

Ryuko, Freelading at Mankanshoku Family
[A] When "Itadakima-su!" is placed in your CZ, if this is in the Front Row, reveal the top card of your LB. If it's a Chara with either ::Clothes:: and/or ::Family::, all your Charas gain +2000 Pow for the turn. (Put the revealed card back)

Clothes - Weapon | KLK/S27-015 T: None

L1
C1

Barazou, Town's Illegitimate Doctor
--No Text--

Family - Doctor | KLK/S27-016 T: Soul

L2
C1

Strange Croquette
Choose 1 of your Charas, and it gains +3000 Pow for the turn. At the end of the turn, put that Chara in Stock.

KLK/S27-017 T: None

L1
C0

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Classic Trap
[Counter] Choose 1 of your Charas and return it to hand.

KLK/S27-018 T: None

L2
C0

I Said, It's My Turn!
[C] All your Charas gain +1000 Pow and +1 Soul.

KLK/S27-019 T: Soul Bounce

I Said, It's My Turn!
[C] All your Charas gain +1000 Pow and +1 Soul.

KLK/S27-019R T: Soul Bounce

Kill La Kill Booster Pack

Itadakima-su!
[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.

KLK/S27-020 T: 2 Soul

Ragyo, Planning for Birth of Cocoon Planet
[C] For each Marker under this, this gains +1 Level and +2000 Pow per.
[A] When this is placed from hand to the Stage, you may choose 1 marker from under 1 of your "Satsuki, Incredible Spirit" and put it under this as Marker.
[A] [(1)] When this attacks, if "Shinra-Koketsu, Absolute Domination!" is in the CZ, may pay. If so, choose 1 ::Clothes:: Chara in your WR and put it face-down under this as Marker.

Clothes - CEO | KLK/S27-021 T: None

L1
C1

Nui, Threaded Gears of Fate
[C] If all your Chara are ::Clothes::, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may choose 1 of your Opp.'s Level 2 or lower Charas and put it in the WR. If so, your Opp. chooses up to 1 Level 0 or lower Chara in his or her WR and put it in the Slot that Chara was in.

Clothes - Eye Patch | KLK/S27-022 T: Soul

L3
C2

Nui, Threaded Gears of Fate
[C] If all your Chara are ::Clothes::, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, you may choose 1 of your Opp.'s Level 2 or lower Charas and put it in the WR. If so, your Opp. chooses up to 1 Level 0 or lower Chara in his or her WR and put it in the Slot that Chara was in.

Clothes - Eye Patch | KLK/S27-022SP T: Soul

L3
C2

Nui, Pulling Threads
[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 Chara in your Opp.'s Front Row, and that Chara gets -3000 Pow for the turn.

Clothes - Eye Patch | KLK/S27-023 T: None

L0
C0

Nui, Owner of Scissors
[A] When this is placed from hand to the Stage, this gets -1500 Pow for the turn.
[A] When "Unexpected Confession" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 "Nui, Owner of Scissors" and put it in any Slot on stage, and shuffle your LB.

Clothes - Eye Patch | KLK/S27-024 T: Soul

L2
C1

Nui, Owner of Scissors
[A] When this is placed from hand to the Stage, this gets -1500 Pow for the turn.
[A] When "Unexpected Confession" is placed in your CZ, if this is in the Front Row, search your LB for up to 1 "Nui, Owner of Scissors" and put it in any Slot on stage, and shuffle your LB.

Clothes - Eye Patch | KLK/S27-024R T: Soul

L2
C1

Nui, Passing by
[A] [Put this in the WR] When this is Front Attacked, may pay. If so, choose up to 1 "Nui, Threaded Gears of Fate" in your hand and put it in the Slot this was in as Defending Chara.

Clothes - Eye Patch | KLK/S27-025 T: Soul

L2
C2

Nui, Passing by
[A] [Put this in the WR] When this is Front Attacked, may pay. If so, choose up to 1 "Nui, Threaded Gears of Fate" in your hand and put it in the Slot this was in as Defending Chara.

Clothes - Eye Patch | KLK/S27-025S T: Soul

L2
C2

Ragyo, CEO of REVOCS
[C] For each Marker under this, this gains +1 Level and +3000 Pow.
[A] When this attacks, you may choose 1 of your other "Hououmaru, Secretary of Ragyo" and put it face-down under this as Marker.
[A] [(1)] Put the top card of your LB in your Clock, reveal a "Nui, Ready-Made" from your hand and put it face-down under this as Marker] When this becomes Reversed in battle, may pay. If so, Rest this.

Clothes - CEO | KLK/S27-026 T: Soul

L2
C2

Nui, Grand Couture
[A] ASSIST All your Charas in front of this gain +500 Pow.
[S] [Discard 1 "Disguise" from hand to the WR, Rest this] Choose 1 Chara in your Clock and return it to your hand, and put the top card of your LB in your Clock.

Clothes - Eye Patch | KLK/S27-027 T: None

L0
C0

Kuroido, Top Butler of Kiryuin Family
[A] When you refresh your LB, you may put this in Stock.
[S] [(1) Rest this] Choose a card in your Clock and return it to your hand, then choose a card in your hand and put it in Clock.

Butler - Glasses | KLK/S27-028 T: None

L0
C0

"Mental Refitting" Ragyo

[C] All your other Charas gain +500 Pow.
[S] [(1) Rest this] Choose 1 of your Chara with Markers, and that Chara gains +2500 Pow for the turn.

Clothes - CEO | KLK/S27-029 T: None

L1
C0

Nui, Ready-Made

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

Clothes - Eye Patch | KLK/S27-030 T: None

L1
C0

Hououmaru, Secretary of Ragyo

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

Clothes - Secretary | KLK/S27-031 T: Soul

L2
C1

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Nui, Being Whimsy

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

Clothes - Eye Patch | KLK/S27-032 T: None

L0
C0

Oogure, Moral Committee Trap Developer

[A] [(1)] When this becomes Reversed, reveal the top card of your LB. If it's Level 1 or higher, may pay. If so, return this to your hand. (Climax cards are considered Level 0 for this effect. Put the revealed card back)

Glasses - Judgment | KLK/S27-033 T: None

L0
C0

Ragyo, Satsuki's Mother

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

Clothes - CEO | KLK/S27-034 T: None

L0
C0

Kill La Kill Booster Pack

Hakodate, Tennis Club PResident

--No Text--

Clothes - Sports | KLK/S27-035 T: None

L0
C0

Fukuroda, Boxing Club President

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

Clothes - Sports | KLK/S27-036 T: None

L1
C0

Nui, Mysterious Girl

--No Text--

Clothes - Eye Patch | KLK/S27-037 T: None

L1
C0

Disguise

Choose 1 of your Charas and put it in the WR. If so, choose 1 Level 2 or lower ::Clothes:: Chara in your Clock and put it in any Slot on the Stage, and put this in Clock.

KLK/S27-038 T: None

L1
C2

Unexpected Confession

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

KLK/S27-039 T: Treasure

Unexpected Confession

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

KLK/S27-039R T: Treasure

Shinra-Koketsu, Absolute Domination!

[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.

KLK/S27-040 T: 2 Soul

Ryuko, to a New Self

[A] When this attacks, if "Graduating from Sailor Uniform" is in the CZ, this gains +4500 Pow for the turn.
[A] When this attacks, if "Graduating from Sailor Uniform" is in the CZ and your are Level 2 or higher, you may choose 1 card in your Opp.'s WR and put it on top of the LB.

Clothes - Weapon | KLK/S27-041 T: None

L1
C0

Ryuko, to a New Self

[A] When this attacks, if "Graduating from Sailor Uniform" is in the CZ, this gains +4500 Pow for the turn.
[A] When this attacks, if "Graduating from Sailor Uniform" is in the CZ and your are Level 2 or higher, you may choose 1 card in your Opp.'s WR and put it on top of the LB.

Clothes - Weapon | KLK/S27-041R T: None

L1
C0

Ryuko, Decided to Wear and Finish the Fight!

[A] When this is placed from hand to the Stage, you may choose 1 "Junketsu" in your WR and send it to Memory. If so, choose 1 "Senketsu, Ryuko's Outfit" in your WR and put it face-down under this as Marker.
[A] [(1) Reveal 1 ::Clothes:: Chara in your hand and put it face-down under this as Marker] When this becomes Reversed in battle, may pay. If so, Rest this.
[A] [(2)] At the start of your Encore Step, may pay. If so, deal X Damage to your Opp.. X = # of Markers under this. (DC can occur)

Clothes - Weapon | KLK/S27-042 T: Soul

L3
C2

Ryuko, Decided to Wear and Finish the Fight!

[A] When this is placed from hand to the Stage, you may choose 1 "Junketsu" in your WR and send it to Memory. If so, choose 1 "Senketsu, Ryuko's Outfit" in your WR and put it face-down under this as Marker.
[A] [(1) Reveal 1 ::Clothes:: Chara in your hand and put it face-down under this as Marker] When this becomes Reversed in battle, may pay. If so, Rest this.
[A] [(2)] At the start of your Encore Step, may pay. If so, deal X Damage to your Opp.. X = # of Markers under this. (DC can occur)

Clothes - Weapon | KLK/S27-042SP T: Soul

L3
C2

Ryuko, Deepening Bond

[A] [Discard 1 Climax card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 Chara with either ::Clothes:: and/or ::Family:: in your WR and return it to your hand.
[A] When 1 of your other Chara with either ::Clothes:: and/or ::Family:: becomes Reversed in battle, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Clothes - Weapon | KLK/S27-043 T: None

L0
C0

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

[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, choose 1 of your Charas with either ::Clothes:: and/or ::Family::, and that Chara gains +2000 Pow for the turn.

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

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with Markers, and that Chara gains +10000 Pow for the turn.

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

LO
CO

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

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

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

[A] ([1] Discard a card from hand to the WR. Send this to Memory) When this becomes Reversed, may pay. If so, choose 1 "Berserk" Ryuko in your WR and put it Rested in the Slot this was in.

[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.

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

[A] ([1] Discard a card from hand to the WR, Send this to Memory] When this becomes Reversed, may pay. If so, choose 1 "Berserk" Ryuko in your WR and put it Rested in the Slot this was in.

[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.

LO
CO

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

[C] All your other ::Clothes:: Charas gain +1000 Pow.
 [A] When this is placed from hand to the Stage, Rest this.
 [A] When "Fateful Battle" is placed in your CZ, if this is in the Front Row, Stand this, and choose 1 Level 1 or lower Chara in your WR and return it to your hand.

**L2
C1**

[A] [Put this in the WR] When your other ::Clothes:: Chara becomes Reversed in battle, if this is in the Back Row, may pay. If so, Rest that Chara.

LO
CO

[A] When this is placed from hand to the Stage, choose 1 of your other Charas with the highest Level and put it in the WR. (If you have 2 or more other Charas tied for highest level, choose 1 from amongst those tied for highest level.)

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

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose 1 "Ryuko, Related by Blood" in your WR and put it Rested in any Slot on the Stage.

L1
C0

[A] [Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, all players return all cards in their WRs to their respective Libraries, then shuffle those Libraries.

L1
C0

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a Chara with either ::Clothes:: and/or ::Family::, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn. (Put the revealed card back)

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

L2
C1

[A] When this is placed from hand to the Stage, You may choose 1 "Senketsu, Ryuko's Outfit" in your WR and put it face-down under this as Marker.

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

[A] When your Opp.'s Chara goes from Standing to Rest, if there is a Marker under this, this gains +2000 Pow for the turn.

L2
C2

L0
C0

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

LO
CO

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

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

Satsuki, Before the Final Battle

[C] If your Opp. has 2 or fewer Charas in Front Row, this gains +1000 Pow.
[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, draw up to 1 card.

Clothes - Weapon | KLK/S27-073S T: None

L0
C0

Satsuki, First Step to the Goal

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

Clothes - Weapon | KLK/S27-074 T: None

L0
C0

Inumuta, Genius Hacker

[C] **ASSIST** All your ::Clothes:: Charas in front of this gain +1 Level and +500 Pow.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, draw up to 2 cards, and discard a card from your hand to the WR.

Clothes - Glasses | KLK/S27-075 T: None

L1
C0

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Satsuki, Incredible Spirit

[C] If there is a Marker under this, this gains +1500 Pow.
[A] When this is placed from hand to the Stage, you may choose 1 "Junketsu" in your WR and put it face-down under this as Marker.

Clothes - Weapon | KLK/S27-076 T: None

L1
C0

Satsuki, High Goal

[A] [Put the top card of your LB in your Clock] When this attacks, if "There Are No Gaps in My Actions!" is in the CZ, may pay. If so, draw a card, and this gains +X Pow for the turn. X = 500 times # of your other ::Clothes:: Charas.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Clothes - Weapon | KLK/S27-077 T: None

L1
C1

Jakuzure, Satsuki's Childhood Friend

[C] If there is a Marker under this, this gains +2000 Pow.
[C] If you have 2 or more other ::Clothes:: Charas, this gains "A" **ENCORE** [Discard a Chara from hand to the WR]
[A] When this is placed from WR to the Stage, you may put the top card of your LB under this as Marker.

Clothes - Music | KLK/S27-078 T: Soul

L2
C2

Kill La Kill Booster Pack**Iori, Sewing Club President**

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

Clothes - Glasses | KLK/S27-079 T: None

L0
C0

Gamagouri, Keeping the Moral

[A] If there are 3 or more cards in your Clock, this gains +1000 Pow.
[A] **ACCELERATE** [Put the top card of your LB in your Clock] At the start of your Climax Phase, may pay. If so, this gains +2500 Pow for the turn.

Clothes - Judgment | KLK/S27-080 T: None

L0
C0

Sanageyama, Family Makes Konjac

[C] If there are 5 or more cards in your hand, this gains +1000 Pow.
[C] This gains +X Pow. X = 2000 times Level of the Chara Opposite this.

Clothes - Sports | KLK/S27-081 T: None

L0
C0

Jakuzure, to the Start of the Song

[A] [(1) Put the top card of your LB in your Clock] When "Honnoji Elite Four, Final Form Outfit!" is placed in your CZ, may pay. If so, for the turn, this gains +1000 Pow and the following ability: "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as Defending Chara."

Clothes - Music | KLK/S27-082 T: None

L1
C1

Satsuki, Seeking for a Chance for Victory

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

Clothes - Weapon | KLK/S27-083 T: Soul

L2
C1

Sanageyama, Shingantsu Stronger than Tengantsu

[A] [Discard a card from hand to the WR] When "Honnoji Elite Four, Final Form Outfit!" is placed in your CZ, if this is in the Front Row, may pay. If so, look at up to 2 cards from top of your Opp.'s LB and choose up to 1 of them and put it on the bottom of the LB. Afterwards, put the rest on top of the LB in any order, and this gains +4000 Pow for the turn.

Clothes - Sports | KLK/S27-084 T: Soul

L2
C2

Soroi, Satsuki's Butler

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

Butler - Tea | KLK/S27-085 T: None

L0
C0

Satsuki, on Top of the Skyscraper

[A] When this is placed from hand to the Stage, Reveal top card of your LB. If it's a ::Clothes:: Chara, this gains +2000 Pow for the turn.

Clothes - Weapon | KLK/S27-086 T: None

L0
C0

Inumuta, Elite Four of the Student Council

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

Clothes - Glasses | KLK/S27-087 T: None

L0
C0

Jakuzure, Elite Four of the Student Council
--No Text--

Clothes - Music | KLK/S27-088 T: None

L0
C0

Satsuki, Absolute Terror

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

Clothes - Weapon | KLK/S27-089 T: None

L1
C0

Gamagouri, Metamorphosis While Transforming

[A] When this attacks, if "Honnoji Elite Four, Final Form Outfit!" is in your CZ, choose 1 of your other Charas with either ::Clothes:: and/or "Mako" in name, and that Chara gains +1500 Pow until the next end of your Opp.'s turn.

Clothes - Judgment | KLK/S27-090 T: None

L1
C0

Sanageyama, Elite Four of the Student Council
--No Text--

Clothes - Sports | KLK/S27-091 T: None

L1
C0

Gamagouri, Elite Four of the Student Council
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from hand to the WR]

Clothes - Judgment | KLK/S27-092 T: Soul

L2
C1

Inumuta, Data Belief
[A] When this attacks, if "Honnouji Elite Four, Final Form Outfit!" (-100) is in your CZ, look at up to 2 cards from top of your LB and search for up to 2 Level 0 or lower cards, reveal them, put it in your hand, and put the rest in the WR. (Climax cards are considered Level 0 for this effect)

Clothes - Glasses | KLK/S27-093 T: Soul

L2
C1

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Satsuki, Smiling
--No Text--

Clothes - Weapon | KLK/S27-094 T: Soul

L2
C2

Junketsu
Look at up to 4 cards from top of your LB and search for up to 1 ::Clothes:: Chara, reveal it, put it in your hand, and put the rest in the WR.

KLK/S27-095 T: None

L1
C0

Junketsu
Look at up to 4 cards from top of your LB and search for up to 1 ::Clothes:: Chara, reveal it, put it in your hand, and put the rest in the WR.

KLK/S27-095S T: None

L1
C0

Kill La Kill Booster Pack

Soroi's Black Tea
[Counter] Draw a card, and discard a card from your hand to the WR.
Choose 1 of your ::Clothes:: Charas, and that Chara gains +3500 Pow for the turn.

KLK/S27-096 T: None

L2
C1

To Honnouji Academy
[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.

KLK/S27-097 T: 2 Soul

To Honnouji Academy
[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.

KLK/S27-097R T: 2 Soul

There Are No Gaps in My Actions!
[C] All your Charas gain +2 Soul.

KLK/S27-098 T: 2 Soul

Life Fiber Override, Kamui Junketsu!
[C] All your Charas gain +1000 Pow and +1 Soul.

KLK/S27-099 T: Draw

Honnouji Elite Four, Final Form Outfit!
[C] All your Charas gain +1000 Pow and +1 Soul.

KLK/S27-100 T: Soul Gate