

Protagonist & Arsene - JOKER

[C] For each of your other ::Phantom Thief:: Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(3) Discard a ::Phantom Thief:: Chara from your hand to the WR] At the start of your Encore Step, if every Slot in your Opp.'s Front Row is either empty or has a Reversed Chara, may pay. If so, for each ::Phantom Thief:: Chara in your Front Row, perform the following action. "Reveal the top card of your LB, put it on the bottom of your LB, and deal X Damage to your Opp.. X = the Level of the revealed card." Afterwards, shuffle your LB. (Climax cards are considered Level 0 for this effect. DC can occur)

Phantom Thief | P5/S45-001 T: Soul

L3
C2

Protagonist & Arsene - JOKER

[C] For each of your other ::Phantom Thief:: Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] [(3) Discard a ::Phantom Thief:: Chara from your hand to the WR] At the start of your Encore Step, if every Slot in your Opp.'s Front Row is either empty or has a Reversed Chara, may pay. If so, for each ::Phantom Thief:: Chara in your Front Row, perform the following action. "Reveal the top card of your LB, put it on the bottom of your LB, and deal X Damage to your Opp.. X = the Level of the revealed card." Afterwards, shuffle your LB. (Climax cards are considered Level 0 for this effect. DC can occur)

Phantom Thief | P5/S45-001SP T: Soul

L3
C2

"All-Out Attack" Ryuji - SKULL

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand. Put the rest in the WR.
[A] [Discard a card from your hand to the WR] When "FREAKIN' BoRING" is placed in your CZ, if this is in the Front Row, may pay. If so, choose up to 1 of your Opp.'s Charas and return it to hand; choose 1 of your Charas with either ::Phantom Thief:: or ::Sports::, and that Chara gains +1000 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)

Phantom Thief - Sports | P5/S45-002 T: Soul

L3
C2

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"All-Out Attack" Ryuji - SKULL

[A] When this is placed from hand to the Stage, look at up to 3 cards from top of your LB and choose up to 1 of them and put it in your hand. Put the rest in the WR.
[A] [Discard a card from your hand to the WR] When "FREAKIN' BoRING" is placed in your CZ, if this is in the Front Row, may pay. If so, choose up to 1 of your Opp.'s Charas and return it to hand; choose 1 of your Charas with either ::Phantom Thief:: or ::Sports::, and that Chara gains +1000 Pow and the following ability for the turn. "[A] This ability activates up to once per turn. When the Damage dealt by this is Cancelled, you may deal 1 Damage to your Opp.." (DC can occur)

Phantom Thief - Sports | P5/S45-002SP T: Soul

L3
C2

Soul of Betrayer, Protagonist

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.
[S] BRAINSTORM (1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Phantom Thief:: Chara, reveal it, put it in your hand, and shuffle your LB.

Phantom Thief | P5/S45-003 T: None

L0
C0

Soul of Betrayer, Protagonist

[A] This ability activates up to once per turn. When you use an [S] ability, choose 1 of your Charas, and that Chara gains +500 Pow for the turn.
[S] BRAINSTORM (1) Rest 2 of your Charas] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 ::Phantom Thief:: Chara, reveal it, put it in your hand, and shuffle your LB.

Phantom Thief | P5/S45-003S T: None

L0
C0

Persona 5 Booster Pack

Charging Captain of the Phantom Thieves, Ryuji - SKULL

[C] All your other Charas with either ::Phantom Thief:: or ::Sports:: gain +500 Pow.
[A] When Damage dealt by your Direct Attacking Chara is not Cancelled, choose a face-down card in your Opp.'s Memory and put it in the WR. If so, search your LB for up to 1 Chara with either ::Phantom Thief:: or ::Sports::, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Phantom Thief - Sports | P5/S45-004 T: None

L1
C0

Charging Captain of the Phantom Thieves, Ryuji - SKULL

[C] All your other Charas with either ::Phantom Thief:: or ::Sports:: gain +500 Pow.
[A] When Damage dealt by your Direct Attacking Chara is not Cancelled, choose a face-down card in your Opp.'s Memory and put it in the WR. If so, search your LB for up to 1 Chara with either ::Phantom Thief:: or ::Sports::, reveal it, put it in your hand, discard a card from your hand to the WR, and shuffle your LB.

Phantom Thief - Sports | P5/S45-004S T: None

L1
C0

Ryuji Sakamoto

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

Phantom Thief - Sports | P5/S45-005 T: None

L1
C0

Ryuji Sakamoto

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

Phantom Thief - Sports | P5/S45-005S T: None

L1
C0

"All-Out Attack" Protagonist - JOKER

[C] If you have 4 or more ::Phantom Thief:: Charas, this gets -1 Level while in your hand.
[A] When the Battle Opp. of this becomes Reversed, if "THE SHOW'S OVER" is in your CZ and you have 4 or more other ::Phantom Thief:: Charas, draw a card, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Phantom Thief | P5/S45-006 T: Soul

L2
C1

"All-Out Attack" Protagonist - JOKER

[C] If you have 4 or more ::Phantom Thief:: Charas, this gets -1 Level while in your hand.
[A] When the Battle Opp. of this becomes Reversed, if "THE SHOW'S OVER" is in your CZ and you have 4 or more other ::Phantom Thief:: Charas, draw a card, search your LB for up to 1 Level 1 or lower Chara, reveal it, put it in your hand, and shuffle your LB.

Phantom Thief | P5/S45-006S T: Soul

L2
C1

Ryuji & Captain Kid - SKULL

[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, if "You Really Made Me Wait" is in your CZ, choose up to 1 of your other Charas and up to 1 of your Opp.'s Charas and return them to hand.

Phantom Thief - Sports | P5/S45-007 T: Soul

L2
C1

Full of Smiles, Ryuji - SKULL

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] At the start of your MP, you may put the top card of your LB in the WR. If it's a Level 2 or higher Chara, this gains the following ability for the turn. "[C] Your other Chara in the Front Row Center Slot gains +1 Soul."

Phantom Thief - Sports | P5/S45-008 T: None

L0
C0

Leblanc's Freeloader, Protagonist

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of ::Phantom Thief:: Charas among those cards.
[A] [Return 2 Charas from your WR to the LB. Shuffle that LB] When this is placed from hand to the Stage, may pay. If so, this gains +1 Soul for the turn.

Phantom Thief - Glasses | P5/S45-009 T: None

L0
C0

"Return of the Detective Prince" Akechi

[A] [(1) Put this in the WR] When your other Chara is Front Attacked, may pay. If so, return that Chara to your hand.

Detective | P5/S45-010 T: None

L0
C0

Deal Made, Ryuji

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an "Advance Notice" in your WR and return it to your hand.

Phantom Thief - Sports | P5/S45-011 T: None

L0
C0

Fated "Imprisonment", Protagonist

[C] All your other "Protagonist & Arsene - JOKER" gain +500 Pow and the following ability. "[A] During your turn, when the Battle Opp. of this becomes Reversed, look at the top card of your LB and put it either on top of the LB or in the WR."
[C] ASSIST During your turn, all your Charas in front of this gain +X Pow. X = 1000 times Level of that Chara.

Phantom Thief | P5/S45-012 T: Soul

L2
C1

[A] [(1)] During your Opp.'s turn, when this becomes Reversed in battle, may pay. If so, Rest this, and at the start of your next Encore Step, put this in the WR.

L0

C0

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

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

LO
CO

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

L0
C0

[C] if there's a Marker under this, this gains the following ability. [C] if the Chnara Opposite this is GREEN or RED, this gains +3000 Pow.
[A] When it is picked up from hand or from WR to the Stage, you may choose a "Hidden in Shadows, Protagonist - JOKER" in your WR and put it face-down under this as a Marker.
[A] **CHANGE** [Put this in the WR] At the start of your Climax Phase, may pay, if so, choose a "Hidden in Shadows, Protagonist - JOKER" in your WR and put it in the Slot this was in. (This ability does not activate if this isn't on the Stage at the start of the Climax Phase)

L1
C0

[C] if there's a Marker under this, this gains the following ability. [C] if the Chnara Opposite this is YELLOW or BLUE, this gains +3000 Pow'.
 [C] if this is placed from hand to hand from WR to the Stage, you may choose a Phantom Thief in Black Outfit, Protagonist - JOKER in your WR and put it face-down under this as Marker.
 [A] CHANGE [Put this in the WR] At the start of your Climax Phase, may pay, if so, choose a "Phantom Thief in Black Outfit, Protagonist - JOKER" in your WR and put it in the Slot this was in. (This ability does not activate if this isn't on the Stage at the start of the Climax Phase)

L1
C0

[C] During your turn, if this is in the Front Row Center Slot, this gains +4000 Pow.

[A] [Swaps one of your Standing Charas in the Front Row with this] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

L1
C0

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

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

[A] When this is placed from the Stage to the WR, choose 1 of your ::Phantom Thief:: Charas and put it in the WR.

L2
C2

If there's no face-down card in your Opp.'s Memory, your Opp. chooses a card in his or her hand and Send it to Memory face-down and draws up to 1 card.

Look at up to 4 cards from top of your LB, choose up to 1 ::Phantom Thief:: Chara, reveal it, put it in your hand, and put the rest in the WR.

You may choose a Cost 0 or lower Chara in your Opp.'s Front Row and return it to hand.

L1
C0

If you have no **::Phantom Thief::** Chara, you cannot play this from your hand.

Perform 1 of the following effects of your choice.

"Search your LB for up to 1 **::Phantom Thief::** Chara, reveal it, put it in your hand, and shuffle your LB."

"Put this in your Stock, and put the top card of your LB in your Stock."

"All your Charas gain +1 Soul for the turn."

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

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

1

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

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

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

1

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

[A] [Discard a card from your hand to the WR] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.

[A] [(1)] When this becomes Reversed in battle, reveal the top card of your LB. If it's a Chara with either ::Phantom Thief::, ::Student Council::, or ::Prosecutor::, may pay. If so, return this to your hand. (Put the revealed card back where it was)

L3
C2

[A] [Discard a card from your hand to the WR] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, put that Chara in Clock.

[A] ([1]) When this becomes Reversed in battle, reveal the top card of your LB. If it's a Chara with either ::Phantom Thief::, ::Student Council::, or ::Prosecutor::, may pay. If so, return this to your hand. (Put the revealed card back where it was)

L3
C2

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

[A] [(2) Discard a card from your hand to the WR] When this is Front Attacked, may pay. If so, this gains the following ability for the turn. "[C] Chara Opposite this gets -2 Soul."

L3
C2

Haru & Milady - NOIR

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

[A] [(2) Discard a card from your hand to the WR] When this is Front Attacked, may pay. If so, this gains the following ability for the turn. "[C] Chara Opposite this gets -2 Soul."

Phantom Thief - Daughter | P5/S45-027SP T: Soul

L3
C2

Strategist of the Phantom Thieves, Makoto - QUEEN

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Phantom Thief::, ::Student Council::, or ::Prosecutor::, and that Chara gains +1 Level and +1000 Pow for the turn.

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

Phantom Thief - Student Council | P5/S45-028 T: None

L0
C0

Strategist of the Phantom Thieves, Makoto - QUEEN

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Phantom Thief::, ::Student Council::, or ::Prosecutor::, and that Chara gains +1 Level and +1000 Pow for the turn.

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

Phantom Thief - Student Council | P5/S45-028S T: None

L0
C0

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Haru Okumura

[A] When your Climax card is placed in the CZ, reveal the top card of your LB. If it's a ::Phantom Thief:: Chara, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn. (Put the revealed card back where it was)

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."

Phantom Thief - Daughter | P5/S45-029 T: None

L0
C0

Haru Okumura

[A] When your Climax card is placed in the CZ, reveal the top card of your LB. If it's a ::Phantom Thief:: Chara, choose 1 of your Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn. (Put the revealed card back where it was)

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, perform the following action. "Choose a card in your Clock and return it to your hand, and put the top card of your LB in your Clock."

Phantom Thief - Daughter | P5/S45-029S T: None

L0
C0

Makoto in Swimsuits

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

Phantom Thief - Student Council | P5/S45-030 T: None

L0
C0

Persona 5 Booster Pack

Makoto Niijima

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

Phantom Thief - Student Council | P5/S45-031 T: None

L1
C0

Makoto Niijima

[C] If the Level of the Chara Opposite this is higher than the Level of this, this cannot Front Attack.

Phantom Thief - Student Council | P5/S45-031S T: None

L1
C0

"All-Out Attack" Haru - NOIR

[C] If "Haru & Milady - NOIR" is in your Clock, this gets -1 Level while in your hand.

[A] When "Adieu." is placed in your CZ, if this is in your Front Row, put the top card of your LB in your Stock, and this gains +1500 Pow until the next end of your Opp.'s turn.

Phantom Thief - Daughter | P5/S45-032 T: Soul

L2
C1

"All-Out Attack" Haru - NOIR

[C] If "Haru & Milady - NOIR" is in your Clock, this gets -1 Level while in your hand.

[A] When "Adieu." is placed in your CZ, if this is in your Front Row, put the top card of your LB in your Stock, and this gains +1500 Pow until the next end of your Opp.'s turn.

Phantom Thief - Daughter | P5/S45-032S T: Soul

L2
C1

Sadayo Kawakami

[C] If you are Level 3 or higher, this gains the following ability. "[S] [Put this in the WR] Choose up to 1 'Protagonist & Arsene - JOKER' in your hand and put it in the Slot this was in."

Teacher - Maid | P5/S45-033 T: None

L0
C0

Toranosuke Yoshida

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

[S] [(1) Put this in the WR] Look at up to 4 cards from top of your LB and choose up to 1 Chara with "Protagonist" in name, reveal it, put it in your hand, and put the rest in the WR.

Speech | P5/S45-034 T: None

L0
C0

Mysterious Pretty Girl Phantom Thief, Haru - NOIR

[C] During your turn, all your other "Morgana Car" gain +2000 Pow.

[A] [(1)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 "Morgana Car", put it in any Slot on the Stage, and shuffle your LB.

Phantom Thief - Daughter | P5/S45-035 T: None

L1
C0

"All-Out Attack" Makoto - QUEEN

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +X Pow for the turn. X = 500 times # of your Charas with either ::Phantom Thief::, ::Student Council::, or ::Prosecutor::.

[A] When the Battle Opp. of this becomes Reversed, if "JUSTICE HAS PREVAILED." is in your CZ, choose 1 of your other Charas, and that Chara gains +1 Level and +2500 Pow until the next end of your Opp.'s turn.

Phantom Thief - Student Council | P5/S45-036 T: None

L1
C0

Lady of the Phantom Thieves, Haru - NOIR

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

[A] [Swap 1 of your Standing Charas in the Front Row with this] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Phantom Thief - Daughter | P5/S45-037 T: None

L1
C1

Champion Senpai of the End of the Century, Makoto -

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

[A] [(1) Discard a Chara with either ::Phantom Thief::, ::Student Council::, or ::Prosecutor:: from your hand to the WR] When Damage dealt by your Direct Attacking Chara is not Cancelled, if you have 3 or more other Charas with either ::Phantom Thief::, ::Student Council::, or ::Prosecutor::, may pay. If so, choose a face-down card in your Opp.'s Memory and put it in Clock.

Phantom Thief - Student Council | P5/S45-038 T: Soul

L2
C1

Sae Niijima

[A] **BOND/"All-Out Attack"** Makoto - QUEEN' [(1)]

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

Prosecutor | P5/S45-039 T: None

L0
C0

Prosecutor, Sae

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

[A] [Put this in the WR] When your other Chara with "Protagonist" in name 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.

Prosecutor | P5/S45-040 T: None

L0
C0

Deal Made, Haru

[C] If you have 1 or fewer other Chara in the Front Row, this gains +2000 Pow.
[A] When this attacks, if you have 1 or fewer other Chara, you may put the top card of your LB in the WR. If it's a Level 0 or lower Chara, put it in any Slot in the Back Row, and that Chara gains ::Coffee:: for the turn.

Phantom Thief - Daughter | P5/S45-041 T: None

L0
C0

Deal Made, Makoto

[C] All your other ::Phantom Thief:: Charas gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put the top card of your Opp.'s Clock in the WR. If so, put that Chara in Clock."

Phantom Thief - Student Council | P5/S45-042 T: None

L0
C0

Decided Life, Haru

[A] When the Damage dealt by this is Cancelled, you may put this in your Stock.

Phantom Thief - Daughter | P5/S45-043 T: None

L0
C0

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Chihaya Mifune

[A] When you use **CHANGE**, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] This ability activates up to once per turn. When you use **BACKUP**, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

Fortune Reading - Tarot | P5/S45-044 T: None

L0
C0

Ichiko Ooya

[C] [Clock] **ALARM** If this is on top of your Clock, all your Charas with "Protagonist" in name gain the following ability. "[A] When the Battle Opp. of this becomes Reversed, look at the top card of your Opp.'s LB and put it either on top or bottom of the LB."

Camera | P5/S45-045 T: Soul

L1
C1

Advance Notice

If there's no face-down card in your Opp.'s Memory, your Opp. chooses a card in his or her hand and Send it to Memory face-down and draws up to 1 card.
Choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Clock." Send this to Memory.

P5/S45-046 T: None

L2
C1

Persona 5 Booster Pack

Alien World Navi

Choose a Level 1 or lower Chara in your Clock and put it in any Slot on the Stage, put the top card of your LB in your Clock, and that Chara gains ::Phantom Thief:: for the turn.

P5/S45-047 T: None

L1
C0

Black Net Tanaka

If you have no ::Phantom Thief:: Chara, you cannot play this from your hand.
Send this to Memory. Draw a card.
If there are 2 or more "Black Net Tanaka" in your Memory, choose a ::Phantom Thief:: Chara in your WR and return it to your hand.
If there are 3 or more "Black Net Tanaka" in your Memory, search your LB for up to 1 ::Phantom Thief:: Chara, reveal it, put it in your hand, and shuffle your LB.
If there are 4 or more "Black Net Tanaka" in your Memory, you may choose a ::Phantom Thief:: Chara in your Clock and put it in the WR.

P5/S45-048 T: None

L2
C1

Adieu.

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

P5/S45-049 T: 2 Soul

Adieu.

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

P5/S45-049R T: 2 Soul

JUSTICE HAS PREVAILED.

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

P5/S45-050 T: Treasure

JUSTICE HAS PREVAILED.

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

P5/S45-050R T: Treasure

Morgana & Zoro - MONA

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, if you have 2 or more other ::Phantom Thief:: Charas, this gains +2000 Pow for the turn.

Phantom Thief | P5/S45-051 T: Soul

L3
C2

Morgana & Zoro - MONA

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] When this attacks, if you have 2 or more other ::Phantom Thief:: Charas, this gains +2000 Pow for the turn.

Phantom Thief | P5/S45-051SP T: Soul

L3
C2

"All-Out Attack" Ann - PANTHER

[A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, if "omg!! We are SO awesome" is in your CZ, choose up to 1 ::Phantom Thief:: Chara in your WR and put it in your Stock, and Deal 1 Damage to your Opp.. (DC can occur)

Phantom Thief | P5/S45-052 T: Soul

L3
C2

"All-Out Attack" Ann - PANTHER

[A] When this is placed from hand to the Stage, draw up to 1 card, and this gains +2000 Pow for the turn.
[A] When the Battle Opp. of this becomes Reversed, if "omg!! We are SO awesome" is in your CZ, choose up to 1 ::Phantom Thief:: Chara in your WR and put it in your Stock, and Deal 1 Damage to your Opp.. (DC can occur)

Phantom Thief | P5/S45-052SP T: Soul

L3
C2

Skilled (?) Actress of the Phantom Thieves, Ann -

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Phantom Thief | P5/S45-053 T: None

L0
C0

Skilled (?) Actress of the Phantom Thieves, Ann -

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in your WR. If there were at least 1 Climax card among them, choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is 0 or lower, you may Reverse that Chara.

Phantom Thief | P5/S45-053S T: None

L0
C0

Guide of the Phantom Thieves, Morgana - MONA

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

Phantom Thief | P5/S45-054 T: None

L0C0

Guide of the Phantom Thieves, Morgana - MONA

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

Phantom Thief | P5/S45-054S T: None

L0C0

Ann & Carmen - PANTHER

[A] [Swap 1 of your Standing Charas in the Front Row with this] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

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

Phantom Thief | P5/S45-055 T: None

L1C0

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Ann & Carmen - PANTHER

[A] [Swap 1 of your Standing Charas in the Front Row with this] During your turn, when the Battle Opp. of this becomes Reversed, may pay. If so, choose a Chara in your WR and return it to your hand, and discard a card from your hand to the WR.

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

Phantom Thief | P5/S45-055S T: None

L1C0

"All-Out Attack" Morgana - MONA

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

[A] When this attacks, if "MISSION ACCOMPLISHED" is in the CZ and you have another ::Phantom Thief:: Chara, reveal the top card of your LB and put it in your hand. If it's not a ::Phantom Thief:: Chara, discard a card from your hand to the WR.

Phantom Thief | P5/S45-056 T: None

L1C0

"All-Out Attack" Morgana - MONA

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

[A] When this attacks, if "MISSION ACCOMPLISHED" is in the CZ and you have another ::Phantom Thief:: Chara, reveal the top card of your LB and put it in your hand. If it's not a ::Phantom Thief:: Chara, discard a card from your hand to the WR.

Phantom Thief | P5/S45-056S T: None

L1C0

Persona 5 Booster Pack

Ann Takamaki

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

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Phantom Thief:: Chara in your WR and return it to your hand.

Phantom Thief | P5/S45-057 T: Soul

L2C1

Shin'ya Oda

[C] [Clock] **ALARM** If this is on top of your Clock and you are Level 2 or higher, all your Charas with "Protagonist" in name gain the following ability. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is equal to or lower than the Level of this, you may Reverse that Chara."

Online Game | P5/S45-058 T: None

L0C0

Calm Anger, Ann - PANTHER

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

[A] [(1)] When Damage dealt by your Direct Attacking Chara is not Cancelled, choose a face-down card in your Opp.'s Memory and put it in the WR. If so, may pay. If so, choose a ::Phantom Thief:: Chara in your WR and return it to your hand.

Phantom Thief | P5/S45-059 T: None

L0C0

Deal Made, Ann

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

Phantom Thief | P5/S45-060 T: None

L0C0

Deal Made, Morgana - MONA

[A] When you use the **BACKUP** of this, if you have a ::Phantom Thief:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.

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

Phantom Thief | P5/S45-061 T: None

L1C0

Determined Look, Ann - PANTHER

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

[A] [(1)] When "For My Dear Friend" is placed in your CZ, if this is in the Front Row, may pay. If so, choose a Cost 0 or lower ::Phantom Thief:: Chara in your WR and put in any Slot on the Stage, and this gains the following ability for the turn.

"[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB."

Phantom Thief | P5/S45-062 T: None

L1C0

Morgana Car

[A] [(2) Discard 2 cards from your hand to the WR] At the start of your Opp.'s MP, may pay. If so, put all your other Charas face-down under this as Marker in any order.

[A] At the start of your Opp.'s Attack Phase, if there's a Marker under this, you may move this to an empty Slot.

[A] At the start of your Attack Phase, put all Markers from under this in separate Slots on the Stage.

Phantom Thief | P5/S45-063 T: None

L1C0

Hifumi Togo

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

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

Shogi | P5/S45-064 T: None

L0C0

Straightforward Love, Morgana - MONA

[C] During your turn, all your other "Ann & Carmen - PANTHER" gain +2000 Pow.

[A] When your other Chara in the Front Row Center Slot attacks, you may put the top card of your LB in the WR. If it's a Climax card, choose a card in your Opp.'s WR and put it on top of the LB.

Phantom Thief | P5/S45-065 T: None

L0C0

Munehisa Iwai

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

Weapon | P5/S45-066 T: None

L0C0

Ann in Swimsuits

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

Phantom Thief | P5/S45-067 T: None

L1C0

Unknown Identity, Morgana - MONA

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

Phantom Thief | P5/S45-068 T: Soul

L2C1

For the Sake of Allies, Morgana - MONA

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 1000 times # of your ::Phantom Thief:: Charas.
[A] When "Only Place I Belong" is placed in your CZ, if this is in your Front Row and there are 3 or more Charas in your WR, you may choose 3 Charas in your WR and return them to your hand. If so, discard 3 cards from your hand to the WR.

Phantom Thief | P5/S45-069 T: Soul

L2
C1

Advance Notice

If there's no face-down card in your Opp.'s Memory, your Opp. chooses a card in his or her hand and Send it to Memory face-down and draws up to 1 card.
Choose up to 1 Level 1 or lower Chara in your Opp.'s Front Row and put it in the WR, choose 1 of your Charas, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara in your WR and return it to your hand."

P5/S45-070 T: None

L1
C1

Mementos

Send this to Memory.

[A] **RECOLLECTION** [Put this in the WR] When Damage taken by you is not Cancelled, if this is in your Memory and the Damage was 3 or more, may pay. If so, choose up to 2 Charas in your WR and return them to your hand, and choose a card in your hand and put it in Stock.

P5/S45-071 T: None

L1
C1

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omg!! We are SO awesome

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

P5/S45-072 T: Salvage

omg!! We are SO awesome

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

P5/S45-072R T: Salvage

For My Dear Friend

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

P5/S45-073 T: 2 Soul

Persona 5 Booster Pack**MISSION ACCOMPLISHED**

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

P5/S45-074 T: Salvage

MISSION ACCOMPLISHED

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

P5/S45-074R T: Salvage

Only Place I Belong

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

P5/S45-075 T: 2 Soul

Navigation Role, Futaba - NAVI

[C] All your other Charas with either ::Phantom Thief:: or ::Coffee:: gain +1500 Pow.
[A] [(1) Discard a "You Think I'll Forgive You?" from your hand to the WR] When your other Chara is attacked, if you have 3 or more other Charas with either ::Phantom Thief:: or ::Coffee::, may pay. If so, choose 1 of your Opp.'s Charas in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to a player."
[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, look at the top card of your LB and put it either on top of the LB or in the WR.

Phantom Thief - Net | P5/S45-076 T: Soul

L3
C2

Navigation Role, Futaba - NAVI

[C] All your other Charas with either ::Phantom Thief:: or ::Coffee:: gain +1500 Pow.
[A] [(1) Discard a "You Think I'll Forgive You?" from your hand to the WR] When your other Chara is attacked, if you have 3 or more other Charas with either ::Phantom Thief:: or ::Coffee::, may pay. If so, choose 1 of your Opp.'s Charas in battle, and that Chara gains the following ability for the turn. "[C] This cannot deal Damage to a player."
[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, look at the top card of your LB and put it either on top of the LB or in the WR.

Phantom Thief - Net | P5/S45-076SP T: Soul

L3
C2

Yusuke & Goemon - FOX

[A] [(1) Discard a ::Phantom Thief:: Chara from your hand to the WR] When this attacks, if you have another ::Phantom Thief:: Chara, may pay. If so, put the top card of your Clock in the WR.
[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

Phantom Thief | P5/S45-077 T: Soul

L3
C2

Yusuke & Goemon - FOX

[A] [(1) Discard a ::Phantom Thief:: Chara from your hand to the WR] When this attacks, if you have another ::Phantom Thief:: Chara, may pay. If so, put the top card of your Clock in the WR.
[A] At the start of your Opp.'s Draw Phase, if this is in the Front Row, choose 1 of your Charas, and that Chara gains +4000 Pow for the turn.

Phantom Thief | P5/S45-077SP T: Soul

L3
C2

Caroline

[C] When you pay for the cost of your Events in hand, you may put a Marker from under this in the WR in place of 1 Stock.
[A] [Rest this] When this is placed from hand to the Stage, may pay. If so, put the top card of your LB under this as Marker.
[A] [(1)] When your Climax is placed in the CZ, may pay. If so, look at up to 4 cards from top of your LB, choose up to 1 Chara with either ::Phantom Thief::, ::Twins::, or "Igor" in name, reveal it, put it in your hand, and put the rest in the WR.

Twins - Eye Patch | P5/S45-078 T: None

L0
C0

Futaba Sakura

[C] If there's a Marker under this, this gains +1 Level and +1500 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Phantom Thief:: or ::Coffee::, you may put it face-down under this as Marker. (Otherwise put it back where it was)

Phantom Thief - Net | P5/S45-079 T: None

L0
C0

Futaba Sakura

[C] If there's a Marker under this, this gains +1 Level and +1500 Pow.

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Phantom Thief:: or ::Coffee::, you may put it face-down under this as Marker. (Otherwise put it back where it was)

Phantom Thief - Net | P5/S45-079S T: None

L0
C0

Artist of the Phantom Thieves, Yusuke - FOX

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an "Advance Notice" in your WR and return it to your hand.

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

Phantom Thief | P5/S45-080 T: None

L1
C0

Artist of the Phantom Thieves, Yusuke - FOX

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an "Advance Notice" in your WR and return it to your hand.

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

Phantom Thief | P5/S45-080S T: None

L1
C0

Futaba & Necronomicon - NAVI

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

Phantom Thief - Net | P5/S45-081 T: None

L1C0

Futaba & Necronomicon - NAVI

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

Phantom Thief - Net | P5/S45-081S T: None

L1C0

Yusuke Kitagawa

[A] When this is placed from hand to the Stage, if you have another ::Phantom Thief:: Chara, draw up to a card, discard a card from your hand to the WR, and put the top card of your LB in your Stock.
[A] **CHANGE** [(1) Discard 2 ::Phantom Thief:: Charas from your hand to the WR, return this to your hand] At the start of your Climax Phase, may pay. If so, choose a "Yusuke & Goemon - FOX" in your WR and put it in the Slot this was in.

Phantom Thief | P5/S45-082 T: Soul

L2C1

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Yusuke Kitagawa

[A] When this is placed from hand to the Stage, if you have another ::Phantom Thief:: Chara, draw up to a card, discard a card from your hand to the WR, and put the top card of your LB in your Stock.
[A] **CHANGE** [(1) Discard 2 ::Phantom Thief:: Charas from your hand to the WR, return this to your hand] At the start of your Climax Phase, may pay. If so, choose a "Yusuke & Goemon - FOX" in your WR and put it in the Slot this was in.

Phantom Thief | P5/S45-082S T: Soul

L2C1

Justine

[C] If you have another "Caroline", this gains "[C] **ASSIST** All your ::Phantom Thief:: Charas in front of this gain +1 Level and +500 Pow".
[A] **BOND/"Caroline"** [Discard a card from your hand to the WR]

Twins - Eye Patch | P5/S45-083 T: None

L0C0

Futaba in Swimsuits

[C] All your other Charas with either ::Phantom Thief:: or ::Coffee:: gain +500 Pow.
[A] [(1) Discard a card from your hand to the WR] When Damage dealt by your Direct Attacking Chara is not Cancelled, choose a face-down card in your Opp.'s Memory and put it in the WR. If so, may pay. If so, put the top card of your Clock in the WR.

Phantom Thief - Net | P5/S45-084 T: None

L0C0

Persona 5 Booster Pack

Rehabilitation Tasker, Igor

[A] When this is placed from hand to the Stage, you may put the top 3 cards of your LB in the WR.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose an "Execution" in your WR and return it to your hand.

P5/S45-085 T: None

L0C0

Genius Hacker of the Phantom Thieves, Futaba - NAVI

[A] [(2)] When you use the **BACKUP** of this, may pay. If so, return all cards in your WR to your LB, and shuffle your LB.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Phantom Thief - Net | P5/S45-086 T: Soul

L2C1

Tae Takemi

[C] **ASSIST** All your Charas in front of this gain +1000 Pow.
[S] [(2) Rest this] Put the top card of your Clock in the WR.

Doctor | P5/S45-087 T: Soul

L2C1

Sojiro Sakura

[C] All your other "Hacking, Futaba" gain +1 Level and +500 Pow.
[A] **BOND/"Hacking, Futaba"** [(1)]

Glasses - Coffee | P5/S45-088 T: None

L0C0

First Encounter, Yusuke

[C] All your other ::Phantom Thief:: Charas gain +500 Pow.
[A] [(1)] When your other Chara in the Front Row Center Slot attacks, you may put the top card of your LB in the WR. If it's a Climax card, may pay. If so, draw a card.

Phantom Thief | P5/S45-089 T: None

L0C0

Deal Made, Yusuke

[C] If this is in the Front Row Center Slot, this gains +1 Level and +2500 Pow.

Phantom Thief | P5/S45-090 T: None

L0C0

Deal Made, Futaba

[A] [(1)] When this is placed from the Stage to the WR, may pay. If so, look at your Stock and search for up to 1 card that is either a Chara with ::Phantom Thief:: or ::Coffee:: or an Event, reveal it, put it in your hand, and shuffle your Stock.

Phantom Thief - Net | P5/S45-091 T: None

L0C0

Hacking, Futaba

[C] If you have 2 or fewer Charas with either ::Phantom Thief:: or ::Coffee::, you cannot play this from hand.

Phantom Thief - Net | P5/S45-092 T: None

L1C0

"Card Copy" Yusuke

[C] Your other ::Phantom Thief:: Chara in the Front Row Center Slot gains +2000 Pow.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Climax card with the same name as a Climax card in your WR, reveal it, put it in your hand, and shuffle your LB.

Phantom Thief | P5/S45-093 T: Soul

L1C1

"Owner" of Velvet Room, Igor

[A] [Clock] **ALARM** If this is on top of your Clock, at the start of your MP, look at your Opp.'s hand.

P5/S45-094 T: Soul

L1C1

"All-Out Attack" Yusuke - FOX

[C] If you have 2 or more other ::Phantom Thief:: Charas, this gains +2000 Pow.
[A] [(1)] When "IT WAS FUN WHILE IT LASTED,GOODBYE." is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for up to 1 "All-Out Attack" Yusuke - FOX" and put it in any Slot on the Stage, and shuffle your LB.

Phantom Thief | P5/S45-095 T: None

L1C1

Advance Notice

[Counter] If there's no face-down card in your Opp.'s Memory, your Opp. chooses a card in his or her hand and Send it to Memory face-down and draws up to 1 card.
Choose 1 of your ::Phantom Thief:: Charas, and that Chara gains +2500 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on the bottom of the LB."

P5/S45-096 T: None

L1C1

Execution
Choose up to 4 of your Charas and put them in the WR. Search your LB for up to 1 ::Phantom Thief:: Chara whose Level and Cost add up to X or less, put it in any Slot on the Stage, and shuffle your LB. X is the sum of Levels and Costs of the Charas put in the WR this way while they were on the Stage.

P5/S45-097 T: None

L1

C3

Velvet Room
Choose 1 of your Charas and put it in the WR. If so, search your LB for up to 1 Event, reveal it, put it in your hand, and shuffle your LB.

P5/S45-098 T: None

L1

C1

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

P5/S45-099 T: 2 Soul

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

P5/S45-099R T: 2 Soul

You Think I'll Forgive You!?
[C] All your Charas gain +1000 Pow and +1 Soul.

P5/S45-100 T: Soul Gate

You Think I'll Forgive You!?
[C] All your Charas gain +1000 Pow and +1 Soul.

P5/S45-100R T: Soul Gate

Persona 5 Booster Pack