

Uiharu, After School

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1 Level and +500 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 Chara that is either traitless or ::ESP::, reveal it, put it in your hand, and shuffle your LB.

ESP - Judgment | RG/WP03-01 T: None

L0C0

Uiharu, After School

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1 Level and +500 Pow for the turn.

[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, search your LB for up to 1 Chara that is either traitless or ::ESP::, reveal it, put it in your hand, and shuffle your LB.

ESP - Judgment | RG/WP03-01S T: None

L0C0

Saten, After School

[A] [(2) Discard 2 cards from your hand to the WR, Rest 1 of your other Standing Charas that is either traitless or ::ESP::] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Chara in your Front Row Center Slot attacks, may pay. If so, Stand this.

[A] When this attacks, choose 1 of your other Charas that is either traitless or ::ESP::, and that Chara gains +2000 Pow for the turn.

RG/WP03-02 T: Soul

L3C2

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Saten, After School

[A] [(2) Discard 2 cards from your hand to the WR, Rest 1 of your other Standing Charas that is either traitless or ::ESP::] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Chara in your Front Row Center Slot attacks, may pay. If so, Stand this.

[A] When this attacks, choose 1 of your other Charas that is either traitless or ::ESP::, and that Chara gains +2000 Pow for the turn.

No Traits | RG/WP03-02S T: Soul

L3C2

Kuroko, Summer Fun

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::ESP:: or "Saten" in name, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[A] [Return this to your hand] When your Climax is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

ESP - Judgment | RG/WP03-03 T: None

L0C0

Kuroko, Summer Fun

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::ESP:: or "Saten" in name, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)

[A] [Return this to your hand] When your Climax is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

ESP - Judgment | RG/WP03-03S T: None

L0C0

Railgun S Power Up Set

Mikoto & Kuroko, Good Coordination

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas with either ::ESP:: or "Saten" in name, and that Chara gains +1500 Pow for the turn.

[S] [(2) Rest this] Choose a Chara in your WR with either ::ESP:: or "Saten" in name and return it to your hand.

ESP - Judgment | RG/WP03-04 T: None

L1C0

Mikoto & Kuroko, Good Coordination

[A] When your other Chara becomes Reversed in battle, choose 1 of your Charas with either ::ESP:: or "Saten" in name, and that Chara gains +1500 Pow for the turn.

[S] [(2) Rest this] Choose a Chara in your WR with either ::ESP:: or "Saten" in name and return it to your hand.

ESP - Judgment | RG/WP03-04S T: None

L1C0

Mikoto, Summer Fun

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

[A] When "Normal Life Regained" is placed in your CZ, if this is in the Front Row and there are 5 or fewer cards in your Stock, you may choose a Cost 0 or lower Chara in your WR that is either traitless or ::ESP:: and put it in any Slot on the Stage.

ESP - Frog | RG/WP03-05 T: None

L1C0

Mikoto, Summer Fun

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

[A] When "Normal Life Regained" is placed in your CZ, if this is in the Front Row and there are 5 or fewer cards in your Stock, you may choose a Cost 0 or lower Chara in your WR that is either traitless or ::ESP:: and put it in any Slot on the Stage.

ESP - Frog | RG/WP03-05S T: None

L1C0

Mikoto, Not Being True to Herself

[C] For each Chara in your Opp.'s Back Row, this gains +500 Pow.

[A] When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

ESP - Frog | RG/WP03-06 T: None

L1C0

Mikoto, Not Being True to Herself

[C] For each Chara in your Opp.'s Back Row, this gains +500 Pow.

[A] When this becomes Reversed in battle, you cannot use "[A] **ENCORE**" for the turn. (This includes "[A] **ENCORE** [(3)]" provided by rules)

ESP - Frog | RG/WP03-06S T: None

L1C0

"That is All" Mikoto

[C] If "Kuroko, Summer Fun" is in your Clock, this gets -1 Level while in your hand.

[A] [Discard a Chara from your hand to the WR] When "Railgun" is placed in your CZ, if this is in your Front Row and you have 2 or more other ::ESP:: Charas, may pay. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR, and reveal the top card of your LB. If it's a Chara that is either traitless or ::ESP::, choose a Level 2 or lower Chara in your Opp.'s Back Row and put it in the WR.

[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR.

ESP - Frog | RG/WP03-07 T: Soul

L3C2

"That is All" Mikoto

[C] If "Kuroko, Summer Fun" is in your Clock, this gets -1 Level while in your hand.

[A] [Discard a Chara from your hand to the WR] When "Railgun" is placed in your CZ, if this is in your Front Row and you have 2 or more other ::ESP:: Charas, may pay. If so, choose a Level 3 or lower Chara in your Opp.'s Front Row and put it in the WR, and reveal the top card of your LB. If it's a Chara that is either traitless or ::ESP::, choose a Level 2 or lower Chara in your Opp.'s Back Row and put it in the WR.

[A] During your Opp.'s turn, when Damage taken by you isn't Cancelled, if this is in the Front Row, look at the top card of your LB and put it either on top of the LB or in the WR.

ESP - Frog | RG/WP03-07S T: Soul

L3C2

Normal Life Regained

[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.

RG/WP03-08 T: 2 Soul

Normal Life Regained

[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.

RG/WP03-08S T: 2 Soul