

Pure White Blessing, Refitheia

[C] If you have 2 or more other ::RPG:: Charas, this gains +3000 Pow.

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

[A] **CX COMBO** [(2) Discard a card from your hand to the WR] At the end of this card's attack, if "Let's Be Happy Together!" is in the CX Zone, may pay. If so, deal 3 Damage to your Opp., and until the next end of your Opp.'s turn, during battles involving this, you do not take damage from effects of [A] abilities of your Opp.'s Charas. (DC can occur)

RPG - Fairy Tales | BRD/W139-007S T: Soul

L3C2

White Reaper, Justia

[A] When this is placed from hand to the Stage, perform the following action twice.

"Look at the top card of your LB, and put it either on top of the LB or in the WR."

[A] [(1)] When your CX with a Focus Trigger Icon is triggered, may pay. If so, choose an ::RPG:: Chara in your WR and return it to your hand.

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

RPG - Original | BRD/W139-008 T: None

L0C0

White Reaper, Justia

[A] When this is placed from hand to the Stage, perform the following action twice.

"Look at the top card of your LB, and put it either on top of the LB or in the WR."

[A] [(1)] When your CX with a Focus Trigger Icon is triggered, may pay. If so, choose an ::RPG:: Chara in your WR and return it to your hand.

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

RPG - Original | BRD/W139-008S T: None

L0C0

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Beachside Justice, Michaela

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

[S] [Put this in your Clock] Look at up to 3 cards from top of your LB and search for up to 1 ::RPG:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

RPG - Present Day | BRD/W139-009 T: None

L0C0

Beachside Justice, Michaela

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

[S] [Put this in your Clock] Look at up to 3 cards from top of your LB and search for up to 1 ::RPG:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

RPG - Present Day | BRD/W139-009S T: None

L0C0

Beachside Justice, Michaela

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

[S] [Put this in your Clock] Look at up to 3 cards from top of your LB and search for up to 1 ::RPG:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

RPG - Present Day | BRD/W139-009SP T: None

L0C0

Brown Dust 2 Booster Pack

Faithful Wings, Olivier

[C] During your turn, if you have another ::RPG:: Chara, this gains +6000 Pow.

[A] [(1)] When this attacks, if you have 2 or more other ::RPG:: Charas, may pay. If so, look at the top card of your Opp.'s LB, put it either on top of the LB or in the WR, and perform the following action. "Reveal the top card of your LB. If it's an ::RPG:: Chara or Event, put it in your Stock."

RPG - Original | BRD/W139-010 T: Soul

L1C0

Faithful Wings, Olivier

[C] During your turn, if you have another ::RPG:: Chara, this gains +6000 Pow.

[A] [(1)] When this attacks, if you have 2 or more other ::RPG:: Charas, may pay. If so, look at the top card of your Opp.'s LB, put it either on top of the LB or in the WR, and perform the following action. "Reveal the top card of your LB. If it's an ::RPG:: Chara or Event, put it in your Stock."

RPG - Original | BRD/W139-010S T: Soul

L1C0

The Void, Granhildr

[A] **1/Turn** When you play an Event, draw a card, and discard a card from your hand to the WR.

[A] **1/Turn** When you play an Event, choose 1 of the following 2 effects and perform it. "If there are no Markers under this, put the top card of your LB face-up under this as Marker." "Put a Marker from under this in your Stock."

RPG - Original | BRD/W139-011 T: Soul

L1C0

The Void, Granhildr

[A] **1/Turn** When you play an Event, draw a card, and discard a card from your hand to the WR.

[A] **1/Turn** When you play an Event, choose 1 of the following 2 effects and perform it. "If there are no Markers under this, put the top card of your LB face-up under this as Marker." "Put a Marker from under this in your Stock."

RPG - Original | BRD/W139-011S T: Soul

L1C0

The Void, Granhildr

[A] **1/Turn** When you play an Event, draw a card, and discard a card from your hand to the WR.

[A] **1/Turn** When you play an Event, choose 1 of the following 2 effects and perform it. "If there are no Markers under this, put the top card of your LB face-up under this as Marker." "Put a Marker from under this in your Stock."

RPG - Original | BRD/W139-011SP T: Soul

L1C0

Comeback Idol, Ventana

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

[A] When the Battle Opp. of this becomes Reversed, if you have another ::RPG:: Chara and the Battle Opp. of this is ::Lock On::, you may put the top card of your LB in your Stock.

RPG - Present Day | BRD/W139-012 T: None

L1C0

Comeback Idol, Ventana

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

[A] When the Battle Opp. of this becomes Reversed, if you have another ::RPG:: Chara and the Battle Opp. of this is ::Lock On::, you may put the top card of your LB in your Stock.

RPG - Present Day | BRD/W139-012S T: None

L1C0

Whitebolt, Yuri

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

[S] [(1) Discard a card from your hand to the WR, Rest this] Look at up to 3 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.

RPG - Martial Arts | BRD/W139-013 T: None

L0C0

Whitebolt, Yuri

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

[S] [(1) Discard a card from your hand to the WR, Rest this] Look at up to 3 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.

RPG - Martial Arts | BRD/W139-013S T: None

L0C0

Boo Ghost, Granhildr

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

RPG - Fairy Tales | BRD/W139-014 T: None

L0C0

Boo Ghost, Granhildr

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

RPG - Fairy Tales | BRD/W139-014S T: None

L0C0

Apostle, Olivier

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap the revealed CXs, and shuffle your LB.

RPG - Original | BRD/W139-015 T: None

L0C0

Apostle, Olivier

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 CX and reveal it, choose up to 1 CX in your hand and reveal it, swap the revealed CXs, and shuffle your LB.

RPG - Original | BRD/W139-015S T: None

L0
C0

Neon Savior, Angelica

[C] Your other Chara in the Front Row Center Slot gains +1500 Pow.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

RPG - Future | BRD/W139-016 T: None

L1
C0

Neon Savior, Angelica

[C] Your other Chara in the Front Row Center Slot gains +1500 Pow.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

RPG - Future | BRD/W139-016S T: None

L1
C0

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Acting Archbishop, Michaela

[A] [Discard 2 cards from your hand to 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 in the WR.

RPG - Original | BRD/W139-017 T: Soul

L1
C0

Acting Archbishop, Michaela

[A] [Discard 2 cards from your hand to 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 in the WR.
[S] [Counter] **BACKUP 1000, Level 1** [Discard this card from your hand to the WR]

RPG - Original | BRD/W139-017S T: Soul

L1
C0

The Fallen, Angelica

[C] If you have 2 or more other ::RPG:: Charas, this gains +6000 Pow.
[A] When this is placed from hand to the Stage, this gains the following ability until the next end of your Opp.'s turn. "[C] If this is in the Front Row Center Slot, Chara Opposite this gets -1 Soul."

RPG - Original | BRD/W139-018 T: Soul

L2
C1

Brown Dust 2 Booster Pack

The Fallen, Angelica

[C] If you have 2 or more other ::RPG:: Charas, this gains +6000 Pow.
[A] When this is placed from hand to the Stage, this gains the following ability until the next end of your Opp.'s turn. "[C] If this is in the Front Row Center Slot, Chara Opposite this gets -1 Soul."

RPG - Original | BRD/W139-018S T: Soul

L2
C1

B-Rank Idol, Helena

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[S] [(2) Rest this] Put the top card of your Clock in the WR.

RPG - Present Day | BRD/W139-019 T: Soul

L2
C1

B-Rank Idol, Helena

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[S] [(2) Rest this] Put the top card of your Clock in the WR.

RPG - Present Day | BRD/W139-019S T: Soul

L2
C1

B-Rank Idol, Helena

[C] **ASSIST** All your Level 3 or higher Charas in front of this gain +2000 Pow.
[S] [(2) Rest this] Put the top card of your Clock in the WR.

RPG - Present Day | BRD/W139-019SP T: Soul

L2
C1

Bloody Rhapsody

[Counter] If you have 1 or fewer ::RPG:: Charas, you cannot play this from hand. Look at up to 3 cards from top of your LB and search for up to 1 ::RPG:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

BRD/W139-020 T: None

L1
C0

Bloody Rhapsody

[Counter] If you have 1 or fewer ::RPG:: Charas, you cannot play this from hand. Look at up to 3 cards from top of your LB and search for up to 1 ::RPG:: Chara or Event, reveal it, put it in your hand, and put the rest in the WR.

BRD/W139-020S T: None

L1
C0

At a Steamy Hot Spring in the Snowy Mountains

Choose a Level X or lower ::RPG:: Chara in your WR and return it to your hand. X = # of "At a Steamy Hot Spring in the Snowy Mountains" in your WR. (Do not count this card when determining the value of X)

BRD/W139-021 T: None

L1
C0

At a Steamy Hot Spring in the Snowy Mountains

Choose a Level X or lower ::RPG:: Chara in your WR and return it to your hand. X = # of "At a Steamy Hot Spring in the Snowy Mountains" in your WR. (Do not count this card when determining the value of X)

BRD/W139-021S T: None

L1
C0

Heart-Thumping Summer of Mischiefs

If you don't have an ::RPG:: Chara or you are Level 3 or higher, you cannot play this from hand.
Choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[A] When this is placed from the Stage to the WR, deal 1 Damage to you." (DC can occur)

BRD/W139-022 T: None

L1
C0

Heart-Thumping Summer of Mischiefs

If you don't have an ::RPG:: Chara or you are Level 3 or higher, you cannot play this from hand.
Choose 1 of your Opp.'s Charas, and that Chara gains the following ability for the turn. "[A] When this is placed from the Stage to the WR, deal 1 Damage to you." (DC can occur)

BRD/W139-022S T: None

L1
C0

Meltdown Bunnies

If you have 1 or fewer ::RPG:: Charas, you cannot play this from hand. Send this to Memory.
If there are 2 "Meltdown Bunnies" in your Memory, look at up to 4 cards from top of your LB and search for up to 2 ::RPG:: Charas, reveal them, put them in your hand, and put the rest in the WR.
If there are 3 "Meltdown Bunnies" in your Memory, deal 2 Damage to your Opp.. (DC can occur)
If there are 4 "Meltdown Bunnies" in your Memory, declare any number you like, and deal X Damage to your Opp.. X = the number you declared this way. (You cannot declare a negative number. DC can occur)

BRD/W139-023 T: None

L2
C0

Meltdown Bunnies

If you have 1 or fewer ::RPG:: Charas, you cannot play this from hand. Send this to Memory.
If there are 2 "Meltdown Bunnies" in your Memory, look at up to 4 cards from top of your LB and search for up to 2 ::RPG:: Charas, reveal them, put them in your hand, and put the rest in the WR.
If there are 3 "Meltdown Bunnies" in your Memory, deal 2 Damage to your Opp.. (DC can occur)
If there are 4 "Meltdown Bunnies" in your Memory, declare any number you like, and deal X Damage to your Opp.. X = the number you declared this way. (You cannot declare a negative number. DC can occur)

BRD/W139-023S T: None

L2
C0

Midsummer Dream

[C] All your Charas gain +1000 Pow and +1 Soul.
([Focus Icon]: When this card is triggered, you may choose an event or a cost 0 or lower Chara in your WR and return it to your hand)

BRD/W139-024 T: None

Midsummer Dream

[C] All your Charas gain +1000 Pow and +1 Soul.
([Focus Icon]: When this card is triggered, you may choose an event or a cost 0 or lower Chara in your WR and return it to your hand)

BRD/W139-024R T: None

Onsen Training-Legendary Graduate

[C] All your Charas gain +1000 Pow and +1 Soul.
([Focus Icon]: When this card is triggered, you may choose an event or a cost 0 or lower Chara in your WR and return it to your hand)

BRD/W139-025 T: None

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Onsen Training-Legendary Graduate

[C] All your Charas gain +1000 Pow and +1 Soul.
([Focus Icon]: When this card is triggered, you may choose an event or a cost 0 or lower Chara in your WR and return it to your hand)

BRD/W139-025R T: None

Let's Be Happy Together!

[C] All your Charas gain +1000 Pow and +1 Soul.
([Focus Icon]: When this card is triggered, you may choose an event or a cost 0 or lower Chara in your WR and return it to your hand)

BRD/W139-026 T: None

Let's Be Happy Together!

[C] All your Charas gain +1000 Pow and +1 Soul.
([Focus Icon]: When this card is triggered, you may choose an event or a cost 0 or lower Chara in your WR and return it to your hand)

BRD/W139-026R T: None

Brown Dust 2 Booster Pack

Stranger Bunny, Zenith

[C] If all your Charas are ::RPG::, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, perform the following action twice. "Choose up to 1 of your other ::RPG:: Charas, Rest it, and move it to an empty Slot in the Back Row."

RPG - Fairy Tales | BRD/W139-027 T: None

L0
C0

Stranger Bunny, Zenith

[C] If all your Charas are ::RPG::, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, perform the following action twice. "Choose up to 1 of your other ::RPG:: Charas, Rest it, and move it to an empty Slot in the Back Row."

RPG - Fairy Tales | BRD/W139-027EX T: None

L0
C0

Stranger Bunny, Zenith

[C] If all your Charas are ::RPG::, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, perform the following action twice. "Choose up to 1 of your other ::RPG:: Charas, Rest it, and move it to an empty Slot in the Back Row."

RPG - Fairy Tales | BRD/W139-027S T: None

L0
C0

Stranger Bunny, Zenith

[C] If all your Charas are ::RPG::, this gains +2000 Pow.
[A] When the Battle Opp. of this becomes Reversed, perform the following action twice. "Choose up to 1 of your other ::RPG:: Charas, Rest it, and move it to an empty Slot in the Back Row."

RPG - Fairy Tales | BRD/W139-027SP T: None

L0
C0

DJ, Venaka

[C] ASSIST All your Charas in front of this gain +1500 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play Events from hand."
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have 2 or more other ::RPG:: Charas, may pay. If so, choose a card in your Clock and return it to your hand.
[S] [(1) Discard a "DJ, Venaka" from your hand to the WR] Deal 1 Damage to your Opp.. (DC can occur)

RPG - Present Day | BRD/W139-028 T: Soul

L3
C2

DJ, Venaka

[C] ASSIST All your Charas in front of this gain +1500 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play Events from hand."
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have 2 or more other ::RPG:: Charas, may pay. If so, choose a card in your Clock and return it to your hand.
[S] [(1) Discard a "DJ, Venaka" from your hand to the WR] Deal 1 Damage to your Opp.. (DC can occur)

RPG - Present Day | BRD/W139-028S T: Soul

L3
C2

DJ, Venaka

[C] ASSIST All your Charas in front of this gain +1500 Pow and the following ability. "[C] During battles involving this, your Opp. cannot play Events from hand."
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have 2 or more other ::RPG:: Charas, may pay. If so, choose a card in your Clock and return it to your hand.
[S] [(1) Discard a "DJ, Venaka" from your hand to the WR] Deal 1 Damage to your Opp.. (DC can occur)

RPG - Present Day | BRD/W139-028SP T: Soul

L3
C2

Laid-Back Lifeguard, Nebris

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] CX COMBO [(2) Discard a card from your hand to the WR] When this attacks, if "POST-SUMMER KNIGHT" is in the CX Zone, may pay. If so, perform the following action up to 2 times. "Reveal the top card of your LB, and deal X Damage to your Opp.. X = Soul of that card. You may put the revealed card in the WR." (Event and CX are considered to have 0 Soul for this effect. DC can occur. If you don't put the revealed card in the WR this way, put it back where it was)

RPG - Present Day | BRD/W139-029 T: Soul

L3
C2

Laid-Back Lifeguard, Nebris

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] CX COMBO [(2) Discard a card from your hand to the WR] When this attacks, if "POST-SUMMER KNIGHT" is in the CX Zone, may pay. If so, perform the following action up to 2 times. "Reveal the top card of your LB, and deal X Damage to your Opp.. X = Soul of that card. You may put the revealed card in the WR." (Event and CX are considered to have 0 Soul for this effect. DC can occur. If you don't put the revealed card in the WR this way, put it back where it was)

RPG - Present Day | BRD/W139-029S T: Soul

L3
C2

Laid-Back Lifeguard, Nebris

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] CX COMBO [(2) Discard a card from your hand to the WR] When this attacks, if "POST-SUMMER KNIGHT" is in the CX Zone, may pay. If so, perform the following action up to 2 times. "Reveal the top card of your LB, and deal X Damage to your Opp.. X = Soul of that card. You may put the revealed card in the WR." (Event and CX are considered to have 0 Soul for this effect. DC can occur. If you don't put the revealed card in the WR this way, put it back where it was)

RPG - Present Day | BRD/W139-029SSP T: Soul

L3
C2

Deal Snatcher, Luvencia

[A] [Discard a CX with a Treasure Trigger Icon from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::RPG:: Chara, reveal it, put it in your hand, and put the rest in the WR.
[A] When your CX with a Treasure Trigger Icon is placed in the CX Zone, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of your LB in any order, and put the rest in the WR.

RPG - Office | BRD/W139-030 T: None

L0
C0

Deal Snatcher, Luvencia

[A] [Discard a CX with a Treasure Trigger Icon from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 ::RPG:: Chara, reveal it, put it in your hand, and put the rest in the WR.
[A] When your CX with a Treasure Trigger Icon is placed in the CX Zone, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of your LB in any order, and put the rest in the WR.

RPG - Office | BRD/W139-030S T: None

L0
C0

Deal Snatcher, Luvencia

[A] [Discard a CX with a Treasure Trigger Icon from your hand to the WR] When this is placed from hand to the Stage or from the Stage to the WR, may pay. If so, look at up to 5 cards from top of your LB and search for up to 1 :RPG:: Chara, reveal it, put it in your hand, and put the rest in the WR.
[A] When your CX with a Treasure Trigger Icon is placed in the CX Zone, look at up to 2 cards from top of your LB, choose up to 2 of them and put them on top of your LB in any order, and put the rest in the WR.

RPG - Office | BRD/W139-030SP T: None

L0
C0

Innocent Bunny, Tyr

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and search for up to 1 Chara with 2 or more Soul, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

RPG - Fairy Tales | BRD/W139-031 T: None

L0
C0

Innocent Bunny, Tyr

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and search for up to 1 Chara with 2 or more Soul, reveal it, put it in your hand, and put the rest in the WR. If you put a card in your hand this way, discard a card from your hand to the WR.

RPG - Fairy Tales | BRD/W139-031S T: None

L0
C0

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New Hire, Seir

[C] If all your Charas are :RPG::, this gains +3000 Pow.
[A] During battles involving this, when damage taken by you isn't Cancelled, this gains +6000 Pow for the turn.

RPG - Office | BRD/W139-032 T: None

L1
C0

New Hire, Seir

[C] If all your Charas are :RPG::, this gains +3000 Pow.
[A] During battles involving this, when damage taken by you isn't Cancelled, this gains +6000 Pow for the turn.

RPG - Office | BRD/W139-032S T: None

L1
C0

Young Lady, Blade

[C] During your turn, if you have another :RPG:: Chara, this gains +1500 Pow.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Ruthless Fervor" is in your CX Zone, choose 1 of the following 2 effects and perform it. "Look at up to 6 cards from top of your LB and search for up to 1 :RPG:: Chara, reveal it, put it in your hand, and put the rest in the WR." "Choose an :RPG:: Chara in your WR and return it to your hand."

RPG - Original | BRD/W139-033 T: None

L1
C0

Brown Dust 2 Booster Pack

Young Lady, Blade

[C] During your turn, if you have another :RPG:: Chara, this gains +1500 Pow.
[A] CX COMBO When the Battle Opp. of this becomes Reversed, if "Ruthless Fervor" is in your CX Zone, choose 1 of the following 2 effects and perform it. "Look at up to 6 cards from top of your LB and search for up to 1 :RPG:: Chara, reveal it, put it in your hand, and put the rest in the WR." "Choose an :RPG:: Chara in your WR and return it to your hand."

RPG - Original | BRD/W139-033S T: None

L1
C0

Adventurer of the Unknown, Diana

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your other :RPG:: Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put the card back where it was)
[S] [Rest this] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at the top card of your LB, put it either on top of your LB or in the WR."

RPG - Original | BRD/W139-034 T: Soul

L2
C1

Adventurer of the Unknown, Diana

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your other :RPG:: Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put the card back where it was)
[S] [Rest this] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at the top card of your LB, put it either on top of your LB or in the WR."

RPG - Original | BRD/W139-034S T: Soul

L2
C1

Adventurer of the Unknown, Diana

[C] ASSIST All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[A] When your other :RPG:: Chara or this is placed from hand to the Stage, you may look at the top card of your LB. (Put the card back where it was)
[S] [Rest this] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, look at the top card of your LB, put it either on top of your LB or in the WR."

RPG - Original | BRD/W139-034SP T: Soul

L2
C1

Poolside Guardian, Zenith

[S] [Rest this] Choose up to 2 Charas, and those Charas gain :Lock On: for the turn.
[S] [(1) Discard an :RPG:: Chara from your hand to the WR] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] When this attacks, you may instead choose a :Lock On: Chara in your Opp.'s Back Row and have this Front Attack that Chara as the Defending Chara."

RPG - Present Day | BRD/W139-035 T: None

L0
C0

Poolside Guardian, Zenith

[S] [Rest this] Choose up to 2 Charas, and those Charas gain :Lock On: for the turn.
[S] [(1) Discard an :RPG:: Chara from your hand to the WR] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[C] When this attacks, you may instead choose a :Lock On: Chara in your Opp.'s Back Row and have this Front Attack that Chara as the Defending Chara."

RPG - Present Day | BRD/W139-035S T: None

L0
C0

Wind Dancer, Venaka

[S] [(2) Put this Standing card in the WR] If you are Level 2 or higher, choose up to 1 "DJ, Venaka" in your hand and put it in the Slot this was in.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 :RPG:: Chara in your WR and return it to your hand.

RPG - Original | BRD/W139-036 T: None

L0
C0

Wind Dancer, Venaka

[S] [(2) Put this Standing card in the WR] If you are Level 2 or higher, choose up to 1 "DJ, Venaka" in your hand and put it in the Slot this was in.
[S] BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 :RPG:: Chara in your WR and return it to your hand.

RPG - Original | BRD/W139-036S T: None

L0
C0

Shadow Bunny, Eleaneer

[S] [Rest this] Choose 1 of your :RPG:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [Discard a card from your hand to the WR, put this in the WR] Search your LB for up to 1 :RPG:: Chara, reveal it, put it in your hand, and shuffle your LB.

RPG - Fairy Tales | BRD/W139-037 T: None

L0
C0

Shadow Bunny, Eleaneer

[S] [Rest this] Choose 1 of your :RPG:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [Discard a card from your hand to the WR, put this in the WR] Search your LB for up to 1 :RPG:: Chara, reveal it, put it in your hand, and shuffle your LB.

RPG - Fairy Tales | BRD/W139-037S T: None

L0
C0

Summer Vacation, Dalvi

[C] If this isn't in the Front Row Center Slot, this gets -1 Soul.
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] CX COMBO [Discard a card from your hand to the WR, put a "Spirit Storm" from your CX Zone in the WR] At the start of your Encore Step, may pay. If so, look at up to 3 cards from top of your LB and search for up to 3 :RPG:: Charas, reveal them, put them in your hand, and put the rest in the WR.

RPG - Present Day | BRD/W139-038 T: None

L0
C0

Summer Vacation, Dalvi

[C] If this isn't in the Front Row Center Slot, this gets -1 Soul.
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] CX COMBO [Discard a card from your hand to the WR, put a "Spirit Storm" from your CX Zone in the WR] At the start of your Encore Step, may pay. If so, look at up to 3 cards from top of your LB and search for up to 3 :RPG:: Charas, reveal them, put them in your hand, and put the rest in the WR.

RPG - Present Day | BRD/W139-038S T: None

L0
C0

Summer Vacation, Dalvi

[C] If this isn't in the Front Row Center Slot, this gets -1 Soul.

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

[A] **CX COMBO** [Discard a card from your hand to the WR, put a "Spirit Storm" from your CX Zone in the WR] At the start of your Encore Step, may pay. If so, look at up to 3 cards from top of your LB and search for up to 3 ::RPG:: Charas, reveal them, put them in your hand, and put the rest in the WR.

RPG - Present Day | BRD/W139-038SP T: None

L0C0

New Hire, Nebris

[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 the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::RPG:: Charas, reveal them, put them in your hand, and put the rest in the WR.

RPG - Office | BRD/W139-039 T: None

L0C0

New Hire, Nebris

[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 the top card of your LB in your Clock] When this is placed from the Stage to the WR, may pay. If so, look at up to 2 cards from top of your LB and search for up to 2 ::RPG:: Charas, reveal them, put them in your hand, and put the rest in the WR.

RPG - Office | BRD/W139-039S T: None

L0C0

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B-Rank Idol, Eleaneer

[A] [(1) Discard a card from your hand to the WR] When this Side Attacks, may pay. If so, this gets +1 Level until the next end of your Opp.'s turn, choose a Chara Opposite this, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot attack."

RPG - Present Day | BRD/W139-040 T: None

L1C0

B-Rank Idol, Eleaneer

[A] [(1) Discard a card from your hand to the WR] When this Side Attacks, may pay. If so, this gets +1 Level until the next end of your Opp.'s turn, choose a Chara Opposite this, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot attack."

RPG - Present Day | BRD/W139-040S T: None

L1C0

Killer Doll, Lecliss

[C] If you have 2 or more other ::RPG:: Charas, this gains +8000 Pow.

[A] When this is placed from hand to the Stage, this gains the following 2 abilities until the next end of your Opp.'s turn. "[C] During your Opp.'s turn, this gains +2000 Pow." "[C] **BODYGUARD**"

RPG - Original | BRD/W139-041 T: Soul

L2C1

Brown Dust 2 Booster Pack

Killer Doll, Lecliss

[C] If you have 2 or more other ::RPG:: Charas, this gains +8000 Pow.

[A] When this is placed from hand to the Stage, this gains the following 2 abilities until the next end of your Opp.'s turn. "[C] During your Opp.'s turn, this gains +2000 Pow." "[C] **BODYGUARD**"

RPG - Original | BRD/W139-041S T: Soul

L2C1

Apostle, Blade

[C] If you have 2 or more other ::RPG:: Charas, this gains +2000 Pow.

[A] [(1) Discard 2 cards from your hand to the WR] When this attacks, if you have 3 or more other ::RPG:: Charas, you are Level 3 or higher, your Opp. is Level 2 and there are 4 or more cards in your Opp.'s Clock, may pay. If so, your Opp. chooses a card in their Clock, puts it in their Level Zone, and puts the rest of the Clock in the WR.

RPG - Original | BRD/W139-042 T: Soul

L3C2

Apostle, Blade

[C] If you have 2 or more other ::RPG:: Charas, this gains +2000 Pow.

[A] [(1) Discard 2 cards from your hand to the WR] When this attacks, if you have 3 or more other ::RPG:: Charas, you are Level 3 or higher, your Opp. is Level 2 and there are 4 or more cards in your Opp.'s Clock, may pay. If so, your Opp. chooses a card in their Clock, puts it in their Level Zone, and puts the rest of the Clock in the WR.

RPG - Original | BRD/W139-042S T: Soul

L3C2

Apostle, Blade

[C] If you have 2 or more other ::RPG:: Charas, this gains +2000 Pow.

[A] [(1) Discard 2 cards from your hand to the WR] When this attacks, if you have 3 or more other ::RPG:: Charas, you are Level 3 or higher, your Opp. is Level 2 and there are 4 or more cards in your Opp.'s Clock, may pay. If so, your Opp. chooses a card in their Clock, puts it in their Level Zone, and puts the rest of the Clock in the WR.

RPG - Original | BRD/W139-042SP T: Soul

L3C2

Shadowed Dream, Sonya

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

[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.

RPG - Original | BRD/W139-043 T: None

L0C0

Shadowed Dream, Sonya

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

[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.

RPG - Original | BRD/W139-043S T: None

L0C0

Little Pumpkin Girl, Sonya

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.

RPG - Fairy Tales | BRD/W139-044 T: None

L0C0

Little Pumpkin Girl, Sonya

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR. If there is at least 1 Level 0 or lower Chara among them, this may Side Attack without Soul Penalty for the turn.

RPG - Fairy Tales | BRD/W139-044S T: None

L0C0

Bright Moon, Dalvi

[A] When your CX is placed in the CX Zone, this gains +7500 Pow for the turn.

RPG - Martial Arts | BRD/W139-045 T: None

L1C0

Bright Moon, Dalvi

[A] When your CX is placed in the CX Zone, this gains +7500 Pow for the turn.

RPG - Martial Arts | BRD/W139-045S T: None

L1C0

Starlight Guardian, Tyr

[C] During your turn, this gains +3000 Pow.

[A] When this is placed from hand to the Stage, all your Charas gain the following ability for the turn. "[A] When the Trigger Check of this reveals a CX with a Treasure Trigger Icon, you may draw a card. If so, discard a card from your hand to the WR."

RPG - Original | BRD/W139-046 T: None

L1C0

Starlight Guardian, Tyr

[C] During your turn, this gains +3000 Pow.

[A] When this is placed from hand to the Stage, all your Charas gain the following ability for the turn. "[A] When the Trigger Check of this reveals a CX with a Treasure Trigger Icon, you may draw a card. If so, discard a card from your hand to the WR."

RPG - Original | BRD/W139-046S T: None

L1C0

Android Queen, Lecliss

[C] If you have 2 or more other ::RPG:: Charas, this gains +2000 Pow.
[A] **ENCORE** [Put an ::RPG:: Chara from your WR on the bottom of your Clock]

RPG - Future | BRD/W139-047 T: None

L1
C0

Android Queen, Lecliss

[C] If you have 2 or more other ::RPG:: Charas, this gains +2000 Pow.
[A] **ENCORE** [Put an ::RPG:: Chara from your WR on the bottom of your Clock]

RPG - Future | BRD/W139-047S T: None

L1
C0

Anti-dystopia, Diana

[C] **ASSIST** All your ::RPG:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.

RPG - Future | BRD/W139-048 T: Soul

L1
C1

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Anti-dystopia, Diana

[C] **ASSIST** All your ::RPG:: Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [Rest this] Draw a card, and discard a card from your hand to the WR.

RPG - Future | BRD/W139-048S T: Soul

L1
C1

B-Rank Idol, Seir

[A] [(1) Discard an ::RPG:: Chara from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, put the top card of your Clock in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

RPG - Present Day | BRD/W139-049 T: Soul

L2
C1

B-Rank Idol, Seir

[A] [(1) Discard an ::RPG:: Chara from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, put the top card of your Clock in the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

RPG - Present Day | BRD/W139-049S T: Soul

L2
C1

Brown Dust 2 Booster Pack

Wild Dog, Luvencia

[C] During your turn, this gains +9000 Pow.
[A] [Discard a card from your hand to the WR] When this attacks, if it is the third attack of this turn, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

RPG - Future | BRD/W139-050 T: Soul

L2
C1

Wild Dog, Luvencia

[C] During your turn, this gains +9000 Pow.
[A] [Discard a card from your hand to the WR] When this attacks, if it is the third attack of this turn, may pay. If so, deal 1 Damage to your Opp.. (DC can occur)

RPG - Future | BRD/W139-050S T: Soul

L2
C1

Spirit Storm

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

BRD/W139-051 T: Treasure

Spirit Storm

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

BRD/W139-051R T: Treasure

POST:SUMMER KNIGHT

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

BRD/W139-052 T: Treasure

POST:SUMMER KNIGHT

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

BRD/W139-052R T: Treasure

Ruthless Fervor

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

BRD/W139-053 T: Treasure

Ruthless Fervor

[C] All your Charas gain +1000 Pow and +1 Soul.
(Treasure Icon: When this card is triggered, return this card to your hand. You may put the top card of your LB in your stock)

BRD/W139-053R T: Treasure

Celebrity Bunny, Loen

[A] When this is placed from hand to the Stage, if you have 2 or more other ::RPG:: Charas, this gains +2500 Pow for the turn, and you may draw a card. If you drew a card this way, discard a card from your hand to the WR.
[A] During the turn this is placed from hand to the Stage, when this attacks, perform the following action twice. "[Put a card from your hand in your Clock] may pay. If so, search your LB for up to 1 ::RPG:: Chara, reveal it, put it in your hand, and shuffle your LB."

RPG - Future | BRD/W139-054 T: None

L0
C0

Celebrity Bunny, Loen

[A] When this is placed from hand to the Stage, if you have 2 or more other ::RPG:: Charas, this gains +2500 Pow for the turn, and you may draw a card. If you drew a card this way, discard a card from your hand to the WR.
[A] During the turn this is placed from hand to the Stage, when this attacks, perform the following action twice. "[Put a card from your hand in your Clock] may pay. If so, search your LB for up to 1 ::RPG:: Chara, reveal it, put it in your hand, and shuffle your LB."

RPG - Future | BRD/W139-054S T: None

L0
C0

Celebrity Bunny, Loen

[A] When this is placed from hand to the Stage, if you have 2 or more other ::RPG:: Charas, this gains +2500 Pow for the turn, and you may draw a card. If you drew a card this way, discard a card from your hand to the WR.
[A] During the turn this is placed from hand to the Stage, when this attacks, perform the following action twice. "[Put a card from your hand in your Clock] may pay. If so, search your LB for up to 1 ::RPG:: Chara, reveal it, put it in your hand, and shuffle your LB."

RPG - Future | BRD/W139-054SSP T: None

L0
C0

Maid Biniki, Rubia

[C] During your turn, if you have another ::RPG:: Chara, this gains +3000 Pow.
[A] **CX COMBO** When "Secret Order" is placed in your CX Zone, if this is in the Front Row and you have 3 or more other ::RPG:: Charas, this gains the following 2 abilities for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR." "[A] When this is Front Attacked or placed from the Stage to the WR, you may return this to your hand."

RPG - Present Day | BRD/W139-055 T: None

L1
C0

Maid Biniki, Rubia

[C] During your turn, if you have another ::RPG:: Chara, this gains +3000 Pow.

[A] **CX COMBO** When "Secret Order" is placed in your CX Zone, if this is in the Front Row and you have 3 or more other ::RPG:: Charas, this gains the following 2 abilities for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR." "[A] When this is Front Attacked or placed from the Stage to the WR, you may return this to your hand."

RPG - Present Day | BRD/W139-055S T: None

L1
C0

Maid Biniki, Rubia

[C] During your turn, if you have another ::RPG:: Chara, this gains +3000 Pow.

[A] **CX COMBO** When "Secret Order" is placed in your CX Zone, if this is in the Front Row and you have 3 or more other ::RPG:: Charas, this gains the following 2 abilities for the turn. "[A] When this attacks, look at up to 2 cards from top of your LB, choose 1 of them and put it on top of the LB, and put the rest in the WR." "[A] When this is Front Attacked or placed from the Stage to the WR, you may return this to your hand."

RPG - Present Day | BRD/W139-055SP T: None

L1
C0

Fire Graffiti, Anastasia

[A] [(1) Discard a Chara from your hand to the WR] At the start of your CX Phase, may pay. If so, choose 2 of your Opp.'s Charas, Stand and swap them.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

RPG - Future | BRD/W139-056 T: None

L0
C0

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Fire Graffiti, Anastasia

[A] [(1) Discard a Chara from your hand to the WR] At the start of your CX Phase, may pay. If so, choose 2 of your Opp.'s Charas, Stand and swap them.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

RPG - Future | BRD/W139-056S T: None

L0
C0

Dark Saintess, Liberta

[C] During your turn, if you have another ::RPG:: Chara, this gains +3000 Pow.

[S] [(1) Put this in the WR] If you are Level 3 or higher, choose 1 of your Opp.'s Charas and either (A) Stand it and move it to another empty Slot on your Opp.'s Stage or (B) choose 1 of your Opp.'s other Charas and Stand and swap them.

RPG - Original | BRD/W139-057 T: None

L1
C0

Dark Saintess, Liberta

[C] During your turn, if you have another ::RPG:: Chara, this gains +3000 Pow.

[S] [(1) Put this in the WR] If you are Level 3 or higher, choose 1 of your Opp.'s Charas and either (A) Stand it and move it to another empty Slot on your Opp.'s Stage or (B) choose 1 of your Opp.'s other Charas and Stand and swap them.

RPG - Original | BRD/W139-057S T: None

L1
C0

Brown Dust 2 Booster Pack

Last Hope, Loen

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

[A] [(2)] When this attacks, may pay. If so, perform Trigger Check 3 times during this attack's Trigger Step.

RPG - Original | BRD/W139-058 T: None

L1
C1

Last Hope, Loen

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

[A] [(2)] When this attacks, may pay. If so, perform Trigger Check 3 times during this attack's Trigger Step.

RPG - Original | BRD/W139-058S T: None

L1
C1

Maid Name C, Rubia

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

[C] If you have 2 or more other ::RPG:: Charas, this gains +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may return this to your hand."

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

RPG - Present Day | BRD/W139-059 T: Soul

L3
C2

Maid Name C, Rubia

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

[C] If you have 2 or more other ::RPG:: Charas, this gains +1500 Pow and the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may return this to your hand."

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

RPG - Present Day | BRD/W139-059S T: Soul

L3
C2

Maid Name R, Liatris

[C] If this is in the Front Row, all your ::RPG:: Charas gain +1500 Pow.

[A] **CX COMBO** At the start of your Encore Step, if "Maid Love Fire" is in the CX Zone and this is in the Front Row, choose 1 of the following 2 effects and perform it. "[1] Discard a card from your hand to the WR] may pay. If so, deal 2 Damage to your Opp.." "[2] Discard a card from your hand to the WR] may pay. If so, deal 3 Damage to your Opp.." (DC can occur)

RPG - Present Day | BRD/W139-060 T: Soul

L3
C2

Maid Name R, Liatris

[C] If this is in the Front Row, all your ::RPG:: Charas gain +1500 Pow.

[A] **CX COMBO** At the start of your Encore Step, if "Maid Love Fire" is in the CX Zone and this is in the Front Row, choose 1 of the following 2 effects and perform it. "[1] Discard a card from your hand to the WR] may pay. If so, deal 2 Damage to your Opp.." "[2] Discard a card from your hand to the WR] may pay. If so, deal 3 Damage to your Opp.." (DC can occur)

RPG - Present Day | BRD/W139-060S T: Soul

L3
C2

Maid Name R, Liatris

[C] If this is in the Front Row, all your ::RPG:: Charas gain +1500 Pow.

[A] **CX COMBO** At the start of your Encore Step, if "Maid Love Fire" is in the CX Zone and this is in the Front Row, choose 1 of the following 2 effects and perform it. "[1] Discard a card from your hand to the WR] may pay. If so, deal 2 Damage to your Opp.." "[2] Discard a card from your hand to the WR] may pay. If so, deal 3 Damage to your Opp.." (DC can occur)

RPG - Present Day | BRD/W139-060SP T: Soul

L3
C2

Onsen Manager, Liberta

[A] [(1)] When your CX with a Comeback Trigger Icon is triggered, may pay. If so, draw a card.

[A] **CX COMBO** When "Is This What Paradise Feels Like?" is placed in your CX Zone, choose 1 of your other ::RPG:: Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, reveal the top card of your LB. If it's an ::RPG:: Chara, put it in your hand." (Otherwise put it back where it was)

RPG - School | BRD/W139-061 T: None

L0
C0

Onsen Manager, Liberta

[A] [(1)] When your CX with a Comeback Trigger Icon is triggered, may pay. If so, draw a card.

[A] **CX COMBO** When "Is This What Paradise Feels Like?" is placed in your CX Zone, choose 1 of your other ::RPG:: Charas, and that Chara gains the following ability for the turn. "[A] When this attacks, reveal the top card of your LB. If it's an ::RPG:: Chara, put it in your hand." (Otherwise put it back where it was)

RPG - School | BRD/W139-061S T: None

L0
C0

Track and Field Team, Loen

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

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

RPG - School | BRD/W139-062 T: None

L0
C0

Track and Field Team, Loen

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

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

RPG - School | BRD/W139-062S T: None

L0
C0

Lodev's Star, Liatris

[C] If all your Charas are ::RPG::, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

RPG - Original | BRD/W139-063 T: None

L1
C1

Lodev's Star, Liatris

[C] If all your Charas are ::RPG::, this gains +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"

RPG - Original | BRD/W139-063S T: None

L1C1

Night of Jealousy, Levia

[C] If you have 3 or more other ::RPG:: Charas, this gains +9500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[A] When this attacks, choose up to 2 of your other Charas, and those Charas gain +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

RPG - Original | BRD/W139-064 T: Soul

L2C1

Night of Jealousy, Levia

[C] If you have 3 or more other ::RPG:: Charas, this gains +9500 Pow and the following ability. "[C] This cannot be chosen as target of Opp.'s effects."
[A] When this attacks, choose up to 2 of your other Charas, and those Charas gain +1500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]" until the next end of your Opp.'s turn.

RPG - Original | BRD/W139-064S T: Soul

L2C1

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Empress of the Ocean, Ruvia

[C] If you have 2 or more other ::RPG:: Charas, this gains +3500 Pow and the following ability. "[A] When this attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn."
[A] **ENCORE** [Discard an ::RPG:: Chara from your hand to the WR]

RPG - ETC | BRD/W139-065 T: Soul

L2C2

Empress of the Ocean, Ruvia

[C] If you have 2 or more other ::RPG:: Charas, this gains +3500 Pow and the following ability. "[A] When this attacks, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn."
[A] **ENCORE** [Discard an ::RPG:: Chara from your hand to the WR]

RPG - ETC | BRD/W139-065S T: Soul

L2C2

Gentle Maid, Anastasia

[C] If you have 2 or more other ::RPG:: Charas, this gains +3000 Pow.
[A] At the start of your Attack Phase, if this is in the Front Row, you may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. chooses a Level X or lower Chara in their WR and swaps the chosen Charas. X = Level of the Chara you chose this way -1.

RPG - Original | BRD/W139-066 T: Soul

L3C2

Brown Dust 2 Booster Pack

Gentle Maid, Anastasia

[C] If you have 2 or more other ::RPG:: Charas, this gains +3000 Pow.
[A] At the start of your Attack Phase, if this is in the Front Row, you may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. chooses a Level X or lower Chara in their WR and swaps the chosen Charas. X = Level of the Chara you chose this way -1.

RPG - Original | BRD/W139-066S T: Soul

L3C2

Gentle Maid, Anastasia

[C] If you have 2 or more other ::RPG:: Charas, this gains +3000 Pow.
[A] At the start of your Attack Phase, if this is in the Front Row, you may choose 1 of your Opp.'s Level 1 or higher Charas. If so, your Opp. chooses a Level X or lower Chara in their WR and swaps the chosen Charas. X = Level of the Chara you chose this way -1.

RPG - Original | BRD/W139-066SP T: Soul

L3C2

Neon Stalker, Liatris

[A] When this is placed from hand to the Stage or from the Stage to the WR, you may put the top 3 cards of your LB in the WR.
[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

RPG - Future | BRD/W139-067 T: None

L0C0

Neon Stalker, Liatris

[A] When this is placed from hand to the Stage or from the Stage to the WR, you may put the top 3 cards of your LB in the WR.
[A] When this is placed from hand to the Stage, this gains +3000 Pow for the turn.

RPG - Future | BRD/W139-067S T: None

L0C0

Overheat, Levia

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [Put this in the WR] When your other ::RPG:: 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.

RPG - Future | BRD/W139-068 T: None

L0C0

Overheat, Levia

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [Put this in the WR] When your other ::RPG:: 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.

RPG - Future | BRD/W139-068S T: None

L0C0

Track and Field Captain, Levi

[C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 Pow.
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::RPG:: Chara, reveal it, put it in your hand, and shuffle your LB.

RPG - School | BRD/W139-069 T: None

L0C0

Track and Field Captain, Levi

[C] **ASSIST** All your Level 0 or lower Charas in front of this gain +1000 Pow.
[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::RPG:: Chara, reveal it, put it in your hand, and shuffle your LB.

RPG - School | BRD/W139-069S T: None

L0C0

Code Name O, Elise

[A] When you use the **BACKUP** of this, if you have an ::RPG:: Chara, put the top 3 cards of your or your Opp.'s LB in the WR.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

RPG - Present Day | BRD/W139-070 T: Soul

L1C1

Code Name O, Elise

[A] When you use the **BACKUP** of this, if you have an ::RPG:: Chara, put the top 3 cards of your or your Opp.'s LB in the WR.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

RPG - Present Day | BRD/W139-070S T: Soul

L1C1

Lovely Lady, Elise

[C] During your turn, if the Level of the Chara Opposite this is 3 or higher, this gains +9000 Pow.

RPG - Original | BRD/W139-071 T: Soul

L2C1

Lovely Lady, Elise

[C] During your turn, if the Level of the Chara Opposite this is 3 or higher, this gains +9000 Pow.

RPG - Original | BRD/W139-071S T: Soul

L2C1

Secret Order

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

[(Standby Icon): When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

BRD/W139-072 T: Soul Standby

Secret Order

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

[(Standby Icon): When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

BRD/W139-072R T: Soul Standby

Maid Love Fire

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

[(Standby Icon): When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

BRD/W139-073 T: Soul Standby

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Maid Love Fire

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

[(Standby Icon): When this card is triggered, you may choose a Chara in your WR whose level is equal to or lower than your level +1 and put it rested in any slot on the stage)

BRD/W139-073R T: Soul Standby

Is This What Paradise Feels Like?

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

[(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand)

BRD/W139-074 T: Salvage

Is This What Paradise Feels Like?

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

[(Comeback Icon): When this card is triggered, you may choose a Chara in your WR and return it to your hand)

BRD/W139-074R T: Salvage

Brown Dust 2 Booster Pack

Beachside Angel, Teresse

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

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

RPG - Present Day | BRD/W139-075 T: None

L0
C0

Beachside Angel, Teresse

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

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

RPG - Present Day | BRD/W139-075S T: None

L0
C0

Beachside Angel, Teresse

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

[A] [(1)] When this attacks, may pay. If so, perform Trigger Check twice during this attack's Trigger Step.

RPG - Present Day | BRD/W139-075SSP T: None

L0
C0

Pool Party, Scheherazade

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and if you have another ::RPG:: Chara, this gains +4000 Pow until the next end of your Opp.'s turn.

[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "Midsummer Heat Wave" is in the CX Zone, may pay. If so, reveal up to 4 cards from top of your LB, choose up to 4 of them and put them on top of your LB in any order, put the rest in the WR, and deal X Damage to your Opp.- X = # of CX revealed this way. You may shuffle your LB. (DC can occur)

RPG - Present Day | BRD/W139-076 T: Soul

L3
C2

Pool Party, Scheherazade

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and if you have another ::RPG:: Chara, this gains +4000 Pow until the next end of your Opp.'s turn.

[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "Midsummer Heat Wave" is in the CX Zone, may pay. If so, reveal up to 4 cards from top of your LB, choose up to 4 of them and put them on top of your LB in any order, put the rest in the WR, and deal X Damage to your Opp.- X = # of CX revealed this way. You may shuffle your LB. (DC can occur)

RPG - Present Day | BRD/W139-076S T: Soul

L3
C2

Pool Party, Scheherazade

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and if you have another ::RPG:: Chara, this gains +4000 Pow until the next end of your Opp.'s turn.

[A] **CX COMBO** [Discard a card from your hand to the WR] When this attacks, if "Midsummer Heat Wave" is in the CX Zone, may pay. If so, reveal up to 4 cards from top of your LB, choose up to 4 of them and put them on top of your LB in any order, put the rest in the WR, and deal X Damage to your Opp.- X = # of CX revealed this way. You may shuffle your LB. (DC can occur)

RPG - Present Day | BRD/W139-076SSP T: Soul

L3
C2

Frozen Queen, Wilhelmina

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

[C] During your turn, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and if you have 3 or more other ::RPG:: Charas, this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR."

RPG - Fairy Tales | BRD/W139-077 T: Soul

L3
C2

Frozen Queen, Wilhelmina

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

[C] During your turn, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and if you have 3 or more other ::RPG:: Charas, this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR."

RPG - Fairy Tales | BRD/W139-077EX T: Soul

L3
C2

Frozen Queen, Wilhelmina

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

[C] During your turn, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and if you have 3 or more other ::RPG:: Charas, this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR."

RPG - Fairy Tales | BRD/W139-077S T: Soul

L3
C2

Frozen Queen, Wilhelmina

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

[C] During your turn, this gains +2000 Pow.

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and if you have 3 or more other ::RPG:: Charas, this gains the following ability until the next end of your Opp.'s turn. "[A] When this is Front Attacked, look at the top card of your LB and put it either on top of the LB or in the WR."

RPG - Fairy Tales | BRD/W139-077SP T: Soul

L3
C2

Game Club, Rafina

[S] [(2) Rest this] Put the top card of your Clock in the WR.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

RPG - School | BRD/W139-078 T: None

L0
C0

Game Club, Rafina

[S] [(2) Rest this] Put the top card of your Clock in the WR.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each CX revealed this way, choose up to 1 Chara in your WR and return it to your hand.

RPG - School | BRD/W139-078S T: None

L0
C0

[A] When this is placed from hand to the Stage, if you have 2 or more other :RPG:: Charas, you may draw a card. If so, discard a card from your hand to 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, search your LB for up to 1 :RPG:: Chara, reveal it, put it in your hand, and shuffle your LB.

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

[A] When this is placed from hand to the Stage, if you have 2 or more other :RPG: Charas, you may draw a card. If so, discard a card from your hand to 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, search your LB for up to 1 :RPG: Chara, reveal it, put it in your hand, and shuffle your LB.

LO
CO

[A] [Put an ::RPG:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB in your Stock.

L0
C0

[A] [Put an ::RPG:: Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB in your Stock.

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

[A] [Put an **;;RPG;;** Chara from your WR on the bottom of your Clock] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB in your Stock.

LO
CO

[A] [Discard a Level 1 or higher card from your hand to the WR] During your MP, when this is placed from hand to the Stage, may pay. If so, choose an ::RPG:: Chara in your WR whose Level is equal to or lower than your Level, during this MP, you may play that card from WR without meeting color requirements. (CX are considered to be Level 0 for this effect. If it's a card that requires a cost, you must pay that cost)

[S] [Rest this] Choose 1 of your ::RPG:: Charas, and that Chara gains +3500 Pow for the turn.

L1
C0

[A] [Discard a Level 1 or higher card from your hand to the WR] During your MP, when this is placed from hand to the Stage, may pay. If so, choose an ::RPG:: Chara in your WR whose Level is equal to or lower than your Level, during this MP, you may play that card from WR without meeting color requirements. (CX are considered to be Level 0 for this effect. If it's a card that requires a cost, you must pay that cost)

[S] [Rest this] Choose 1 of your ::RPG:: Charas, and that Chara gains +3500 Power for the turn.

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

[A] [Discard a Level 1 or higher card from your hand to the WR] During your MP, when this is placed from hand to the Stage, may pay. If so, choose an :RPG:: Chara in your WR whose Level is equal to or lower than your Level, during this MP, you may play that card from WR without meeting color requirements. (CX are considered to be Level 0 for this effect. If it's a card that requires a cost, you must pay that cost)

[S] [Rest this] Choose 1 of your :RPG:: Charas, and that Chara gains +3500 Power for the turn.

L1
C0

[C] During your turn, if you have another ::RPG:: Chara, this gains +3000 Pow.

L1
C0

[C] During your turn, if you have another ::RPG:: Chara, this gains +3000 Pow.

[A] At the start of your Opp.'s Attack Phase, if all your Charas are ::RPG::, you may put the top card of your LB in the WR. If it's a Level 2 or lower Chara, this gains the following ability for the turn. "[A] When this is Front Attacked, you may return this to your hand."

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

[C] During your turn, if you have another ::RPG:: Chara, this gains +3000 Pow.

L1
C0

[C] **ASSIST** All your ::RPG:: Charas in front of this gain +1500 Pow.

L2
C1

[C] ASSIST All your ::RPG:: Charas in front of this gain +1500 Pow.

[S] [Discard a "Maid Bikini, Rubia" from your hand to the WR] Look at up to 4 cards from top of your LB and search for up to 1 ::RPG:: Chara, reveal it, put it in your hand, and put the rest in the WR.

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

[C] **ASSIST** All your ::RPG:: Charas in front of this gain +1500 Pow.

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

[A] When this is placed from hand to the Stage, choose up to 1 Chara, send it to Memory, and put that Chara Rested in the Slot it was in.

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

[A] When this is placed from hand to the Stage, choose up to 1 Chara, send it to Memory, and put that Chara Rested in the Slot it was in.
 [A] [(1) Discard a card from your hand to the WR] When this is placed from hand to the Stage or when this attacks, may pay. If so, search your LB for up to 1 ::RPG:: Chara, reveal it, put it in your hand, and shuffle your LB.

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

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

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

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

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

[C] If you don't have another "Bittersweet Bunny, Darian", during your turn, all those other "Young Lady, Blade" gain +1500 Pow, and during your Opp.'s turn, all those Charas gain +2500 Pow.

[A] [1] Rest this Standing card! At the start of your CX Phase, may pay. If so, this gains "[C] If you don't have another "Bittersweet Bunny, Darian", after you perform the chosen effect of **CX COMBO** of your "Young Lady, Blade", choose 1 of the effects that wasn't chosen and perform it." for the turn, and draw up to 1 card. If you drew a card this way, discard a card from your hand to the WR.

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

[C] If you don't have another 'Bittersweet Bunny, Darian', during your turn, all your other 'Young Lady, Blade' gain +1500 Pow, and during your Opp's turn, those Chas gain +2500 Pow.

[A] (1) Rest this Standing Card! At the start of your CX Phase, may pay. If so, this gains "[C] If you don't have another 'Bittersweet Bunny, Darian', after you perform the chosen effect of **CX COMBO** of your 'Young Lady, Blade', choose 1 of the effects that wasn't chosen and perform it." for the turn, and draw up to 1 card. If you drew a card this way, discard a card from your hand to the WR.

LO
C0

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

LO
C0

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

L1
C0

L1
C0

L2
C1

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

LO
C0

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

L1
C0

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

L1
C0

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

Descendant of the Great Witch, Celia

(C) During your turn, if you have 3 or more other :RPG:: Charas, this gains +4000 Pow.

[a] **CX COMBO** When the Battle Opp. of this becomes Reversed, if "Pagan Tower" is in your CX Zone and you have another :RPG: Chara, perform the following 3 effects once each. "You may choose an :RPG: Chara in your WR and return it to your hand." "You may choose a card in your hand and an :RPG: Chara in your Level Zone and swap them." "You may return the top card of your Stock to your hand. If so, choose a card in your hand and put it in your Stock."

RPG - Original | BRD/W139-094SP T: None

L1
C0

Disciplinary Committee, Glacia
[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.
[A] **ENCORE** [Discard an ::RPG:: Chara from your hand to the WR]

RPG - School | BRD/W139-095 T: Soul

L2
C1

Disciplinary Committee, Glacia
 [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.
 [A] **ENCORE** [Discard an ::RPG:: Chara from your hand to the WR]

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Admiral, Sylvia

[C] If you have 2 or more other $\therefore$ RPG $\therefore$: Charas, this gains +5000 Pow.

[A] **CX COMBO** (1) Discard a card from your hand to the WRJ When this attacks, if "Desert Flower" is in the CX Zone, you have another $\therefore$ RPG $\therefore$: Chara, and the Soul of this is 3 or lower, may pay. If so, during this Attack, when this would deal Attack Damage to the Opp., it instead deals 1 Damage X times to the Opp.. X = Soul of this. (This is not considered damage from effect of [A]. DC can occur)

RPG - ETC | BRD/W139-096 T: Soul

L2
C1

Admiral, Sylvia

[C] If you have 2 or more other ::RPG:: Charas, this gains +5000 Pow.

[A] **CX COMBO** (1) Discard a card from your hand to the WRJ When this attacks, if "Desert Flower" is in the CX Zone, you have another ::RPG:: Chara, and the Soul of this is 3 or lower, may pay. If so, during this attack, when this would deal Attack Damage to the Opp., it instead deals 1 Damage X times to the Opp.. X = Soul of this. (This is not considered damage from effect of [A]. DC can occur)

RPG - ETC | BRD/W139-096S T: Soul

L2

C1

Nightmare Bunny, Eclipse

--No Text--

RPG - Future | BRD/W139-097 T: Soul

L2
C1

Brown Dust 2 Booster Pack

Nightmare Bunny, Eclipse

[A] When this is placed from hand to the Stage, send the bottom card of your Opp.'s Stock to Memory, and at the next end of your Opp.'s turn, your Opp. returns that card either to the top or bottom of their Stock.

RPG - Future | BRD/W139-097S T: Soul

L2
C1

Midsummer Heat Wave
 [C] All your Charas gain +1000 Pow and +1 Soul.
 ([Gate Icon]: When this card is triggered, you may
 choose a CX in your WR and return it to your hand)

Midsummer Heat Wave
[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

Midsummer Heat Wave
[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

Pagan Tower
[A] When this is placed from hand to the CX Zone, draw up to 1 card, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.
([Draw Icon]: When this card is triggered, you may draw a card)

Pagan Tower
 [A] When this is placed from hand to the CX Zone, draw up to 1 card, choose up to 2 of your Charas, and those Charas gain +1 Soul for the turn.
 ((Draw Icon): When this card is triggered, you may draw a card)

BRD/W139-099R T: Draw

Desert Flower

[C] All your Charas gain +1000 Pow and +1 Soul.
([Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

BRD/W139-100 T: *Soul Gate*

Desert Flower

[C] All your Charas gain +1000 Pow and +1 Soul.
[Gate Icon]: When this card is triggered, you may choose a CX in your WR and return it to your hand)

BRD/W139-100R T: Soul Gate

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