RSL/S69-104 T: None

L1
C0

"Witch Twins Unite!" Aruru Otsuki
[A] When this attacks, this gains +X Pow for the turn. X = 500 times # of your Opp.'s Charas.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Revue - Frontier School of Arts | RSL/S69-P01 T: None

L1
C0

"First Fortune of the New Year" Tamao Tomoe
[A] [Put a ::Revue:: Chara from your hand in Clock] 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.

Revue - Rinmeikan Girls School | RSL/S69-P02 T: None

L0
C0

"Maiden's Hairdresser" Michiru & Akira
[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.
[A] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.

Revue - Siegfeld Institute of Music | RSL/S69-P03 T: None

L0
C0

Happy Halloween~
[A] When this is placed from hand to the CZ, perform the [Standby Icon] effect.

RSL/S69-P04 T: Soul Standby

Everyone Shine as One!
[C] All your Charas gain +1000 Pow and +1 Soul.

RSL/S69-P05 T: Salvage

Puchi Felt
[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a Chara with either ::Magic:: or ::Weapon::, this gains the following ability for the turn. "[C] This cannot Front Attack." (Put the revealed card back where it was)

Weapon - Double Tooth | RZ/S46-101 T: None

L1
C0

Puchi Beatrice
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When your other Chara with either ::Magic:: or ::Weapon:: becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Magic - Book | RZ/S46-102 T: None

L0
C0

Puchi Ram

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your Climax card is placed in the CZ, look at the top card of your LB, put it either on top of the LB or in the WR, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Magic - Maid | RZ/S46-103 T: Soul

L2
C1

Puchi Emilia

[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Magic - Elemental | RZ/S46-104 T: Soul

L1
C1

Puchi Rem

[C] This cannot Side Attack.
[C] For each of your other Charas with either ::Magic:: or ::Weapon::, this gains +500 Pow.

Magic - Maid | RZ/S46-105 T: Soul

L2
C1

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Emilia, Embarrassed Look

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, Rest this.

Magic - Elemental | RZ/S46-P01 T: None

L0
C0

Beatrice, Librarian of Ros-chi's Library

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Magic:: or ::Weapon::, you may deal 1 Damage to your Opp.. (DC can occur. Put the revealed card back where it was)
[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Magic:: or ::Weapon::, and that Chara gains +1500 Pow for the turn.

Magic - Book | RZ/S46-P02 T: Soul

L3
C2

Emilia, Wanting to Repay the Favor

[A] When this is placed from hand to the Stage, this gains +1500 Pow until the next end of your Opp.'s turn.
[A] When this attacks, Rest all your other Standing Charas.

Magic - Elemental | RZ/S46-P03 T: None

L1
C0

Schwarz Promos

Rem, Hidden Feelings

[A] When you use the **BACKUP** of this, if the Level of your Opp.'s Chara in battle is 3 or higher, 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]

Magic - Maid | RZ/S46-P04 T: Soul

L2
C1

Rem, Strike of Anger

[C] For each of your other Charas with either ::Magic:: or ::Weapon::, this gains +500 Pow.

Magic - Maid | RZ/S46-P07 T: None

L1
C1

Rem, Strike of Anger

[C] For each of your other Charas with either ::Magic:: or ::Weapon::, this gains +500 Pow.

Magic - Maid | RZ/S46-P07S T: None

L1
C1

Eversummer Life in Another World~

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas with either ::Magic:: or ::Weapon:: among them.

Magic - Swimsuit | RZ/S46-P09 T: None

L0
C0

Rem, Going Out~

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

Magic - Maid | RZ/S46-P10 T: Soul

L3
C2

Rem, Going Out~

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

Magic - Maid | RZ/S46-P10S T: Soul

L3
C2

SD Felt

[S] **BRAINSTORM** [(1) Rest 2 of your Charas] 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. "Draw up to 2 cards, and discard a card from your hand to the WR."

Weapon - Double Tooth | RZ/S55-101 T: None

L0
C0

SD Ram

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Magic - Maid | RZ/S55-102 T: None

L1
C0

SD Beatrice

[A] When this attacks, if you have 2 or more other Charas with either ::Magic:: or ::Weapon::, this gains +2000 Pow for the turn.
[A] **ENCORE** [Discard a Chara with either ::Magic:: or ::Weapon:: from your hand to the WR]

Magic - Book | RZ/S55-103 T: Soul

L2
C2

SD Emilia

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1 Level and +500 Pow for the turn.

Magic - Elemental | RZ/S55-104 T: None

L0
C0

SD Rem

[A] When this is placed from hand to the Stage, choose a Chara in your Opp.'s Front Row, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Magic - Maid | RZ/S55-105 T: None

L1
C0

"Bailaora" Emilia

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

Magic - Elemental | RZ/S55-P01 T: None

L1
C1

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

Magic - Maid | RZ/S55-P02 T: None

L1
C0

"Dirndl" Ram
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul for the turn.

Magic - Maid | RZ/S55-P03 T: Soul

L2
C1

Emilia & Rem, Spring Best Shot
[A] When your other Chara with either ::Magic:: or ::Weapon:: attacks, this gains +1500 Pow for the turn.

Magic - Elemental | RZ/S55-P04 T: Soul

L2
C1

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Emilia, Walking in Yukata
[A] [(1) Discard a Chara with either ::Magic:: or ::Weapon:: from your hand to the WR, 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 the Level of your Opp. 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]

Magic - Elemental | RZ/S55-P05 T: Soul

L2
C1

Rem, Walking in Yukata
[A] When you use the **BACKUP** of this, if the Level of your Opp.'s Chara in battle is 3 or higher, 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]

Magic - Maid | RZ/S55-P06 T: Soul

L2
C1

Emilia, Dumplings Over Moon
[A] When this is placed from hand to the Stage, if you have another Chara with either ::Magic:: or ::Weapon::, this gains +2000 Pow for the turn.

Magic - Elemental | RZ/S55-P07 T: None

L1
C0

Schwarz Promos

Rem, Morning Work
[C] For each of your other Charas with either ::Magic:: or ::Weapon::, this gains +500 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Magic - Maid | RZ/S55-P08 T: None

L1
C1

Emilia & Puck, Lovey-Dovey?
[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[A] [(3) Discard a card from your hand to the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Magic - Elemental | RZ/S55-P09 T: Soul

L3
C2

Emilia & Puck, Lovey-Dovey?
[C] If all your Charas are either ::Magic:: or ::Weapon::, this gains +1000 Pow.
[A] [(3) Discard a card from your hand to the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, Stand this.

Magic - Elemental | RZ/S55-P09S T: Soul

L3
C2

Ram, Pixellated (Memory Snow)
[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your Opp.'s LB and put them back in the original order.
[A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

Magic - Memory Snow | RZ/S68-101 T: None

L0
C0

Beatrice, Pixellated (Memory Snow)
[C] **RECOLLECTION** If there is a card in your Memory, this gains +2500 Pow and "[A] **ENCORE** [Put the top card of your LB into your Clock]".

Magic - Memory Snow | RZ/S68-102 T: None

L1
C0

Rem, Pixellated (Memory Snow)
[C] **ASSIST** All your ::Memory Snow:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara
[A] When your Chara Direct Attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Magic - Memory Snow | RZ/S68-103 T: Soul

L1
C1

Emilia & Puck, Pixellated (Memory Snow)
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB

Magic - Memory Snow | RZ/S68-104 T: Soul

L2
C1

Subaru & Emilia, Pixellated (Memory Snow)
[A] When this card is placed from hand to Stage, reveal the top card of your LB. If it is a ::Memory Snow:: Chara, for this turn, this card may Side Attack without Soul Penalty. (put the revealed card back where it was)
[A] When this becomes Reversed in battle, if the Level of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Magic - Memory Snow | RZ/S68-P01 T: None

L0
C0

Dot Rem & Ram, Memory Snow
[C] If you have 4 or more ::Memory Snow:: Charas, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.

Magic - Memory Snow | RZ/S68-P02 T: Soul

L3
C2

Emilia, Inside the Stagnant Time
[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.

Magic - Elemental | RZ/SE35-P01 T: None

L1
C0

Emilia, Plump
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.
[A] When this becomes Reversed, if the Cost 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.

Magic - Elemental | RZ/SE35-P02 T: None

L1
C0

Mother's Rosario
[C] All your Charas gain +1000 Pow and +1 Soul.

SAO/S100-P04S T: Treasure

Mito, Intersecting Thoughts

[A] When you use the **BACKUP** of this, all of your Charas with "Asuna" in name for the turn gain --Weapon--.
[S] [Counter] **BACKUP 3000 Level 1** [(1)] Reveal this card from hand and place it on the bottom of your LB
(TL note: the Asuna affected is the katakana Asuna. Cards that only have Asuna in kanji are not affected. Those cards will have notes as well)

Anniversary - Avatar - Progressive | SAO/S100-P06 T: Soul

L1

C1

SD Asuna

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

Avatar - Weapon | SAO/S20-106 T: None

L1

C0

SD Silica

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

Avatar - Weapon | SAO/S20-107 T: None

L0

C0

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SD Kirito

--No Text--

Avatar - Weapon | SAO/S20-108 T: Soul

L2

C2

SD Yui

--No Text--

Net | SAO/S20-109 T: None

L0

C0

Asuna, Pretty

--No Text--

Avatar - Weapon | SAO/S20-P01 T: None

L1

C0

Schwarz Promos

Asuna, Taking A Bath

[C] This cannot be chosen as target of Opp.'s effects.
[C] During your turn, all your other Charas gain +1000 Pow.

Avatar - Weapon | SAO/S20-P02 T: Soul

L1

C1

Asuna & Yui, Happy Times

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

Avatar - Net | SAO/S20-P03 T: None

L0

C0

Asuna, Two Worlds

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

Avatar - Weapon | SAO/S20-P04 T: None

L1

C1

Asuna, Feelings That Want to be Told

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

Net | SAO/S20-P05 T: None

L0

C0

Suguha, Feelings That Want to be Told

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Net - Sports | SAO/S20-P06 T: Soul

L2

C1

"Star Splash"

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

SAO/S26-081 T: Soul Shot

Spellcasting

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

SAO/S26-082 T: Stock

Realization of True Feelings

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

SAO/S26-083 T: Salvage

First Adventure

[A] When this is placed from hand to the CZ, choose up to 1 RED card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

SAO/S26-084 T: 2 Soul

Sudden Farewell

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

SAO/S26-085 T: Draw

User of "Dual Wield"

[A] When this is placed from hand to the CZ, choose up to 1 BLUE card in your WR and put it in your Stock, and all your Charas gain +1 Soul for the turn.

SAO/S26-086 T: 2 Soul

Asuna & Yui & Kirito, Halloween Outfit

[C] During your Opp.'s turn, all your other Charas gain +500 Pow.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, draw a card.

Avatar - Weapon | SAO/S26-P01 T: None

L0

C0

Asuna & Kirito, Under the Sunlight Between Trees
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Avatar - Weapon | SAO/S26-P02 T: None

L1
C0

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

SAO/S47-120 T: Soul Shot

Realization of True Feelings
[C] All your Charas gain +1000 Pow and +1 Soul.

SAO/S47-121 T: Salvage

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Sinon, Mission at Dusk
[C] **ASSIST** All your Charas in front of this gain +500 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 | SAO/S47-122 T: None

L0
C0

Sinon, Challenge to the Strong
[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]

Avatar - Weapon | SAO/S47-123 T: None

L1
C1

Asuna, Returning to the 22nd Floor Full of Memories
[C] For each Chara in your Opp.'s Back Row, this gains +500 Pow.
[A] When this becomes Reversed in battle, your Opp. may choose a Chara in your WR and put it on top of your LB.

Avatar - Weapon | SAO/S47-P01 T: None

L1
C0

Schwarz Promos

Asuna, Returning to the 22nd Floor Full of Memories
[C] For each Chara in your Opp.'s Back Row, this gains +500 Pow.
[A] When this becomes Reversed in battle, your Opp. may choose a Chara in your WR and put it on top of your LB.

Avatar - Weapon | SAO/S47-P01S T: None

L1
C0

Kirito, Promise of Resumption
[C] If there are 5 or more Climax cards in your Opp.'s WR, this gets -1 Level while in your hand.
[A] When your other Chara with either ::Avatar:: or ::Net:: attacks, this gains +1000 Pow for the turn.

Avatar - Weapon | SAO/S47-P02 T: Soul

L2
C1

Kirito, Feeling of the Real Body
[A] This ability activates up to twice per turn. When your other Chara with either ::Avatar:: or ::Net:: is placed from hand to the Stage, this gains +1000 Pow for the turn.
[S] [Discard a Climax card from your hand to the WR] This gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may draw a card."

Avatar - Weapon | SAO/S51-P01 T: None

L0
C0

Asuna, Precise Combat Orders
[A] When this is played from hand to Stage, if you do not have another ::Avatar:: or ::Net:: Chara, place this to the WR.

Avatar - Weapon | SAO/S51-P02 T: None

L0
C0

Asuna in Maid Outfit
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other Charas with either ::Avatar:: or ::Net:: and return it to your hand.

Avatar - Weapon | SAO/S51-P03 T: None

L0
C0

Asuna in Swimsuits
[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]

Net | SAO/S51-P04 T: Soul

L2
C1

Asuna & Yui, Battle Stance
[C] If you have 2 or more other Charas with either "Kirito", "Asuna", or "Yui" in name, this gains +2000 Pow.

Avatar - Net | SAO/S51-P05 T: None

L0
C0

Kirito & Asuna, Appearance of a Past Day
[C] During your turn, this gains +1000 Pow.
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Avatar - Weapon | SAO/S51-P06 T: None

L0
C0

Kirito & Asuna, Appearance of a Past Day
[C] During your turn, this gains +1000 Pow.
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 1 or higher, you may return this to your hand. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Avatar - Weapon | SAO/S51-P06S T: None

L0
C0

Asuna, Glittering Water
[A] When your other Chara with ::Avatar:: and/or ::Net:: attacks, this gains +1500 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]
(Note: Because this card's Japanese name is different from the text used to target Chara with "Asuna" in name, it does not have "Asuna" for the purpose of those specific effects. Cards that target this card by specific complete name still target this card.)

Net | SAO/S65-101 T: None

L1
C0

Alice, Glittering Water
[C] For each of your other ::Fluctlight:: Charas, this gains +1000 Pow.
[A] **ENCORE** [Discard a ::Fluctlight:: Chara from your hand to the WR]

Fluctlight - Sacred Arts | SAO/S65-102 T: Soul

L2
C1

Tiese & Ronye, Way of Nobles
[C] All your other ::Fluctlight:: Charas gain +500 Pow.
[S] [(2) Rest this] Put the top card of your Clock in your WR.

Fluctlight - Aristocracy | SAO/S65-103 T: None

L0
C0

Cardinal, Another High Priest

[A] When this is placed from hand to Stage, choose 1 of your other ::Fluctlight:: Charas, and that Chara gains +2000 Pow for the turn.

Fluctlight - Sacred Arts | SAO/S65-104 T: None

L0
C0

Administrator, Graceful Limbs

[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]

Fluctlight - Sacred Arts | SAO/S65-105 T: Soul

L1
C1

Eugeo & Kirito, Glittering Water

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

Fluctlight - Woodcutter | SAO/S65-106 T: None

L0
C0

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Kirito & Eugeo, Senior Swordsmen

[C] **EXPERIENCE** If the sum of Levels of cards in your Level Zone is 3 or higher, this gains +500 Pow for each of your other ::Fluctlight:: Charas.
[A] When this attacks, if you have 2 or more other ::Fluctlight:: Charas, this gains +2000 Pow for the turn.

Fluctlight - Weapon | SAO/S65-P01 T: Soul

L2
C1

"Because we were Two" Kirito & Eugeo

[C] If all your Charas have ::Fluctlight::, this gains +1000 Pow.
[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

Fluctlight - Weapon | SAO/S65-P03 T: None

L1
C0

Asuna & Kirito, Greeting

[A] [Discard a card from hand to WR] When this card is placed from hand to Stage, may pay. If so, choose a level 0 or lower Chara in your WR and place it to any slot on the Stage.

Anniversary - Avatar | SAO/S71-P01 T: None

L1
C0

Schwarz Promos

Asuna & Kirito, Greeting

[A] [Discard a card from hand to WR] When this card is placed from hand to Stage, may pay. If so, choose a level 0 or lower Chara in your WR and place it to any slot on the Stage.

Anniversary - Avatar | SAO/S71-P01S T: None

L1
C0

Asuna, Idol Debut!?

[A] [(1) 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 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]

Anniversary - Avatar | SAO/S71-P02 T: Soul

L2
C1

Ragout Rabbit and Asuna

[A] When you use the **BACKUP** of this, choose 1 of your Battling Charas, and for the turn that Chara gains the following ability. "[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]

Anniversary - Avatar | SAO/S71-P03S T: Soul

L2
C1

Suguha, Getting Tired

[C] All your other Charas gain the following ability. "[C] This cannot Side Attack".
[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 Chara with either ::Avatar:: or ::Net::, reveal it, put it in your hand, and shuffle your LB.

Anniversary - Net | SAO/S71-P04S T: None

L0
C0

Augmented Reality Deathmatch

[Counter] Choose a Chara in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to players."

SAO/S71-P05S T: None

L2
C3

Kirito, Morning Training

[C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. Search your LB for up to X Charas with either ::Avatar:: or ::Net::, reveal them, put them in your hand, and shuffle your LB. Discard X cards from your hand to the WR. X = # of Climax cards revealed this way.

Anniversary - Net | SAO/S71-P06S T: None

L0
C0

Sinon, Mission at Dusk

[C] **ASSIST** All your Charas in front of this gain +500 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 | SAO/SE23-P01 T: None

L0
C0

Kirito Confronting "Death Gun"

[C] If you have 3 or more other Charas with either ::Avatar:: or ::Net::, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Avatar - Weapon | SAO/SE23-P02 T: Soul

L2
C2

Sinon & Kirito, Co-Champions

[C] When this is placed from hand to the Stage, this gains +1500 Pow until the next end of your Opp.'s turn.

Avatar - Weapon | SAO/SE23-P03 T: Soul

L2
C1

Kazuto & Asuna in Uniform

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

Net | SAO/SE23-P04 T: None

L0
C0

Kitiro, Infiltrating "GGO"

[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 ::Avatar:: or ::Net::, reveal it, put it in your hand, and shuffle your LB.

Avatar - Weapon | SAO/SE23-P05 T: None

L0
C0

Asuna, Challenging "Zekken"

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

Avatar - Weapon | SAO/SE23-P06 T: Soul

L2
C1

Leafa, Normal "ALO" Life

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

Avatar - Weapon | SAO/SE23-P07 T: None

L1C1

Sinon, Challenge to the Strong

[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]

Avatar - Weapon | SAO/SE23-P08 T: None

L1C1

Yuuki, Sharp Skills with Sword

[C] If you have another Chara with "Asuna" in name, this gains +1500 Pow.

Avatar - Weapon | SAO/SE23-P09 T: None

L1C0

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Asuna, Elegant Stance

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

Avatar - Weapon | SAO/SE23-P10 T: None

L0C0

Sinon in Swimsuit

[C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +500 Pow.
[C] **ASSIST** All your Charas in front of this gain +500 Pow.

Avatar - Weapon | SAO/SE26-P01 T: None

L0C0

Asuna, Summer Festival

[A] [Return 2 Charas from your WR to the LB, shuffle your LB] When this attacks, may pay. If so, this gains +2000 Pow for the turn.

Net - Yukata | SAO/SE26-P02 T: None

L0C0

Schwarz Promos

"Top Dog of Oshu" Masamune Date

[A] When this is placed from hand to the Stage, draw a card, and discard a card from your hand to the WR.

Weapon - Eye Patch | SB/S06-103 T: Soul

L1C1

"Burning Soul" Yukimura Sanada

[C] If you have another Chara with "Shingen" in name, this gains +1500 Pow.

Weapon | SB/S06-104 T: None

L0C0

"Young Tiger" Yukimura Sanada

[C] For each of your Opp.'s Standing Charas, this gains +500 Pow.

Weapon - Hachimaki | SB/S06-105 T: None

L0C0

Sengoku BASARA

[C] All your Charas gain +2 Soul.

SB/S06-106 T: 2 Soul

"Cool & The Gang" Masamune & Motochika

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

Weapon - Eye Patch | SB/S06-107 T: Soul

L1C1

"Cool Guy" Masamune Date

[A] [(2)] When the Battle Opp. of this becomes Rested, may pay. If so, draw a card.

Weapon - Eye Patch | SB/S06-108 T: None

L0C0

"Charisma" Masamune Date

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

Weapon - Eye Patch | SB/S06-109 T: Soul

L2C1

"-HERO-" Masamune & Yukimura

[C] During your Opp.'s turn, for each of your other ::Weapon:: Charas, this gains +500 Pow.

Eye Patch - Hachimaki | SB/S06-110 T: Soul

L1C1

"Helm of Crescent Moon" Masamune Date

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

Weapon - Eye Patch | SB/SE05-46 T: Soul

L2C1

Cyrille & Amitaliri & FAulklin

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

Magic | SE/S04-104 T: Soul

L1C1

Cyrille, Being Blunt

--No Text--

Magic - Book | SE/S04-106 T: None

L0C0

Cyrille, Loves Books

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

Magic - Book | SE/S04-107 T: None

L0C0

"Calling to Each Other" Toma & Cyrille
[S] [(1)] This gains +1 Soul for the turn.

Weapon - Book | SE/S04-108 T: None

L1
C1

Shining Force Feather
Draw a card, and discard a card from your hand to the WR.

SF/S04-103 T: None

L1
C0

Jinn
--No Text--

Weapon | SF/S04-105 T: Soul

L2
C1

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Yellow-chan
[C] During your turn, this gains +1000 Pow.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Magic | SF/S04-109 T: None

L0
C0

Lilith, Guardian of the Sky Mana
[A] When this is placed from hand to the Stage, choose 1 of your Standing ::Magic:: Charas and Rest it.

Magic | SF/S04-110 T: None

L1
C1

Darkwraith, Prince Living in Darkness
[A] [(1)] When this attacks, if "Cross Elysiion" is in the CZ, may pay. If so, draw a card.
[S] BRAINSTORM [(1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Weapon:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Demon - Weapon | SF/S04-111 T: None

L1
C0

Schwarz Promos

Darkwraith, Beloved Darkness
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [Discard a card from your hand to the WR] When this attacks, if "Cross Elysiion" is in the CZ, may pay. If so, deal 1 Damage to your Opp., and all your Charas with either ::Demon:: or ::Weapon:: gain +1500 Pow for the turn. (DC can occur)

Demon - Weapon | SF/S04-112 T: Soul

L3
C2

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

SF/S04-113 T: 2 Soul

SD Tsubame
[C] This cannot Side Attack.
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Striker - Mystery | SGS/S37-159 T: None

L1
C0

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

Striker - Animal | SGS/S37-160 T: Soul

L2
C1

SD Hazuki
[A] When this attacks, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 1000 times Soul of that Chara.

Striker - Sexy | SGS/S37-161 T: None

L0
C0

SD Niho
[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.

Striker - Daughter | SGS/S37-162 T: None

L1
C0

SD Aoi
[S] [Rest 2 of your ::Striker:: Charas] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Striker - Kenjutsu | SGS/S37-163 T: None

L0
C0

Io & Yuumi, Special Mission!
[C] During your turn, all your other ::Strikers:: Charas gain +500 Pow.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Striker:: Chara, reveal it, put it in your hand, and shuffle your LB.

Striker | SGS/S37-P01 T: None

L0
C0

"When the Cherry Blossom Falls" Tsubame Miyama
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When your Climax card is placed in the CZ, this gains +1500 Pow for the turn.

Striker - Mystery | SGS/S37-P02 T: Soul

L3
C2

"Under the Cherry Tree" Io & Mana
[S] [Counter] BACKUP 1500, Level 1 [Discard this card from your hand to the WR]

Striker | SGS/S37-P03 T: None

L1
C0

"Flower Viewing" Satoka & Yuumi
[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 ::Striker:: Chara, reveal it, put it in your hand, and shuffle your LB.

Striker | SGS/S37-P04 T: None

L1
C0

Valentine Operation
[C] All your Charas gain +2 Soul.

SGS/S37-P05 T: 2 Soul

"Part-time Job" Itsumi & Sasa

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times # of your Charas with **ASSIST**.

[S] [Rest this] Choose 1 of your ::Striker:: Charas, and that Chara gains +500 Pow for the turn.

Striker | SGS/S37-P06 T: Soul

L1
C1

"Legendary Japanese Sweets" Yui

[A] When your other Chara with either "Yui", "Hotaru", or "Satoka" in name attacks, this gains +1000 Pow for the turn.

Striker - Miko | SGS/S37-P07 T: None

L1
C0

Game | SHS/W98-P01S T: Soul

L2
C1

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Eriri, Knowledgeable and Mature Girl

[C] You may have up to 4 total copies of cards between cards with the same name as this and "Eriri, Fond Memory".

[A] When this is placed from hand to the Stage, choose 1 of your other ::TRAIT:: Charas, and that Chara gains +2000 Pow for the turn.

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

Game - Manga | SHS/W98-P02S T: None

L0
C0

Utaha, Knowledgeable and Mature Girl

[C] **RECOLLECTION** On your turn, if you have a card in Memory, this gains +2500 Pow and the following ability. "[A] When this Attacks, if the card Opposite this is Level 2, for the turn this gains +6000 Pow."

Game - Novel | SHS/W98-P03S T: None

L1
C0

Chibi Azami

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

[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's Level 2 or higher, you may return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Combat Revue - Ninja | SKR/S73-101 T: None

L1
C0

Schwarz Promos

Chibi Claris

[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 1 of your Opp.'s Charas and Send it to Memory, and at the start of Encore Step, your Opp. puts that Chara from his or her Memory in any Slot on the Stage.

Combat Revue - Book | SKR/S73-102 T: None

L0
C0

Chibi Sakura

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

[A] **BOND/"Imperial Theatre Combat Revue:** Flower Team Captain" Kamiyama' [(1)]

Combat Revue - Kenjutsu | SKR/S73-103 T: None

L0
C0

Chibi Hatsuho

[A] When this is placed from hand to the Stage, if you have 4 or more other ::Combat Revue:: Charas, you may choose a ::Combat Revue:: Chara in your WR and put it in your Stock.

Combat Revue - Miko | SKR/S73-104 T: None

L1
C1

Chibi Anastasia

[A] When this attacks, this gains +X Pow for the turn. X = 1000 times # of your other ::Combat Revue:: Charas.

Combat Revue - Star | SKR/S73-105 T: Soul

L2
C1

Claris, Miracle Bell

[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.

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Combat Revue - Book | SKR/S73-P01 T: None

L0
C0

Sakura, Miracle Bell

[A] When this is placed from hand to the Stage, search your LB for up to 1 Level 1 or Lower Chara, place that Chara in your WR, and shuffle your LB.

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 1 or lower, you may Reverse that Chara.

Combat Revue - Kenjutsu | SKR/S73-P02 T: None

L1
C0

Sakura, Imperial Theatre Combat Revue: Flower Team

[A] [(1) Discard a ::Combat Revue:: Chara from hand to the WR] When this is played from hand to the Stage, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 card from among them, put it to your hand, and put the remaining cards in the WR.

Combat Revue - Kenjutsu | SKR/S73-P03 T: None

L0
C0

Shining Dragon & Kirika

[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.

Music - Dragon | SR/SE25-P01 T: None

L0
C0

Kirika, A Certain Summer Day

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

Music - Dragon | SR/SE25-P02 T: None

L0
C0

"Cooling in Yukata" Mayuri Shiina

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

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

Lab Member - Yukata | STG/S60-P01 T: Soul

L3
C2

"Coolness of a Yukata" Kurisu Makise

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

[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 ::Lab Mem:: Chara in your WR and return it to hand, and choose 1 other ::Lab Mem:: Chara and it gains +1000 Pow for the turn.

Lab Member - Yukata | STG/S60-P02 T: None

L0
C0

SD Adolf

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

Modification - Electricity | TF/S32-101 T: Soul

L2
C1

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

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

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

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

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

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

[A] When this is placed from the Stage to the WR, put the top card of your LB in your Clock.

$$\frac{L2}{C2}$$

[A] When you use the **BACKUP** of this, if you have a Chara with "Terraformar" in name, 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]

L2
C1

[A] When you use the **BACKUP** of this, if you have a Chara with "Terraformar" in name, 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]

L2	
C1	

[A] When you use the **BACKUP** of this, if you have a Chara with "Terraformar" in name, 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]

L2
C1

[A] When you use the **BACKUP** of this, if you have a Chara with "Terraformar" in name, 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]

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

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

L2
C1

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

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

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

[A] When this is placed from hand to the Stage, put the top 3 cards of your LB in the WR. If there is at least 1 Climax card among them, you may choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR.

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

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

L1
C0

[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.
[A] **BOND/"Chloe & Alice & Kenya & Ryota & Gale" [(1)]**

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

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Demon Continent:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)

LO
CO

[A] When this is played from hand to the Stage, choose 1 of your Charas, and for the turn that Chara gains the following ability. "[C] This cannot be Reversed by your Opp.'s Chara's [A] Abilities."
[S] [(1) Rest this card] Reveal the top card of your LB. If it is a ::Demon Continent::: Chara or Event card, add it to hand. (If you don't, put it back where it was)

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

[C] If there are 6 or more cards in your hand, this gains +1500 Pow.

[A] ([1]) At the start of Encore Step, if you have no other Rested Charas in the Front Row, may pay. If so, Rest this.

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

[A] When this attacks, if "Stand Up!" is in the CZ, your may draw a card.
[S] [Rest 1 of your Charas] This gains +1000 Pow for the turn.

L2
C1

[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.

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