

"Yaso High Group" P4 Protagonist

[A] When "Those Who Challenge the Mystery" is placed in your CZ, if this is in the Front Row, reveal the top card of your LB. If it's a Cost 0 or lower Chara, you may put that Chara in any Slot on the Stage. (Otherwise put the card back where it was)
[A] [(1)] When the Damage dealt by this is Canceled, may pay. If so, draw a card.

Magic - Weapon | PQ/SE21-01 T: None

L0
C0

"Gekkou High Group" P3 Protagonist

[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 "Those Who Challenge the Mystery" is in the CZ, for the turn, this gains +1000 Pow, +1 Soul, and the following ability. "[A] This ability activates up to once per turn. When the Damage dealt by this is Canceled, you may deal 1 Damage to your Opp.. (DC can occur)"

Magic - Headphones | PQ/SE21-02 T: Soul

L3
C2

"Gekkou High Group" Amada

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

Magic - Weapon | PQ/SE21-03 T: None

L1
C0

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"Morning" Nanako

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

Junes - Television | PQ/SE21-04 T: None

L1
C0

"Yaso High Group" Yousuke

[A] When you use the **BACKUP** of this, reveal the top card of your LB. If it's a ::Junes:: Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn. (Put the revealed card back where it was)
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Junes - Headphones | PQ/SE21-05 T: Soul

L2
C1

"Gekkou High Group" Koromaru

[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 ::Magic:: and/or ::Weapon::.

Animal - Weapon | PQ/SE21-06 T: Soul

L2
C1

Persona Q Extra Pack

Shadow of the Labyrinth

For the turn, all your Charas gain the following ability. "[A] [(2)] This ability activates up to once per turn. When the Battle Opp. of this becomes Reversed, may pay. If so, send that Battle Opp. to Memory, and swap this with 1 of your Back Row Charas." (Card facing does not change)

PQ/SE21-07 T: None

L3
C9

Those Who Challenge the Mystery

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

PQ/SE21-08 T: Soul Bounce

"Gekkou High Group" Fuuka

[C] **ASSIST** All your Charas in front of this gain +500 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, search your LB for up to 1 Chara with either ::Magic:: and/or ::Weapon::, reveal it, put it in your hand, and shuffle your LB.

Magic | PQ/SE21-09 T: None

L1
C0

Zen & Rei, Lost Memories

[A] [Put a "Rei & Zen, Mysterious Couple" from hand in Clock] When this attacks, if "Someone to Protect" is in the CZ, may pay. If so, choose 1 card in your Opp.'s WR and send it to Memory, and this gains +4000 Pow for the turn.

Hungry - Weapon | PQ/SE21-10 T: None

L1
C0

Zen & Rei, Lost Memories

[A] [Put a "Rei & Zen, Mysterious Couple" from hand in Clock] When this attacks, if "Someone to Protect" is in the CZ, may pay. If so, choose 1 card in your Opp.'s WR and send it to Memory, and this gains +4000 Pow for the turn.

Hungry - Weapon | PQ/SE21-10SP T: None

L1
C0

Rei & Zen, Mysterious Couple

[C] **RECOLLECTION** For each card in your Opp.'s Memory, this gains +500 Pow.
[A] **RECOLLECTION** When this attacks, if there's a Climax card in your Opp.'s Memory, look at the top card of your Opp.'s LB and put it either on top or bottom of the Library.
[A] **RECOLLECTION** [(1) Put the top card of your LB in your Clock] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, if there is at least a card in your Opp.'s Memory, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Hungry - Weapon | PQ/SE21-11 T: Soul

L3
C2

Rei & Zen, Mysterious Couple

[C] **RECOLLECTION** For each card in your Opp.'s Memory, this gains +500 Pow.
[A] **RECOLLECTION** When this attacks, if there's a Climax card in your Opp.'s Memory, look at the top card of your Opp.'s LB and put it either on top or bottom of the Library.
[A] **RECOLLECTION** [(1) Put the top card of your LB in your Clock] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, if there is at least a card in your Opp.'s Memory, may pay. If so, deal 4 Damage to your Opp.. (DC can occur)

Hungry - Weapon | PQ/SE21-11SP T: Soul

L3
C2

"Yaso High Group" Chie

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[C] **RECOLLECTION** If there is at least a card in your Opp.'s Memory, this gains the following ability. "[S] [Rest this] Choose 1 of your Charas, and that Chara gains +1000 Pow for the turn."

Sports - Magic | PQ/SE21-12 T: None

L0
C0

"Yaso High Group" Aigis

[A] [Put this in the WR] When your other Chara with either ::Mecha:: and/or "Protagonist" in name is Front Attacked, may pay. If so, choose 1 of your Charas in battle, and that Chara gains +1500 Pow for the turn.
[S] [(1) Discard a card from hand to the WR] This gains +6000 Pow for the turn.

Mecha - Weapon | PQ/SE21-13 T: None

L1
C0

"Yaso High Group" Rise

[A] When this becomes Reversed in battle, put the top card of your LB in the WR. If it's a Level 0 or lower Chara, you may put this in Stock.

Music - Television | PQ/SE21-14 T: Soul

L2
C1

Time to Rest

[Counter] Choose 1 of your Charas with either ::Magic:: and/or ::Weapon::, and that Chara gains +4500 Pow for the turn.

PQ/SE21-15 T: None

L2
C1

Someone to Protect

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

PQ/SE21-16 T: Treasure

[A] When this attacks or is Front Attacked, put the top card of your LB in the WR. If it's Level 1 or higher, for the turn, this gains the following ability. "[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may Reverse that Chara." (Climax cards are considered Level 0 for this effect)

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

L1
C1

L0
C0

L1
C0

L2
C2

L0
C0

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

L2
C1

L0
C0

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

LO
CO

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

PQ/SE21-30 T: Soul Gate

