

Hayate, Kyoton?

[C] If you have 2 or more other BLUE and/or ::Magic:: Charas, this card gains +1000 Pow.

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

Magic - Book | ND/W67-103 T: None

L1C0

Dearche, Entrusted Fate

[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, draw up to 1 card, and this gains +2000 Pow for the turn.

Magic - Book | ND/W67-104 T: Soul

L3C2

Fate, Tense Moment

[A] [(1) Discard a Chara with either "Fate" and/or "Arf" in name from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 1 of your Opp.'s Cost 1 or lower Charas and return it to hand, and this gains +1 Soul for the turn.

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 + Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Magic - Clone | ND/W67-105 T: Soul

L3C2

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Nanoha, Careless Assault

[A] [Discard a Chara with "Nanoha" in name from hand to the WR] When this is placed from hand to the Stage, may pay. If so, this gains +4000 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)

[A] [(2) Put this on top of the LB] When this is Front Attacked, may pay. If so, deal 1 Damage to your Opp.. (DC can occur. This attack does not become Direct Attack)

Magic - Weapon | ND/W67-106 T: Soul

L3C2

Hayate, Riddled With Wounds

[C] You may have up to 4 total copies of cards between cards with the same name as this and "Ragnarok Breaker" Hayate.

[A] When this is placed from hand to the Stage, draw up to 2 cards, and discard a card from your hand to the WR.

[A] [(2) Discard 2 Charas with either "Hayate" or "Rein" in name from hand to the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[C] This card cannot deal Damage to players."

Magic - Book | ND/W67-107 T: Soul

L3C2

Fate, Touched by Honesty

[C] During your turn, for each of your other Charas with ::Magic:: and/or ::Weapon::, this gains +1000 Pow.

Magic - Clone | ND/W67-P01 T: Soul

L2C1

WeiB Promos

Nanoha, Temporary Dream

[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.

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

Magic - Weapon | ND/W67-P02 T: None

L0C0

Hayate, After the Battle

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "search your LB for up to 1 ::Magic:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB."

Magic - Book | ND/W67-P03 T: None

L0C0

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-P04 T: None

L0C0

Good Night Nano & Hakase

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

Sweets - Mecha | NJ/WE11-37 T: None

L1C0

Yukko & Mio & Mai

--No Text--

Manga - Buddha Statue | NJ/WE11-38 T: None

L0C0

Chibi Chitoge

[C] During your turn, your other Chara in your Front Row Center Slot gains +1000 Pow.

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 "Pendant of Promise" in your WR and return it to your hand.

Daughter - Key | NK/W30-101 T: None

L0C0

Chibi Raku

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

Animal - Key | NK/W30-102 T: None

L0C0

Chibi Seishirou

--No Text--

Weapon | NK/W30-103 T: None

L1C0

Chibi Marika

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

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 "Pendant of Promise" in your WR and return it to your hand.

Police - Key | NK/W30-104 T: None

L0C0

Chibi Kosaki

[C] During your Opp.'s turn, your other Chara in your Front Row Center Slot gains +1000 Pow.

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 "Pendant of Promise" in your WR and return it to your hand.

Sweets - Key | NK/W30-105 T: None

L0C0

Chibi Ruri

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

Glasses - Sports | NK/W30-106 T: None

L1C0

Chitoge, Summer Colors

[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.

Daughter - Key | NK/W30-P01 T: None

L0C0

Chitoge, Lovey-Dovey Couple!?

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

Daughter - Key | NK/W30-P02 T: None

L1

C0

Kosaki, Along with Raku!?

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

Sweets - Key | NK/W30-P03 T: None

L1

C0

Chitoge, to the Highest Stage

[C] If you have 3 or more other Charas with either ::Key:: or ::Weapon::, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Key - Music | NK/W30-P04 T: Soul

L2

C2

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Kosaki, to the Highest Stage

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

Key - Music | NK/W30-P05 T: None

L1

C0

Shrine Maiden in Love

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

Key - Weapon | NK/W30-P06 T: None

L0

C0

Chitoge, Autumn Leaves Watching

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

Key - Daughter | NK/W30-P07 T: None

L1

C0

WeiB Promos

Kosaki, Cherry Blossom Color Season

[C] During your Opp.'s turn, all your other Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.

Sweets - Key | NK/W30-P08 T: None

L0

C0

Seishirou, Summer Beach

[C] All your other Charas gain +500 Pow.
[S] [(1)] Choose 1 of your Opp.'s Front Row Charas, and that Chara gets -1000 Pow for the turn.

Weapon | NK/W30-P09 T: None

L1

C0

Marika, Brilliance on Holy Night

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

Key - Police | NK/W30-P10 T: None

L0

C0

Kosaki, Summer Color

[C] **RECOLLECTION** If "Pendant of Promise" is in your Memory, this gains +1500 Pow.

Sweets - Key | NK/W30-P11 T: Soul

L2

C1

Marika, A SWEet Moment

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

Police - Key | NK/W30-P12 T: None

L0

C0

Chitoge & Kosaki, Two with the Same Wavelength

[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.

Key | NK/W30-P13 T: None

L0

C0

Chitoge & Kosaki & Marika, Bathing Together

[C] During your turn, your other Chara in your Front Row Center Slot gains +1000 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 "Pendant of Promise" in your WR and return it to your hand.

Key | NK/W30-P14 T: None

L0

C0

Magical Girl Scout Magical Patisserie Kosaki chan

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

Sweets - Magic | NK/WE22-P01 T: None

L1

C0

Magical Patisserie Kosaki-chan, Magical Girl of Love And

[C] If you have 3 or more other ::Sweets:: Charas, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, look at up to 6 cards from top of your LB and choose 3 of them and put them in the WR. Put the rest on top of your LB in any order.

Sweets - Magic | NK/WE22-P02 T: Soul

L3

C2

Nanoha, Pure Look

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

Magic - Weapon | NR/W58-P01 T: Soul

L2

C1

Dearche & Shtel & Leby

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

Magic - Book | NR/W58-P02 T: None

L1

C0

Fate & Nanoha, Midsummer Leisure

[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 - Weapon | NR/W58-P03 T: None

L1

C0

Hayate, Battle Stance

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

Magic - Book | NR/W58-P04 T: None

L1
C1

Member of the Yagami Household

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

Magic - Book | NS/W04-103 T: Soul

L1
C1

Nanoha & Fate, Dancing in the Sky

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

Magic | NS/W04-104 T: Soul

L2
C1

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First Air Lieutenant Takamachi

--No Text--

Magic - Dress | NS/W04-105 T: None

L0
C0

Fate T. Harlaown, Commissioned Officer

[S] [(2)] Choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

Magic - Dress | NS/W04-106 T: None

L0
C0

Riot Force 6 Commander Yagami

[A] [(2)] When this is placed from hand to the Stage, you may pay cost. If so, put the top card of your Clock in your WR.

Magic - Dress | NS/W04-107 T: None

L0
C0

WeiB Promos

Nanoha Takamachi (25), Aerial Combat Magician

[C] If you have "Fate & Arf" and "Hayate Yagami", this gains +2000 Pow.

Magic - Weapon | NS/W04-108 T: None

L0
C0

First Air Lieutenant Takamachi

--No Text--

Magic - Dress | NS/W04-109 T: None

L0
C0

Fate T. Harlaown, Commissioned Officer

[S] [(2)] Choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

Magic - Dress | NS/W04-110 T: None

L0
C0

Riot Force 6 Commander Yagami

[A] [(2)] When this is placed from hand to the Stage, you may pay cost. If so, put the top card of your Clock in your WR.

Magic - Dress | NS/W04-111 T: None

L0
C0

Vivio, 4th Year Elementary School Student

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

Odd-Eye - Royalty | NV/WPR-003 T: None

L0
C0

Landosol - Guild | PRD/W100-P01 T: Soul

L2
C2

Landosol - Guild | PRD/W100-P01S T: Soul

L2
C2

Landosol - Guild | PRD/W100-P02 T: None

L1
C0

Princess Connect Fest 2023 Gourmet

[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 a Chara in your WR and return it to your hand.
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Landosol - Guild | PRD/W100-P04 T: None

L0
C0

Princess Connect Fest 2023 Wish

[A] **EXPERIENCE** At the beginning of your Climax Phase, choose 1 of your ::Landosol:: Charas, and for the turn that Chara gains +X Pow. X equals the number of colors among the cards in your Level Zone times 500.
[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, search your LB for up to 1 ::Landosol:: Chara, reveal it, put it in your hand, and shuffle your LB.

Landosol - Guild | PRD/W100-P05 T: None

L0
C0

Landosol - Guild | PRD/W84-P01 T: Soul

L2
C1

Landosol - Guild | PRD/W84-P02 T: None

L1
C0

Landosol - Guild | PRD/W84-P03 T: None

L0

C0

Landosol - Guild | PRD/W84-P03S T: None

L0

C0

"Puppet" Ein
--No Text--

Weapon - Doll | PT/W07-103 T: Soul

L1

C1

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Ein & Zwei, Partners

[S] [Discard a card from your hand to the WR, Put this in the WR] Choose a Level 2 or lower Chara in your Opp.'s Front Row and put it on bottom of the LB.

Weapon | PT/W07-104 T: Soul

L2

C1

Two Hounds

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

PT/W07-105 T: 2 Soul

Elen, Playing Water

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

Weapon - Swimsuit | PT/W07-106 T: Soul

L1

C1

WeiB Promos

Mio, Playing Water

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

Love - Swimsuit | PT/W07-107 T: None

L0

C0

Cal, Observer

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[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, put it in your hand, and shuffle your LB.

Clock | PT/W07-108 T: None

L0

C0

Eren, Former Phantom

[C] If there are 5 or more Climax cards in your Opp.'s WR, this gets -1 Level while in your hand.
[C] All your other ::Weapon:: Charas gain +1500 Pow.
[A] [(1)] When the Damage dealt by this is cancelled, may pay. If so, draw a card.

Weapon | PT/W07-109 T: Soul

L3

C2

"Successor of Phantom" Zwei

[C] For each Marker under this, this gains +1000 Pow.
[A] When the Battle Opp. of this becomes Reversed, you may choose a ::Weapon:: Chara in your WR and put it face-down under this as Marker.

Weapon - South Town | PT/W07-110 T: None

L1

C1

Claudia, Master of Phantom

[A] [Put a Level 0 or lower Chara from your Stage to WR] When this is placed from hand to the Stage, may pay. If you don't, put this in the WR.
[A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. Put it in your Stock if it's a Level 0 or lower Chara. (Otherwise put it back where it was)

South Town | PT/W07-111 T: Soul

L2

C1

Drei, Phantom Prototype

[C] This cannot Side Attack.

Weapon - Clock | PT/W07-112 T: None

L1

C0

"Strongest Assassin Phantom" Ein

[A] When this is placed from hand to the Stage, put the top card of your LB in your Clock.
[A] When the Battle Opp. of this becomes Reversed, if "Name" is in your CZ, deal 1 Damage to your Opp.. (DC can occur)

Weapon | PT/W07-113 T: Soul

L2

C1

Reiji, Talent for Killing

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle with "Phantom" in name, 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]

Weapon | PT/W07-114 T: Soul

L2

C1

Mikoto & Kuroko of the Academy City

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(2) Rest 2 of your ::Frog:: Charas] Choose a Level 1 or lower Chara in your Opp.'s Front Row and put it in the WR.

Frog - Judgment | RG/W10-106 T: None

L0

C0

Uiharu & Saten of the Academy City

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

ESP - Judgment | RG/W10-107 T: None

L1

C0

Mikoto, Hates Losing

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

ESP - Frog | RG/W10-109 T: None

L1

C1

Mikoto in Maid Outfit

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

ESP - Maid | RG/W10-110 T: Soul

L1

C1

Kuroko in Maid Outfits
[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to another vacant Slot in your Front Row.

ESP - Maid | RG/W10-111 T: Soul

L2
C2

Mikoto, winter Sports
[S] [(2) Rest this] Deal 1 Damage to your Opp.. (DC can occur)

ESP - Sports | RG/W10-112 T: None

L1
C0

Kuroko, Witner Sports
--No Text--

ESP - Sports | RG/W10-113 T: None

L0
C0

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

ESP - Sports | RG/W10-114 T: Soul

L2
C1

Saten, Winter Sports
[A] When this is placed from your hand to the Stage, choose 1 of your other Charas, and that Chara gains +X Pow for the turn. X = 500 times Level of that Chara.

Sports | RG/W10-115 T: None

L1
C0

Ladies' Off Day
[C] All your Charas gain +2 Soul.

RG/W13-107 T: 2 Soul

WeiB Promos

Mikoto, After Class
[A] When this attacks, if "Ladies' Off Day" is in the CZ, choose up to 1 Chara in your WR and return it to your hand.

ESP - Frog | RG/W13-108 T: Soul

L2
C1

Mikoto, Someone Whom She Thinks about
[A] When this attacks, choose up to 2 of your ::ESP:: Charas, and those Charas gain +500 Pow for the turn.

ESP - Frog | RG/W13-112 T: Soul

L2
C1

Mikoto, ESPer With Power Over Electricity
[A] When this attacks, choose up to 2 of your ::ESP:: Charas, and those Charas gain +500 Pow for the turn.

ESP - Frog | RG/W13-114 T: Soul

L2
C1

Mikoto in Her Youth Days
[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]

ESP - Frog | RG/W26-086 T: None

L0
C0

Misaka's Little Sister, Pretending Not to Know
[C] You may have as many copies of cards with the same name as this in your deck.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Clone - ESP | RG/W26-087 T: Soul

L1
C1

Mugino, Curiosity Towards the Project
--No Text--

ESP | RG/W26-088 T: None

L0
C0

"Punishment Confirmed" Frenda
--No Text--

Doll - Weapon | RG/W26-089 T: None

L0
C0

Uiharu, After the Rain
[C] If you have another "Saten, After the Rain", this gains "[C] **ASSIST** All your Charas in front of this gain +500 Pow".

ESP - Judgment | RG/W26-P01 T: None

L0
C0

Saten, After the Rain
[C] If you have another "Uiharu, After the Rain", this gains "[C] All your other ::ESP:: Charas gain +500 Pow".

No Traits | RG/W26-P02 T: None

L0
C0

Mikoto, After the Rain
[C] If you have another "Kuroko, After the Rain", this gains +1000 Pow.

ESP - Frog | RG/W26-P03 T: None

L0
C0

Kuroko, After the Rain
[C] If you have another "Mikoto, After the Rain", this gains +1000 Pow.

ESP - Judgment | RG/W26-P04 T: None

L0
C0

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

ESP - Frog | RG/W26-P05 T: None

L1
C0

[A] [(1)] When the Battle Opp. of this becomes Reversed, if "Normal Life to Protect" is in your CZ, may pay. If so, search your LB for up to 1 Level 1 or lower Chara with either ::ESP:: and/or with "Saten" in name and put it Rested in any Slot on the Stage. Shuffle your LB.

$$\frac{L1}{C0}$$
$$\frac{L2}{C1}$$
$$\frac{L2}{C1}$$

L1
C0

L1
C0

$$\frac{L1}{C0}$$
$$\frac{L0}{C0}$$

LO
CO

LO
CO

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

LO
CO

LO
CO

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

L2
C1

L2	
C1	

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

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

Sweets - Occult | RW/W15-109 T: None

L1
C0

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

Plant - Occult | RW/W15-110 T: Soul

L1
C1

Chibi Kagari
[C] During your Opp.'s turn, all your Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top or bottom of the LB.

Key - Time | RW/W15-111 T: None

L0
C0

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"Meaning of Own Existence" Lucia
[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 Clock.

Weapon | RW/W15-112 T: None

L0
C0

"My Favorite Place" Shizuru
[C] This gains +1000 Pow during your Opp.'s turn.

Judgment - Occult | RW/W15-113 T: None

L0
C0

"Deep Magic" Akane
[S] [(1)] This gains +1 Soul for the turn.

Magic - Occult | RW/W15-114 T: Soul

L1
C1

WeiB Promos

"Bright Smile" Chihaya
[C] This gains +1000 Pow during your turn.

Sweets - Occult | RW/W15-115 T: None

L0
C0

"Fun Feeling" Kotori
[A] When this attacks, all your Charas gain +500 Pow.

Plant - Occult | RW/W15-116 T: None

L0
C0

"Star's Avatar" Kagari
[C] If there are 4 or more Climax cards in your WR, this gains +1000 Pow.

Key - Time | RW/W15-117 T: None

L1
C0

"Afternoon's Sunlight" Akane
[C] **ASSIST** All your Charas in front of this gain +500 Pow.

Magic - Occult | RW/W15-118 T: None

L0
C0

Shizuru, Cat-Eared
[C] If you have 1 or fewer other Chara in your Front Row, this gains +1000 Pow.

Judgment - Occult | RW/W15-119 T: None

L1
C0

"Corridor of Life" Kagari
[A] [Discard a card from your hand] This ability may be played up to once per turn. When you play an Event, may pay. IF so, this gains "[A] At the beginning of your Encore Step, you may Draw a card" for the turn.

Key - Time | RW/W15-120 T: None

L1
C0

Kotori, Familiar Feeling
--No Text--

Plant - Music | RW/W15-121 T: None

L0
C0

Kotarou & Kotori, Visit of Spring
[C] During your turn, this gains +1000 Pow.

Plant - Occult | RW/W15-122 T: None

L0
C0

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

Plant - Occult | RW/W15-123 T: Soul

L2
C1

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

Sweets - Occult | RW/W15-124 T: None

L1
C0

"Kazamatsuri Academy High School" Lucia
[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Chairman - Occult | RW/W15-125 T: None

L1
C0

"Kazamatsuri Academy High School" Akane
[S] [Rest 2 of your Charas] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Magic - Occult | RW/W15-126 T: None

L0
C0

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

Judgment - Occult | RW/W15-127 T: None

L0
C0

"Mysterious Girl" Kagari
[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[A] When your Climax is placed in the CZ, look at the top card of your LB, put it either on top or bottom of the LB, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Key - Time | RW/W15-128 T: Soul

L2
C1

Chibi-Mosu, Celebrating Harvest
--No Text--

Animal - Familiar | RW/W20-081 T: None

L0
C0

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Heart Thumping (star) Declaration of war
[A] When this is placed from hand to the CZ, draw a card, and all your Charas gain +1000 Pow for the turn.

RW/W20-082 T: 2 Soul

True Dark Wolf Dragon Fenrir Dragoon And Happy
--No Text--

No Traits | RW/W20-083 T: Soul

L1
C2

"Let's Mixin~g" Kotori
[A] At the start of your Attack Phase, you may choose 1 of your Rested ::Plant:: Charas and Stand it.

Plant - Occult | RW/W20-084 T: None

L1
C0

WeiB Promos

"Beautiful Friendship" Lucia
[C] All your other "Beautiful Friendship" Shizuru' gain +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Chairman - Occult | RW/W20-P01 T: Soul

L2
C1

"Beautiful Friendship" Shizuru
[C] All your other "Beautiful Friendship" Lucia' gain +1000 Pow.

Judgment - Occult | RW/W20-P02 T: Soul

L2
C1

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

Magic - Occult | RW/W20-P03 T: None

L0
C0

"Stairs to Adulthood" Chihaya
--No Text--

Sweets - Occult | RW/W20-P04 T: None

L0
C0

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

Plant - Occult | RW/W20-P05 T: None

L0
C0

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

Time - Key | RW/W20-P06 T: None

L1
C0

Akane & Chihaya, Always Together
[A] [(1)] [A] When your other Chara becomes Reversed in Battle, may pay. If so, this gains +3000 Pow for the turn.

Magic - Sweets | RW/W20-P07 T: Soul

L2
C1

Kagari & Kotori, Crossed Feelings
--No Text--

Key - Plant | RW/W20-P08 T: None

L0
C0

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

Sweets - Occult | RW/W48-101 T: None

L1
C0

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

Plant - Occult | RW/W48-102 T: Soul

L2
C1

"Kazamatsuri Academy High School" Lucia
[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Chairman - Occult | RW/W48-103 T: None

L1
C0

"Kazamatsuri Academy High School" Akane
[S] [Rest 2 of your Charas] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Magic - Occult | RW/W48-104 T: None

L0
C0

"Kazamatsuri Academy High School" Shizuru

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

Judgment - Occult | RW/W48-105 T: None

L0C0

"Mysterious Girl" Kagari

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

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

Key - Time | RW/W48-106 T: Soul

L2C1

Kotori of the Occult Club

[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.

Plant - Occult | RW/W48-P01 T: None

L0C0

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Kotarou, Bearing the "Kagari" Flame

[C] This gets -1 Level while on the Stage.

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

ESP - Key | RW/W48-P02 T: None

L1C0

President of the Occult Research Club" Akane

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

Magic - Occult | RW/W48-P03 T: None

L0C0

"Painful Look" Chihaya

[A] [(1) Discard a card from your hand to the WR] When this attacks, may pay. If so, all your Charas gain +500 Pow and +1 Soul for the turn.

[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.. (DC can occur)

Sweets - Occult | RW/W48-P04 T: Soul

L3C2

WeiB Promos

"Kazamatsuri High School" Lucia & Shizuru

[A] When this is placed from hand to the Stage, look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, put the rest in the WR, and discard a card from your hand to the WR.

Chairman - Occult | RW/W48-P05 T: None

L1C0

Terminated World

If you have 2 or fewer BLUE Charas, you cannot play this from your hand.

Put all your Opp.'s Stock in the WR, and then your Opp. puts the same number of cards from top of his or her LB in Stock.

All players return all cards in their WRs to their respective Libraries. Shuffle those Libraries. Send this to Memory.

RW/W48-P06 T: None

L2C2

Kotori, Childhood Friend

xxxx

Plant - Occult | RW/WPR-001 T: None

L0C0

Ram, Tea So Expensive She Would Easily Go Berserk

[C] During your turn, if all your Charas are either ::Magic:: or ::Weapon::, this gains +2000 Pow.

Magic - Maid | RZ/S46-P05 T: None

L1C0

Happy Birthday! Rem

[C] If you have another Chara with either "Ram", "Rem", or "Subaru" in name, this gains +1500 Pow.

Magic - Maid | RZ/S46-P06 T: None

L0C0

Asuna, Confrontation After Two Years

[C] During your turn, for each of your other Charas with either ::Avatar:: or ::Net::, this gains +1500 Pow.

Avatar - Weapon | SAO/S51-101 T: Soul

L2C2

Leafa, Charming Beachside

[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, Rest this.

Avatar - Weapon | SAO/S51-102 T: None

L0C0

Yuna, Bonus Time!

[A] When this becomes Reversed in battle, your Opp. may draw 2 cards. If so, your Opp. discards 2 cards from his or her hand to the WR.

Net - Music | SAO/S51-103 T: None

L1C0

Kirito, Reason to Not Lose

[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.

Avatar - Weapon | SAO/S51-104 T: Soul

L2C1

Alice, 30th Integrity Knight

[C] If you have 4 or more ::Fluctlight:: Charas, this gets -1 Level while in your hand.

[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 in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Fluctlight - Integrity Knight | SAO/S65-P04 T: Soul

L2C1

Alice, 30th Integrity Knight

[C] If you have 4 or more ::Fluctlight:: Charas, this gets -1 Level while in your hand.

[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 in Stock. If so, put the bottom card of your Opp.'s Stock in the WR.

Fluctlight - Integrity Knight | SAO/S65-P04S T: Soul

L2C1

Asuna in Sundress

[A] When you use the **BACKUP** of this, if you have 2 or more Charas with either ::Avatar:: or ::Net::, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

(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.)

Net | SAO/S65-P05 T: None

L1C0

Asuna in Sundress

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

Net | SAO/S65-P05S T: None

L1
C0

SD Nodoka Toyohama

[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, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.

Adolescence - Fashionable | SBY/W64-101 T: Soul

L2
C1

SD Kaede Azusagawa

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it is Level 1 or higher, this gains +1 Soul for the turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other **Adolescence** Charas and return it to your hand.

Adolescence - Animal | SBY/W64-102 T: None

L1
C0

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SD Tomoe Koga

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

Adolescence - Smartphone | SBY/W64-103 T: None

L1
C0

SD Mai Sakurajima

[C] During your turn, this gains +2000 Pow.
[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 Cost 0 or lower **Adolescence** Chara that is your Level or less, and place it to any Slot on the Stage.

Adolescence - Cuisine | SBY/W64-104 T: None

L0
C0

SD Rio Futaba

[C] If you have 1 or fewer other Charas, all your other Charas gain +1500 Pow.
[A] When this is placed from hand to the Stage, if there is 1 or fewer Charas in your Opp.'s Front Row, choose a Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

Adolescence - Science | SBY/W64-105 T: None

L0
C0

WeiB Promos

SD Shoko Makinohara

[A] When your other **TRAIT** Chara attacks, this gains +1500 Pow for the turn.

Adolescence - Mystery | SBY/W64-106 T: Soul

L2
C1

Mai Sakurajima, Inviting Charm

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your **Adolescence** Charas.
[A] [(1)] When a Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, choose 1 Chara in your WR and return it to your hand.

Adolescence - Cuisine | SBY/W64-P01 T: Soul

L2
C1

Mai Sakurajima, Summer Memories

[A] [Put an **Adolescence** 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.

Adolescence - Cuisine | SBY/W64-P02 T: None

L0
C0

Mai Sakurajima, Autumn Visit

[C] During your turn, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, if you have another **Adolescence** Chara, look at up to 2 cards from the top of your LB and put them back in any order.

Adolescence - Cuisine | SBY/W64-P03 T: None

L1
C0

Chibi Nodoka

[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]

Adolescence - Fashionable | SBY/W77-101 T: None

L1
C0

Chibi Tomoe

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.

Adolescence - Smartphone | SBY/W77-102 T: None

L0
C0

Chibi Mai

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

Adolescence - Cuisine | SBY/W77-103 T: None

L0
C0

Chibi Kaede

[C] If you have 4 or more **Adolescence** Charas, this gets -1 Level while in your hand.
[C] If you have no other **Adolescence** Charas, this does not Stand during your Stand Phase.

Adolescence - Animal | SBY/W77-104 T: Soul

L2
C1

Chibi Shoko

[C] If you have 1 or fewer other Charas, this gains +1 Level and +1000 Pow.
[C] If you have 1 or fewer other Charas, all your other Charas gain +1 Level and +1000 Pow.

Adolescence - Mystery | SBY/W77-105 T: None

L0
C0

Chibi Futaba

[C] **ASSIST** All your **Adolescence** 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.

Adolescence - Science | SBY/W77-106 T: Soul

L1
C1

"Shroedinger's Shoko-san" Shoko Makinohara

[A] When this attacks, look at up to 2 cards from the top of your LB, Choose 1 from among them, put it on top of your LB, and put the remaining cards into your WR.
[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.

Adolescence - Mystery | SBY/W77-P03 T: None

L0
C0

Kanade & Tsubasa, Two Songstresses

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

Music - Weapon | SG/W19-P01 T: None

L1
C0

"The Warmest Place" Hibiki & Miku
[A] When this attacks, all your Charas gain +500 Pow for the turn.

Music | SG/W19-P02 T: None

L1

C0

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

Music | SG/W27-101 T: Soul

L1

C1

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

Music - Weapon | SG/W27-102 T: Soul

L2

C1

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Maria, Breather in Hot Spring
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Music - Weapon | SG/W27-103 T: None

L1

C0

Tsubasa, Breather in Hot Spring
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Music - Weapon | SG/W27-104 T: None

L1

C0

Tsubasa & Maria, Two Songstresses
--No Text--

Music - Weapon | SG/W27-P01 T: None

L0

C0

WeiB Promos

Hibiki, Trustworthy Ally
[C] If this is in the Front Row Center Slot, this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music | SG/W27-P02 T: Soul

L2

C2

Maria, Girl with Black Gungnir
[A] When another Chara of yours becomes Reversed in Battle, this gains +1000 Pow for the turn.

Music - Weapon | SG/W27-P03 T: None

L1

C0

Tsubasa, Trustworthy Ally
[C] If this is in the Front Row Left Slot, this gains +1000 Pow.
[S] [(1)] Draw a card, and discard a card from your hand to the WR.

Music - Weapon | SG/W27-P04 T: Soul

L2

C1

Shirabe, Bearer of Shul Shagana
[C] If you have another Chara with "Kirika" in name, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Music - Weapon | SG/W27-P05 T: None

L1

C0

Chris, Trustworthy Ally
[C] If this is in the Front Row Right Slot, this gains +1000 Pow.
[S] [(1)] Choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music - Weapon | SG/W27-P06 T: Soul

L2

C1

Kirika, Bearer of Igarima
[C] If you have another Chara with "Shirabe" in name, this gains +1 Level and +1000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Weapon | SG/W27-P07 T: None

L1

C1

Miku, Bearer of Shen Shou Jing
[C] Your other Chara whose name includes "Hibiki" in your Front Row Center Slot gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Music | SG/W27-P08 T: None

L0

C0

Hibiki, Believing in Song within Heart
[S] [(1) Rest 2 of your Charas] This gains +1500 Pow and +1 Soul for the turn.

Music | SG/W27-P09 T: None

L0

C0

Shirabe, Breather in Hot Spring
[C] If there are 4 or fewer cards in your hand, this gains +1000 Pow.

Music - Weapon | SG/W27-P10 T: Soul

L2

C1

I Have Something to Protect!
[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.

SG/W39-101 T: 2 Soul

MEGA DETH QUARTET
[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.

SG/W39-102 T: 2 Soul

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

SG/W39-103 T: Salvage

The Blue Flash

[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.

SG/W39-104 T: 2 Soul

Maria & Tsubasa, Hakuseki Girls

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

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

Music - Weapon | SG/W39-P01 T: None

Hibiki, Overflowing Fighting Spirit

[C] If your Opp. has 3 or fewer Charas, this gains +1000 Pow.

Music | SG/W39-P02 T: None

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Tsubasa, Clear Cold Stance

[S] [Counter] **BACKUP 1000, Level 0** [Discard this card from your hand to the WR]

Music - Weapon | SG/W39-P03 T: None

Chris, Grand Onslaught

[C] If you have 3 or more other ::Music:: Charas, this gains +1 Level and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Music - Weapon | SG/W39-P04 T: None

Kirika, Reaping Blow

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

Music - Weapon | SG/W39-P05 T: None

WeiB Promos

Shirabe, Rotation Tearing Sword

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

Music - Weapon | SG/W39-P06 T: None

Maria, Clear Eyes

[C] If you have 3 or more other ::Music:: Charas, this gains +1000 Pow.

Music - Weapon | SG/W39-P07 T: None

Carol, Depth of Alchemy

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

Alchemy | SG/W39-P08 T: None

"Singing for the Sake of Everyone" Hibiki

[A] When this is placed from hand to the Stage, this gains +1 Level and +1000 Pow for the turn.

Music | SG/W39-P09 T: None

Chris, Evil Grin

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.
[S] [(2) Rest this] Choose 1 of your Charas in the WR and return it to your hand.

Music - Weapon | SG/W39-P10 T: None

Tsubasa in the Midst of Dreaming

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

Music - Weapon | SG/W39-P11 T: None

Hibiki Facing Threat

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

Music | SG/W39-P12 T: Soul

"Manga DE Zesshou" Hibiki

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

Music | SG/W39-P19 T: None

"Cat-like Pair" Hibiki & Shirabe

[A] When your Climax card is placed in the CZ, put the top card of your LB in the WR. If it's a ::Music:: Chara, this gains +X Pow for the turn. X = 1000 times # of your ::Music:: Charas.

Music - Weapon | SG/W52-P01 T: None

"Rest of Warriors" Chris & Maria

[A] When this attacks, if you have 2 or more other ::Music:: Charas, this gains +2000 Pow for the turn.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Music - Weapon | SG/W52-P02 T: None

"Kiba no Issen - Shurai: Body" Tsubasa

[C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] [(1)] When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Weapon | SG/W52-P03 T: None

"Kiba no Issen - Shurai: Body" Tsubasa

[C] During your Opp.'s turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] [(1)] When your Climax card is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 ::Music:: Chara, reveal it, put it in your hand, and put the rest in the WR.

Music - Weapon | SG/W52-P03S T: None

Hibiki, Linked Attack

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

Music | SG/W70-101 T: None

L1
C0

Kirika, Unreasonable Training

[C] If you have another "Shirabe, Unreasonable Training", this gains +1000 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Music - Weapon | SG/W70-102 T: None

L1
C1

Shirabe, Unreasonable Training

[A] At the beginning of your Opp.'s Attack Phase, choose one of your "Kirika, Unreasonable Training" and this card, Stand and swap them.

Music - Weapon | SG/W70-103 T: None

L1
C0

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Chris, in a Subspace Cage

[C] If you have 4 or more ::Music:: 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.

Music - Weapon | SG/W70-104 T: Soul

L3
C2

Maria, Unyielding Heart

[C] This cannot Side Attack.
[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.

Music - Weapon | SG/W70-105 T: Soul

L2
C2

Tsubasa, Linked Attack

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] When this attacks, reveal the top card of your LB. If it's a ::Music:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Music - Weapon | SG/W70-106 T: None

L0
C0

WeiB Promos

Hibiki, Singing Voice

[C] During your turn, if the Level of the Chara Opposite this is 3 or higher, this gains +4000 Pow and +1 Soul.

Music | SG/W70-P01 T: Soul

L2
C1

Kirika, Radiant Singing Voice

[C] If this is in the Front Row Center Slot, this gains +3000 Pow.

Music - Weapon | SG/W70-P02 T: None

L0
C0

Shirabe, Radiant Singing Voice

[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 them.

Music - Weapon | SG/W70-P03 T: None

L0
C0

Chris, Radiant Singing Voice

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

Music - Weapon | SG/W70-P04 T: Soul

L1
C1

Maria, Radiant Singing Voice

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

Music - Weapon | SG/W70-P05 T: None

L0
C0

Tsubasa, Radiant Singing Voice

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

Music - Weapon | SG/W70-P06 T: None

L1
C0

Kirika & Shirabe, Holiday Moment

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

Music - Weapon | SG/W70-P07 T: Soul

L2
C1

Hibiki & Chris, Holiday Moment

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

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

Music - Weapon | SG/W70-P08 T: None

L0
C0

Hibiki, Time of Decisve Battle

[C] If "Ignite Module" is in your Memory, this gains the following ability. [A] When the Battle Opp. of this becomes Reversed, reveal the top card of your LB. If that card is Level 1 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)

Music | SG/W70-P09 T: None

L1
C0

"Manga DE Zesshou" Symphogear Device

[C] All your other ::Music:: Charas gain +500 Pow.
[A] When your Chara's Trigger Check reveals a Climax card, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Music | SG/W70-P10 T: None

L0
C0

Shirabe & Kirika, Heart-Pounding Overnight Party

[A] [(2)] When you use the **BACKUP** of this, if all of your Charas have "Kirika" and/or "Shirabe" in name, may pay. If so, you may put the top card of your LB in your Stock.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Music - Weapon | SG/W70-P11 T: Soul

L1
C1

Nendroid Plus Erii

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your other ::Game:: Charas and return it to your hand.

Game - Manga | SHS/W56-101 T: None

L0
C0

[A] When this is placed from hand to the Stage, choose a Cost 1 or higher Chara in your Opp.'s WR and put it in an empty Slot in your Opp.'s Back Row.

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

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

L2
C2

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

L1
C0

$$\frac{L_0}{C_0}$$

L1
C0

L1
C0

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

LO
CO

L1
C0

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

LO
CO

LO
CO

L2
C1

L2
C1

LO
CO

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

L1
C0

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

Shiyoko, Loves Card Game!
--No Text--

Card Game | SI/WPR-001 T: None

L0
C0

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

Card Game - Hachimaki | SI/WPR-002 T: None

L0
C0

Shiyoko, After Class
[C] Chara Opposite this gains ::Card Game::.

Card Game | SI/WPR-003 T: Soul

L2
C1

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Shiyoko, Shiro-Kuro Fes
[C] All your other ::Card Game:: Charas gain +500 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Card Game - Music | SI/WPR-004 T: None

L1
C0

Shiyoko 2014, Shiro-Kuro Fes
[C] During your Opp.'s turn, this gains +1000 Pow.

Card Game - Music | SI/WPR-005 T: None

L1
C0

Shiyoko 2015, Shiro-Kuro Fes
[C] For each other "Shiyoko 2015, Shiro-Kuro Fes" you have, this gains +1 Level and +1500 Pow.

Card Game - Yukata | SI/WPR-006 T: None

L0
C0

WeiB Promos

Shiyoko, Daughter of a Man Who Loves Card Games
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a ::Card Game:: Chara in your WR and return it to your hand.

Card Game - Manga | SI/WPR-007 T: None

L0
C0

Shiyoko, Bear Hunting
[A] When this Front Attacks, if you have another ::Card Game:: Chara, this gains +X Pow for the turn. X = 1000 times Soul of this.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Card Game - Manga | SI/WPR-008 T: Soul

L2
C2

Akiha & Imoko
--No Text--

Colony - Mecha | SK/WE03-001 T: None

L0
C0

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

Colony - Weapon | SK/WE03-020 T: Soul

L1
C1

Akiha in Q-TECTOR
[S] [Rest 1 of your ::Police:: Charas and 1 of your ::ESP:: Charas] This gains +2500 Pow for the turn.

Colony - Weapon | SK/WE03-021 T: Soul

L1
C1

Akiha And Happy Friends
[C] During your turn, for each other ::Colony:: Chara you have, this gains +500 Pow.

Colony - Mecha | SK/WE03-022 T: Soul

L1
C1

"Special Strange Division" Itsuki
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Colony:: Chara, reveal it, and put it in your hand. Shuffle your LB.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Colony - Police | SK/WE03-023 T: Soul

L1
C1

"Protector" Honoka
[C] All your other ::Colony:: Charas gain +500 Pow.

Colony - ESP | SK/WE03-024 T: None

L1
C0

Those Who Had Something Taken Away
[C] All your Charas gain +1000 Pow and +1 Soul.

SK/WE05-28 T: Salvage

Honoka in Q-TECTOR
[C] For each other ::Colony:: Chara you have, this gains +500 Pow.

Colony - ESP | SK/WE05-29 T: None

L1
C1

Itsuki in Q-TECTOR
[A] **EXPERIENCE** When you use the **BACKUP** of this, if there are 2 or more ::Colony:: Charas in your Level Zone, 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]

Colony - Police | SK/WE05-30 T: Soul

L2
C1

Akiha, Ace in the Hole
[C] All your other ::Colony:: Charas gain +1000 Pow.
[A] **CHANGE** [(1) Put this in WR] At the start of your Draw Phase, may pay. If so, choose an "Akiha & Imoko, Feelings Together" in your WR and put it in the Slot this was in.

Colony | SK/WE05-31 T: Soul

L2
C1

Akiha & Imoko, Feelings Together

[C] During your turn, for each other ::Colony:: Chara you have, this gains +500 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 the Battle Opp. of this becomes Reversed, if "The Girl Who Leapt Through Space" is in the CZ, choose up to 3 cards in your Opp.'s WR and return them to the LB. Afterwards, shuffle that LB, Send this to Memory, and at the start of your next Draw Phase, choose am "Akiha & Imoko, Feelings Together" in your Memory and put it in any Slot on the Stage.

Colony - Mecha | SK/WE05-32 T: Soul

L3
C2

The Girl Who Leapt Through Space

[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.

SK/WE05-33 T: 2 Soul

Yunyun & Megumin

[A] When this becomes Reversed in battle, reveal the top card of your LB. If it's Level 2 or higher, put it in your hand. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Sneaker Bunko - Adventurer - Magic | Sks/W62-P02 T: Soul

L2
C1

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Aqua & Haruhi

[A] When this is placed from hand to the Stage, if you have another ::Sneaker Bunko::, ::Adventurer::, or ::SOS Brigade:: Chara, this gets +2000 Pow for the turn.
[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.

Sneaker Bunko - Adventurer - SOS Brigade | Sks/W62-P03 T: None

L1
C0

"Heiress Seeking the Pirate Ship" Kamome

[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.

Summer Pockets - Pirate | SMP/W60-P01 T: Soul

L2
C1

"Girl Who Forgot Summer Vacation" Shiroha

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

Summer Pockets - Time | SMP/W60-P02 T: None

L1
C0

WeiB Promos

"Self-Discovering Girl" Tsumugi

[C] You cannot play Events or **BACKUP** from hand.

Summer Pockets - Plush | SMP/W60-P03 T: None

L1
C0

"Girl Chasing the Tradition of the Island" Ao

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

Summer Pockets - Twins | SMP/W60-P04 T: None

L0
C0

"Operation Obtaining Watermelon Bar" Shiroha

[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, for the turn, this gains ::Watermelon Bar:: and your Opp. cannot use "[A] **ENCORE**". Otherwise, this gains ::Melon Bar:: for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

Summer Pockets - Time | SMP/W60-P05 T: None

L0
C0

"Uniform on Off-Day" Shiroha

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Summer Pockets:: Charas.

Summer Pockets - Time | SMP/W60-P06 T: Soul

L2
C1

"Watermelon Bar-san" Shiroha

[C] During your 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. For each Climax card revealed this way, perform the following action. "Search your LB for up to 1 ::Summer Pockets:: Chara, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB."

Summer Pockets - Time | SMP/W60-P07 T: None

L0
C0

"Morning Routine" Umi

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

[S] [(1) Send this Standing card to Memory] Choose up to 1 "Summer Pockets" Nanami in your WR and return it to your hand.

Summer Pockets - Time | SMP/W60-P08 T: None

L0
C0

"Morning Routine" Umi

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

[S] [(1) Send this Standing card to Memory] Choose up to 1 "Summer Pockets" Nanami in your WR and return it to your hand.

Summer Pockets - Time | SMP/W60-P08S T: None

L0
C0

"Child Lost in Summer" Umi

[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.

Summer Pockets - Time | SMP/W82-P01 T: None

L1
C0

"Breast Justice" Shizuku

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

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

Summer Pockets - Oppai | SMP/W82-P02 T: Soul

L3
C2

"Torishiro Island's Sniper" Miki

[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Summer Pockets - Weapon | SMP/W82-P03 T: Soul

L2
C1

"Girl Chasing Oni" Shiki

[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 ::Summer Pockets:: Chara, reveal it, put it in your hand, and shuffle your LB.

Summer Pockets - Oni | SMP/W82-P04 T: None

L0
C0

Shakugan no Shana-tan

--No Text--

Flame - Melon Bread | SS/W14-106 T: None

L0
C0

"Great One" Shana

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

Flame - Weapon | SS/W14-107 T: None

L0C0

Shana-tan, Playing with Katherine

--No Text--

Flame - Weapon | SS/W14-108 T: None

L0C0

Master Hecate-tan

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

Flame - Miko | SS/W14-109 T: None

L0C0

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Shana, Loves Melon Bread More than Anything

[A] When another Chara of yours becomes Reversed in Battle, this gains +1000 Pow for the turn.

Flame - Melon Bread | SS/W14-110 T: Soul

L2C1

Shana in Maid Uniform

[S] [(1)] Choose 1 of your ::Flame:: Charas, and that Chara gains +500 Pow for the turn.

Flame - Maid | SS/W14-111 T: None

L1C0

Shana, Dressed Up

[C] This gains +1000 Pow during your turn.

Flame - Weapon | SS/W14-112 T: None

L0C0

WeiB Promos

Shana in Summer Outfit

[C] This gains +1000 Pow during your turn.

Flame - Melon Bread | SS/W14-113 T: None

L1C0

Shana, Unyielding Heart

[A] When another Chara of yours becomes Reversed in Battle, this gains +1000 Pow for the turn.

Flame - Weapon | SS/WE15-P01 T: Soul

L2C1

Shana in Swimsuit

--No Text--

Flame - Melon Bread | SS/WE15-P02 T: None

L1C0

Shana in China Dress

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

Flame - Melon Bread | SS/WE15-P03 T: None

L0C0

The Melancholy of Haruhi Suzumiya

--No Text--

SOS Brigade - Brigade Chief | SY/W08-103 T: None

L0C0

Haruhi, Curiosity

[C] If Chara Opposite this is trait-less, this gains "[C] This cannot Front Attack". (This may Side Attack.)

[A] When this is Front Attacked, if the Chara Opposite this is trait-less, you may return this to your hand.

Brigade Chief - SOS Brigade | SY/W08-104 T: None

L0C0

"Merry Xmas" Haruhi

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

Brigade Chief - SOS Brigade | SY/W08-105 T: Soul

L1C1

Nagato in Wedding Dress

[A] [(2)] When this placed from hand to the Stage, may pay. If so, put the top card of your Clock in your WR.

Alien - Dress | SY/W08-106 T: None

L0C0

Mikuru in Wedding Dress

[A] [Put the top card of your LB in your Clock] When this is placed from hand to the Stage, may pay. If so, all your Charas gain +1000 Pow for the turn.

Time - Dress | SY/W08-107 T: None

L0C0

Haruhi in Wedding Dress

[C] This gains +500 Pow for each card in your Clock.

Brigade Chief - Dress | SY/W08-108 T: None

L0C0

Recrutiing Brigade Members!

[C] All your Charas gain +2 Soul.

SY/W08-109 T: 2 Soul

Nagato & Haruhi & Mikuru

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

SOS Brigade | SY/W08-110 T: Soul

L2C2

Haruhi, Thinking of the World

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

SY/W08-111 T: None

L0

C0

Haruhi & Nagato & Mikuru, First Month

[A] When this is placed from hand to the Stage, this gains +500 Pow for the turn for each different trait your Charas have.

SOS Brigade - Yukata | SY/W08-112 T: Soul

L2

C1

Super Editor Haruhi And Her Assistants

[S] [(2) Rest this] Choose a Chara in your WR and return it to your hand.
[S] [Rest this] Choose 1 of your ::SOS Brigade:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(2) Rest this] Deal 1 Damage to your Opp.. (DC Can Occur)
SOS Brigade | SY/W08-113 T: Soul

L1

C1

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Yuki, Peaceful Life

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

Book - Glasses | SY/W08-114 T: Soul

L1

C1

Yuki of the Literature Club

[C] This gains +1000 Pow during your Opp.'s turn.

Glasses - Book | SY/WE09-28 T: Soul

L2

C1

Haruhi, Conceited Attitude

[A] When this is placed from hand to the Stage, this gains +500 Pow for the turn for every two different traits your Charas have.

Brigade Chief - SOS Brigade | SY/WE09-29 T: None

L0

C0

WeiB Promos

Haruhi, Night of the Summer Festival

[S] [(2) Rest this] Choose a Chara in your WR and return it to your hand.

Brigade Chief - Yukata | SY/WE09-30 T: None

L0

C0

Haruhi, Hates Losing

[A] This ability may activate up to once per turn. When you play an Event, this gains +2000 Pow for the turn.

Brigade Chief - SOS Brigade | SY/WE09-31 T: None

L1

C0

Haruhi at Sports Festival

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

Brigade Chief - SOS Brigade | SY/WE09-32 T: None

L1

C1

Haruhi & Mikru, Summer Eye Candies

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose up to 2 "Endless Eight" in your WR and return them to your hand.
[S] [Put 8 "Endless Eight" from your Memory in the WR] Perform the following action 8 times. "Deal 1 Damage to your Opp.." (DC can occur)

Brigade Chief - SOS Brigade | SY/WP02-09 T: Soul

L3

C2

Haruhi, Producing Mikuru

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR with either ::Brigade Chief:: or ::SOS Brigade:: and return it to your hand.

Brigade Chief - SOS Brigade | SY/WP02-10 T: Soul

L2

C1

Puchi Mea

[S] [(2) Rest 2 of your Charas] Look at up to 2 cards from top of your LB and choose up to 1 card and put it in your hand, and put the rest in the WR.

Transformation - Sweets | TL/W37-101 T: None

L0

C0

Puchi Yami

[C] During your turn, if all your Charas are either ::Transformation:: and/or ::Housework::, this gains +2000 Pow.

Transformation - Taiyaki | TL/W37-102 T: None

L1

C0

Puchi Mikan

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

Housework - Ransel | TL/W37-103 T: None

L0

C0

Puchi Yui

[C] If you have 1 or fewer other Charas, this gains +1000 Pow and the following ability. "[C] Chara Opposite this cannot move to another Slot."

Judgment - Animal | TL/W37-104 T: None

L0

C0

Puchi Lala

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

Alien - Science | TL/W37-105 T: None

L0

C0

Puchi Nana

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

Alien - Animal | TL/W37-106 T: None

L1

C0

Puchi Momo

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Level 0 or lower Chara, Rest this. (Put the revealed card back where it was)

Alien - Plant | TL/W37-107 T: None

L1

C0

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

Sports - Animal | TL/W37-108 T: Soul

L2
C1

"Problematic Daily Life" Momo & Yami
[C] If this is in the Front Row Center Slot, this gains +1000 Pow.

Alien - Transformation | TL/W37-P01 T: None

L1
C1

"Summer Beachside" Yami & Momo
[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, look at the top card of your LB and put it either on top of the LB or in the WR.

Transformation - Alien | TL/W37-P02 T: Soul

L2
C1

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"Friendly Two?" Yami & Momo
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Charas with either ::Alien:: and/or ::Transformation::, and that Chara gains +1 Soul for the turn.

Transformation - Alien | TL/W37-P03 T: None

L0
C0

"Princess Dress" Mikan & Lala
[S] [Rest 1 of your Charas with "Lala" in name and 1 of your Charas with "Mikan" in name] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Alien - Housework | TL/W37-P04 T: None

L0
C0

"Princess Dress" Momo & Nana
[C] If you have 2 or more other Charas with either "Momo" or "Nana" in name, this gains +1000 Pow.

Alien - Plant | TL/W37-P05 T: None

L1
C0

WeiB Promos

"Princess Dress" Yami & Mea
[A] When this is placed from the Stage to the WR, reveal the top card of your LB. If it's a Chara with either "Darkness" (TL only), "Yami", or "Mea" in name, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

Transformation - Taiyaki | TL/W37-P06 T: None

L0
C0

"Princess Dress" Yui & Haruna
[A] This ability activates up to once per turn. When your other Chara with either "Yui" or "Haruna" (both TL only) in name is placed from hand to the Stage, this gains +1000 Pow for the turn.

Animal - Judgment | TL/W37-P07 T: None

L0
C0

Chibi Yami
[C] All your other ::Taiyaki:: Charas gain +500 Pow.

Transformation - Taiyaki | TL/W42-101 T: None

L0
C0

Chibi Yui
[A] When you use the **BACKUP** of this, you may choose a Chara in your Clock and return it to your hand. If so, choose a card in your hand and put it in your Clock.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Judgment - Animal | TL/W42-102 T: Soul

L2
C1

Chibi Momo
[C] Your other Chara in the Front Row Center Slot with either ::Alien:: and/or ::Plant:: gains +1000 Pow and the following ability. [C] This cannot be Reversed by your Opp.'s Charas' [A] effects."

Alien - Plant | TL/W42-103 T: None

L0
C0

Chibi Haruna
[A] When this attacks, reveal the top card of your LB. If it's a Chara with either ::Animal:: and/or ::Sports::, this gains +2000 Pow for the turn. (Put the revealed card back where it was)

Sports - Animal | TL/W42-104 T: None

L0
C0

"Uneasy Feeling" Yui
[C] If there's a Climax card in your Opp.'s CZ, this gains +2000 Pow.
[C] All your other Charas gain the following ability.
"[C] This cannot Side Attack"

Judgment - Animal | TL/W42-P01 T: None

L1
C0

"Darkness Gone Wild" Yami
[S] [Rest 2 of your Charas with either ::Transformation:: and/or ::Housework::] Choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Transformation - Taiyaki | TL/W42-P02 T: None

L0
C0

"Summer Beachside" Yui
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(2) Rest this] Search your LB for up to 1 Chara with either ::Animal:: and/or ::Plant::, reveal it, put it in your hand, and shuffle your LB.

Judgment - Animal | TL/W42-P03 T: None

L0
C0

Mister C.B., Cheerful Horse Girl with No Clothes
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(3) Discard a card from your hand to the WR] When the Battle Opp. of this becomes Reversed, may pay. If so, deal 2 Damage to your Opp., look at the top card of your LB, and put it either on top or bottom of your LB. (DC can occur)

Uma Musume | UMA/W106-156 T: Soul

L3
C2

yava President
[C] For each of your other ::Visual Arts:: 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.
[A] [(1)] When "Oni Summon!" is placed in your CZ, if this is in the Front Row, may pay. If so, choose a Level 2 or lower Chara in your WR and put it in any Slot on the Stage, and that Chara gains +1000 Pow, ::Visual Arts::, and ::Sun:: for the turn.

Visual Arts - Sun | VA/WPR-P01 T: Soul

L3
C3

"Loves Blonde Tsundere" Itaru Hinoue
[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[A] [(1)] When "Refreshments Have Arrived!" is placed in your CZ, may pay. If so, choose a "Flaming Graphicer" Na-Ga' in your WR and put it in any Slot on the Stage.

Visual Arts - Frog | VA/WPR-P02 T: Soul

L2
C1

Jun Maeda of "Killing"

[C] If you have no other Charas, this gains +2000 Pow.
[A] [Put all your other ::Visual Arts:: Charas on the Stage in the WR] When this attacks, may pay. If so, this gains +X Pow until the next end of your Opp.'s turn. X = 1500 times number of Charas placed in the WR via this effect.

Visual Arts - Mystery | VA/WPR-P03 T: Soul

L2
C2

"Junk Food King" Shinji Orito

[A] When this attacks, reveal the top card of your LB.
If it's a Climax card, this gains +4000 Pow and +1 Soul for the turn. (Put the revealed card back where it was)

Visual Arts - Unison | VA/WPR-P04 T: Soul

L2
C2

"Flaming Graphicer" Na-Ga

[A] When this becomes Reversed in battle, put this in Clock.

Visual Arts - Shadow | VA/WPR-P05 T: Soul

L2
C1

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"50cc Rider" Yuuto Tonokawa

[A] [Announce "Ikuze Aibou" (Let's go, partner!)] When this is placed from your hand to the Stage, may pay. If so, choose 1 of your other Charas, and that Chara gains +1500 Pow and ::Bike:: for the turn.

Visual Arts - Occult | VA/WPR-P06 T: Soul

L2
C1

"Dried Plum When Hungry" Shinori~

[C] **ASSIST** All your Level 1 or higher Charas in frotn of this gain +1 Soul.

Visual Arts - Alien | VA/WPR-P07 T: Soul

L1
C2

"Loves Debugging" yonie

[S] [(2) Rest this] Choose a Chara in your WR and return it to your hand.

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

[S] [(2) Rest this] Deal 1 Damage to your Opp.. (DC Can Occur)

Visual Arts - Doll | VA/WPR-P08 T: Soul

L1
C1

WeiB Promos

"Loves Birds" Mochisuke

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to another vacant Slot in your Front Row.

Visual Arts - Animal | VA/WPR-P09 T: None

L0
C0

"Possesses the Weakest Power" yucchi

[A] [(1)] When this becomes Reversed in battle, may pay. If so, Send this to Memory.

Visual Arts - Strange | VA/WPR-P10 T: None

L0
C0

"High-Level Chores" Tomotaka Fujii

[A] When you use the **BACKUP** of this, all your ::Visual Arts:: Charas gain ::Genki:: for the turn.

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

Visual Arts - Manager | VA/WPR-P11 T: Soul

L2
C1

"Executive Kud-Kou" Editor

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in your WR. For each Climax card revealed this way, choose 1 of your ::Visual Arts:: Charas, and that Chara gains +2000 Pow for the turn.

Visual Arts - Book | VA/WPR-P12 T: None

L1
C0

"Man with 7 Wounds" Kai

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

Visual Arts - Undead | VA/WPR-P13 T: None

L0
C0

"Pink Panda" Touya Okano

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

Visual Arts - Brow | VA/WPR-P14 T: None

L0
C0

"Mostly Violent" Amane Koizumi

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

Visual Arts - Manga | VA/WPR-P15 T: None

L0
C0

"Good Joker in the Business Circle ()" Donmaru

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

Visual Arts - Buddha Statue | VA/WPR-P16 T: None

L0
C0

"Unrivaled Love of L" Ikeban

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

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

Visual Arts - Sports | VA/WPR-P17 T: None

L1
C0

"Short-Range Power-Type" Edge Usazuka

--No Text--

Visual Arts - Demon | VA/WPR-P18 T: None

L1
C1

"Herbivorous Animal" Nagisa Ikura

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

Visual Arts - Animal | VA/WPR-P19 T: None

L1
C0

"Double Face" Senaka-san

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

Visual Arts - Music | VA/WPR-P20 T: None

L1
C0

"King of Chores" D Sakamote

[S] [Rest this] Choose up to 2 Charas, and those Charas gain ::Visual Arts:: For the turn.
[S] [Put this in WR] Choose 1 of your ::Visual Arts:: Charas, and that Chara gains +1500 Pow for the turn.

Visual Arts - Weak | VA/WPR-P21 T: None

L0
C0

"Cascading Style" Shiba P

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

Visual Arts - Net | VA/WPR-P22 T: None

L0
C0

"Jealousy Soul" Tamachiro

[C] During your turn, all your other Charas gain +500 Pow.
[A] When this is placed from hand to the Stage, choose 1 of your Level 2 or higher Charas, and that Chara gains +1500 Pow for the turn.

Visual Arts - Music | VA/WPR-P23 T: None

L0
C0

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"Smile as Selling Point" Tomohiro Takeshita

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

Visual Arts - Music | VA/WPR-P24 T: None

L0
C0

"Capricious Sniper" Naruru

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

Visual Arts - Male Dressing | VA/WPR-P25 T: None

L0
C0

"Always Lack Cosmetics" Yoshie Nakao

[A] **BOND/"Herbivorous Animal"** Nagisa Ikura' [Put the top card of your LB in your Clock]
[S] [Rest 2 of your Charas] Choose a Level 0 or lower Chara in your Opp.'s Front Row and return it to hand.

Visual Arts - Milk | VA/WPR-P26 T: None

L0
C0

WeiB Promos

"voix" Arika Nishimura

--No Text--

Visual Arts - Tea | VA/WPR-P27 T: None

L0
C0

Song for Tomorrow, Performed with You

BRAINSTORM Flip over the top 3 cards of your LB and put them in the WR. Choose a Level X or lower ::Visual Arts:: Chara in your WR and return it to your hand. X = # of ::Visual Arts:: Charas revealed this way.

VA/WPR-P28 T: None

L1
C0

Oni Summon!

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

VA/WPR-P29 T: Salvage

Refreshments Have Arrived!

[C] All your Charas gain +2 Soul.

VA/WPR-P30 T: 2 Soul

"7 Changes, Dwarf Sonstress" KOTOKO

[C] If you have 2 or more other ::Visual Arts:: Charas, this gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, choose an Opp.'s Level 2 or lower Chara in the Front Row and return it to hand.

Visual Arts - Music | VA/WPR-P31 T: Soul

L2
C2

"Top of the Fortune" Eiko Shimamiya

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed this way, this gains +1000 Pow and +1 Soul for the turn.

Visual Arts - Music | VA/WPR-P32 T: None

L1
C1

"Passion Cool Beauty" Mami Kawada

[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.

Visual Arts - Music | VA/WPR-P33 T: None

L1
C0

"Angel And Spiteful Little Devil" Kaori Utatsuki

[A] When the Battle Opp. of this becomes Reversed, you may return this to your hand.
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Visual Arts - Music | VA/WPR-P34 T: Soul

L2
C1

"Crystal Voice Songstress" Lia

[A] [(6)] When this attacks, may pay. If so, deal 5 Damage to your Opp.. (DC may occur)
[S] [Rest 1 of your ::Visual Arts:: Charas] This gains +1000 Pow for the turn.

Visual Arts - Music | VA/WPR-P35 T: Soul

L2
C1

"SMiLE" LiSA

[S] [(1)] This gains +1000 Pow and "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of LB" for the turn.

Visual Arts - Music | VA/WPR-P36 T: Soul

L2
C1

"Queen of Ending" Aoi Tada

[C] All your other ::Visual Arts:: Charas gain +500 Pow.
[A] This ability may be activated up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Visual Arts - Music | VA/WPR-P37 T: Soul

L2
C1

"Fantasy Costume" Mikayo Suzuta

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

Visual Arts - Animal | VA/WPR-P38 T: Soul

L1
C1

<p>Himawari, Second-Year Student of New Oshima Academy [C] During your turn, this gains +1000 Pow.</p> <p>Key - Factory VR/W22-106 T: None</p> <div>L1 C0</div>	<p>Wakaba, Second-Year Student of New Oshima Academy [C] Your other Chara in the Front Row Center Slot gains +1000 Pow.</p> <p>Key - Sports VR/W22-107 T: None</p> <div>L0 C0</div>	<p>Akane, Second-Year Student of New Oshima Academy [C] If this is in the Front Row Center Slot, this gains +1000 Pow.</p> <p>Key - Mayonnaise VR/W22-108 T: None</p> <div>L0 C0</div>
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<p>Rei, Second-Year Student of New Oshima Academy [S] [Counter] BACKUP 3000, Level 2 [(1) Discard this card from your hand to the WR]</p> <p>Key - Mystery VR/W22-109 T: Soul</p> <div>L2 C1</div>	<p>Aoi, Second-Year Student of New Oshima Academy [C] For every card in your Level Zone, this gains +1500 Pow.</p> <p>Key - Daughter VR/W22-110 T: None</p> <div>L1 C0</div>	<p>Akane, Genki Girl of Ooshima --No Text--</p> <p>Key - Bike VR/W22-P01 T: None</p> <div>L0 C0</div>
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WeiB Promos

<p>Akane & Aoi, Loving Friends [A] When another Chara of yours becomes Reversed in Battle, this gains +1000 Pow for the turn.</p> <p>Key - Mayonnaise VR/W22-P02 T: None</p> <div>L0 C0</div>	<p>Akane & Aoi, Shivering [S] [Rest 2 of your Charas] This gains +1 Level and +1500 Pow for the turn.</p> <p>Key - Mayonnaise VR/W22-P03 T: Soul</p> <div>L2 C1</div>	<p>Young Akane [A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.</p> <p>Mayonnaise - Ransel VR/W22-P04 T: None</p> <div>L0 C0</div>
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<p>Himawari, by the Summer Beachside [C] If you have 3 or more other Charas with either ::Factory:: and/or ::Shield::, this gains +1000 Pow.</p> <p>Key - Factory VR/W22-P05 T: Soul</p> <div>L2 C2</div>	<p>Akane & Wakaba, Both Shivering [A] RECOLLECTION If this is in Memory, when a card in either player's Clock is moved to WR due to an effect of a card of its owner's, that player may put the top 2 cards in their Stock in the WR. If not, that player puts the top card of the LB in Clock. [A] [(1) Send this to Memory] When this becomes Reversed in battle, if you have 2 or more other ::Key:: Charas, may pay. If so, draw up to 2 cards, and discard 2 cards from your hand to the WR.</p> <p>Key - Sports VR/W22-P06 T: None</p> <div>L0 C0</div>	<p>Fuuka, Rinne's Childhood Friend [A] When you use the BACKUP of this, put the top 3 cards of your LB in the WR. [S] [Counter] BACKUP 3000, Level 2 [(1) Discard this card from your hand to the WR]</p> <p>Melee - Haouryu VS/W50-P01 T: Soul</p> <div>L2 C1</div>
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<p>Suzuka, Childhood Friend Full of Pleasantry --No Text--</p> <p>Card Game - Swimsuit WS/PSP-P01 T: None</p> <div>L0 C0</div>	<p>Michi, Idol of the Academy --No Text--</p> <p>Otaku WS/TBS-001 T: None</p> <div>L0 C0</div>	<p>Shizuru, Heisei Big-Breasted Girl [C] During your turn, this gains +1000 Pow.</p> <p>Love WS/TBS-003 T: None</p> <div>L0 C0</div>
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<p>Emitsun, Full of Smiles [A] ENCORE [Discard a Chara from your hand to the WR]</p> <p>Music - Voice Actor WS/WPR-P01 T: None</p> <div>L0 C0</div>	<p>Emusic~ All your Charas gain +2000 Pow for the turn. Send this to Memory.</p> <p>WS/WPR-P02 T: None</p> <div>L1 C1</div>	<p>"Along with Puyo" Rin [C] If you have 1 or fewer other Charas, this gains +1500 Pow.</p> <p>Music - Puyo WS/WPR-P03 T: None</p> <div>L0 C0</div>
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Emi Nitta, Connected Melody

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

Music - Voice Actor | WS/WPR-P04 T: None

L1C0

Choko-tan

[C] You may add "nya~" to the end of all your sentences.

Voice Actor - Card Game | WS/WPR-P05 T: None

L0C0

Yuka Ozaki, Let's Work Hard Together!!

--No Text--

Voice Actor | WS/WPR-P06 T: None

L0C0

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Aimi, Let's Work Hard Together!!

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

Voice Actor | WS/WPR-P07 T: Soul

L2C1

Aimi, Let's Do Our Best in 2020!

--No Text--

Voice Actor | WS/WPR-P08 T: None

L1C0

Sound of Heart | YHN/W111-101 T: None

L0C0

WeiB Promos

Sound of Heart | YHN/W111-102 T: Soul

L2C1

Sound of Heart | YHN/W111-103 T: None

L0C0

Sound of Heart | YHN/W111-104 T: None

L1C0

Sound of Heart | YHN/W111-105 T: Soul

L2C2

Sound of Heart | YHN/W111-106 T: None

L1C0

Sound of Heart | YHN/W111-107 T: None

L1C0

Sound of Heart | YHN/W111-108 T: Soul

L2C1

Sound of Heart | YHN/W111-109 T: None

L1C0

Sound of Heart | YHN/W111-110 T: Soul

L1C1

Sound of Heart | YHN/W111-P02 T: None

L0C0

Sound of Heart | YHN/W111-P03 T: None

L1C0

Sound of Heart | YHN/W111-P04 T: None

L1C0

Sound of Heart | YHN/W111-P05 T: Soul

L1
C1

Sound of Heart | YHN/W111-P07 T: None

L1
C0

Sound of Heart | YHN/W111-P08 T: Soul

L2
C1

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Sound of Heart | YHN/W111-P09 T: None

L1
C0

Chisaki, Sexy Teacher
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Yuragi Inn:: and/or ::Yukemuri Town::, put in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] When Damage dealt by this is cancelled, you may put this in Stock.
Cuisine - Yukemuri Town | YYS/W61-101 T: None

L0
C0

Nonko, Elder Sister-like
[C] For each ::Yuragi Inn::, ::Yukemuri Town::, or ::Manga:: Chara under this as a Marker, this receives +1500 Pow.
[A] When this is played from Hand to Stage, put the top 2 card from your LB under this face-up as Markers.
Wine - Yuragi Inn | YYS/W61-102 T: Soul

L2
C1

WeiB Promos

Yaya, Fraidy-cat
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your Clock with either ::Yuragi Inn:: and/or ::Yukemuri Town:: and return it to your hand, and put the top card of your LB in your Clock.
Cat God - Yuragi Inn | YYS/W61-103 T: None

L0
C0

Yuuna, Lovey-Dovey
[C] If you have 1 or fewer other Charas, this gains +1500 Pow.
Spirit - Yuragi Inn | YYS/W61-104 T: None

L0
C0

Sagiri in Prison Uniform
[A] When this attacks, if you have 2 or more other Charas with either ::Yuragi Inn:: or ::Yukemuri Town::, this gains +2000 Pow for the turn.
Ninja - Yuragi Inn | YYS/W61-105 T: None

L1
C0

Yuuna, Charming Maid
[C] All your other Charas with either ::Yuragi Inn:: or ::Yukemuri Town:: 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.
Spirit - Yuragi Inn | YYS/W61-P01 T: None

L1
C0

Chisaki, Nice Chest
[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.
[S] [Rest 1 Chara with ::Yuragi Inn:: and/or ::Yukemuri Town::] This gains +1000 Pow for the turn.
Cuisine - Yukemuri Town | YYS/W61-P02 T: None

L1
C0

Yuuna & Chisaki, Bed Time Romance
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a Chara in your WR with either ::Yuragi Inn:: or ::Yukemuri Town:: and return it to your hand.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 2 or lower, you may Reverse that Chara.
Yuragi Inn - Yukemuri Town | YYS/W61-P03 T: Soul

L2
C1

Yuuna & Sagiri, Bathing with Everyone
[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 time # of Charas with either ::Yuragi Inn::, ::Yukemuri Town::, or ::Ninja:: among those cards.
Yuragi Inn | YYS/W61-P04 T: None

L0
C0

Chisaki & Koyuzu, Bathing with Everyone
[A] When this attacks, choose 1 of your ::Yuragi Inn::, ::Yukemuri Town::, or ::Ninja:: Charas, and that Chara gains +1 Level and +1000 Pow for the turn.
Yuragi Inn | YYS/W61-P05 T: None

L0
C0

Yaya & Oboro, Bathing with Everyone
[A] When this attacks, if you have 2 or more other Charas with either ::Yuragi Inn:: or ::Yukemuri Town:: this gains +2000 Pow for the turn.
Yuragi Inn | YYS/W61-P06 T: None

L1
C0

"Revenge" Sakura
[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of the LB or in the WR.
[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 the following ability for the turn. [A] When this is Reversed, if the Battle Opp. of this is Cost 0 or lower, you may Reverse that Chara.
Saga - Music | ZLS/W93-101 T: None

L0
C0

"Revenge" Saki
[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 +2 Soul for the turn.
[A] When this card's Damage is cancelled, you may return this to hand.
Saga - Music | ZLS/W93-102 T: None

L0
C0

"Revenge" Ai
[A] When this is placed from hand to the Stage, put the top 2 cards of your LB into your WR. If there was a Climax among them, choose 1 of your Opp.'s Front Row Charas, and for the turn that Chara gets -1000 Pow.
[A] [(1) Put this in Clock] When this becomes Reversed in Battle, may pay. If so, look at up to 3 cards from the top of your LB, choose up to 1 Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.
Saga - Music | ZLS/W93-103 T: None

L0
C0

"Revenge" Junko

[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, put this in Stock.

Saga - Music | ZLS/W93-104 T: None

L0C0

"Revenge" Yugiri

[C] During your turn, this gains +1000 Pow.
[A] [Discard a card from your hand to the WR] 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, may pay. If so, choose a Chara in your WR and return it to your hand.

Saga - Music | ZLS/W93-105 T: None

L0C0

"Revenge" Lily

[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.
[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 Level 0 for this effect. Put the revealed card back where it was)

Saga - Music | ZLS/W93-106 T: None

L0C0

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"Revenge" Tae

[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.
[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.

Saga - Music | ZLS/W93-107 T: None

L0C0

Ai & Junko

[C] During your turn, if all your Charas are ::Saga::, this gains +2000 Pow.

Saga - Music | ZLS/W93-P01 T: None

L1C0

Ai & Junko, Idol Now and Then

[C] During your turn, this gains +1000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of your other ::Saga:: Charas, and that Chara gains +2000 Pow for the turn.

Saga - Music | ZLS/W93-P02 T: None

L1C0

WeiB Promos

Sakura, Zombie no. 1

[C] All your other ::Saga:: Charas gain +500 Pow.
[C] "Revenge on Fate" in all your other Zones gain a Soul Trigger Icon.
[A] [Discard a "Revenge on Fate" from hand to the WR] At the beginning of your MP, if all your Charas have ::Saga::, may pay. If so, choose a ::Saga:: Chara in your WR and return it to your hand.

Saga - Music | ZLS/W93-P03 T: None

L0C0

Sakura, Zombie no. 1

[C] All your other ::Saga:: Charas gain +500 Pow.
[C] "Revenge on Fate" in all your other Zones gain a Soul Trigger Icon.
[A] [Discard a "Revenge on Fate" from hand to the WR] At the beginning of your MP, if all your Charas have ::Saga::, may pay. If so, choose a ::Saga:: Chara in your WR and return it to your hand.

Saga - Music | ZLS/W93-P03S T: None

L0C0

Louise of Auburn Eyes

--No Text--

Magic - Void | ZM/W03-101 T: None

L0C0

Louise of Auburn Eyes

--No Text--

Magic - Void | ZM/W03-101P T: None

L0C0

Louise, Hates Losing

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

Magic - Void | ZM/W03-102 T: Soul

L1C1

Bearers of the Void

[C] **ASSIST** All your Charas with "[A] **ENCORE** [Discard a Chara from your hand to the WR]" in front of this gain +1000 Pow.

Magic - Void | ZM/W03-103 T: Soul

L1C1

Louise, Hates Losing

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

Magic - Void | ZM/W03-104 T: Soul

L1C1

Childhood Promises

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

ZM/W03-105 T: Draw

Louise, Stubborn

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

Magic - Void | ZM/W03-106 T: Soul

L1C1

Louise, Overbearing

[C] When this is Standing, this gains +1 Level and +1500 Pow.

Magic - Void | ZM/W03-107 T: None

L0C0

Miss Valliere

--No Text--

Magic - Void | ZM/W03-108 T: None

L0C0

Tiffania & Henrietta, Princesses

[C] If there are 5 or more cards in your Stock, all your other Charas gain +500 Pow.

Magic - Swimsuit | ZM/W03-109 T: None

L0C0