

Don-Sama, Evil Army!

[C] This cannot Direct Attack.

Alien | AG/SPR-P01 T: Soul

L2
C2

Assault Lily Bouquet

[C] All your Charas gain +2 Soul.

ALL/S76-P01 T: 2 Soul

Lily & Yuyu, Endless Battle

[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.

Lily - Hitotsuyanagi Corps | ALL/S76-P02 T: Soul

L3
C2

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Lily & Yuyu, Endless Battle

[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.

Lily - Hitotsuyanagi Corps | ALL/S76-P02S T: Soul

L3
C2

Lily, Beyond that Look

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Lily:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Lily | ALL/S76-P03 T: None

L0
C0

Lily - Gran Eple | ALL/S90-P07 T: Soul

L2
C1

Schwarz Promos

Lily - Gran Eple | ALL/S90-P07S T: Soul

L2
C1

Lily - Gran Eple | ALL/S90-P11 T: None

L0
C0

Lily - Gran Eple | ALL/S90-P11S T: None

L0
C0

Lily - Gran Eple | ALL/SE37-P03S T: Soul

L2
C1

Chibi Armin

[S] [Rest 2 of your ::Corps:: Charas] This gains +2500 Pow for the turn.

Corps - Weapon | AOT/S35-101 T: None

L0
C0

Chibi Conny

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

Corps - Weapon | AOT/S35-102 T: None

L0
C0

Chibi Eren

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

Corps - Weapon | AOT/S35-103 T: Soul

L1
C1

Chibi Annie

[C] This cannot Side Attack.

Corps - Weapon | AOT/S35-104 T: Soul

L2
C1

Chibi Hanji

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

Corps - Weapon | AOT/S35-105 T: None

L1
C0

Chibi Levi

[C] If you have 1 or fewer ::Corps:: Charas, you cannot play this from hand.

Corps - Weapon | AOT/S35-106 T: Soul

L2
C2

Chibi Sasha

[C] If you have no other Charas, this gains +2000 Pow.
[A] When this is placed from hand to the Stage, look at the top card of your LB and put it either on top of your LB or in the WR.

Corps - Weapon | AOT/S35-107 T: None

L0
C0

Chibi Krista

[S] [Discard a Climax card from your hand to the WR] Choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.

Corps - Weapon | AOT/S35-108 T: None

L0
C0

Chibi Mikasa

[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1 Level and +1000 Pow for the turn.

Corps - Weapon | AOT/S35-109 T: None

L1
C0

Chibi Jean

[A] When this is placed from hand to the Stage, if you have another Chara with "Mikasa" in name, this gains +2000 Pow for the turn.

Corps - Weapon | AOT/S35-110 T: None

L1
C0

Chibi Reiner

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

Corps - Weapon | AOT/S35-111 T: Soul

L2
C1

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Chibi Colossal Titan

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

Titan | AOT/S35-112 T: None

L0
C0

Eren, Frontline of the Battle

[C] This gains +X Pow. X = 2000 times Level of the Chara Opposite this.

Corps - Weapon | AOT/S35-P01 T: None

L0
C0

Colossal Titan, Spreading Conflicts

[A] [Put a Level 0 or lower Chara from your Stage in the WR] When this is placed from hand to the Stage, may pay. If not, put this in the WR.

Titan | AOT/S35-P02 T: Soul

L2
C2

Schwarz Promos**"Summer Training" Mikasa & Krista**

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

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

Corps - Weapon | AOT/S35-P03 T: None

L0
C0

Watermelon Smashing in the Middle of Summer

[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.

AOT/S35-P04 T: None

L0
C0

Armored Titan

[A] When this becomes Reversed in battle, put the top card of your LB in your Clock.

Titan | AOT/S35-T21 T: None

L0
C0

Colossal Titan

[C] During your Opp.'s turn, this gains +5000 Pow.

[C] If there are 5 or more cards in your hand, this gains +1000 Pow.

Titan | AOT/S35-T22 T: Soul

L3
C2

"Unwavering Determination" Eren

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, Send that Chara to Memory."

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

Corps - Weapon | AOT/S50-P01 T: Soul

L2
C1

"Heroic Spirit of a Swordsman" Red Saber

[A] At the start of your Encore Step, put the top card of your LB in the WR. If it's Level 1 or higher, put this in the WR. (Climax cards are considered Level 0 for this effect)

Servant - Royalty | APO/S53-P01 T: None

L0
C0

"Holy Grail War" Ruler

[S] [Rest this] Choose 1 of your Charas with either ::Master::, ::Servant::, or ::Homunculus::, and that Chara gains +1500 Pow for the turn.

Servant - Flag | APO/S53-P02 T: None

L0
C0

Gravity Magic

[Counter] If you don't have a Chara with "Yue" in name, you cannot play this from your hand. This can be played from hand without meeting color requirement. 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.

ARI/S103-P01 T: None

L2
C0

Yue, Bathtime

[A] When you use the **BACKUP** of this, if there's a Climax card in your Opp.'s CZ, choose 1 of your ::Tortus:: Charas in battle, and that Chara gains +2000 Pow for the turn.

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

Tortus - Vampire | ARI/S103-P02 T: Soul

L2
C1

Yue, Bathtime

[A] When you use the **BACKUP** of this, if there's a Climax card in your Opp.'s CZ, choose 1 of your ::Tortus:: Charas in battle, and that Chara gains +2000 Pow for the turn.

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

Tortus - Vampire | ARI/S103-P02S T: Soul

L2
C1

Shea, Where You're Winning

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

[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 Chara in your WR and return it to your hand.

Tortus - Rabbitman | ARI/S103-P03 T: None

L0
C0

Shea, Where You're Winning

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

[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 Chara in your WR and return it to your hand.

Tortus - Rabbitman | ARI/S103-P03S T: None

L0
C0

Kuroyukihime, Condition for Reward
--No Text--

Student Council - Avatar | AW/S18-106 T: None

L0
C0

Kuroyukihime, Orally Acknowledging
[C] All your other ::Student Council:: Charas gain +500 Pow.

Student Council - Net | AW/S18-107 T: None

L0
C0

Kuroyukihime, "Parent" of Haruyuki
[A] [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 Chara with "Haruyuki" in name, reveal it, and put it in your hand. Shuffle your LB.

Student Council - Net | AW/S18-108 T: None

L1
C0

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Kuroyukihime, First Time Being Jealous
[S] [(1)] This gains +1 Soul for the turn.

Student Council - Net | AW/S18-110 T: Soul

L2
C2

Kuroyukihime, First Time in Love
[A] When this attacks, all your Charas gain +500 Pow for the turn.

Student Council - Avatar | AW/S18-P01 T: None

L0
C0

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

Student Council - Net | AW/S18-P02 T: None

L1
C0

Schwarz Promos

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

Sports - Net | AW/S18-P03 T: Soul

L1
C1

Kuroyukihime, Date After Class
[C] During your turn, this gains +1000 Pow.

Student Council - Net | AW/S18-P04 T: Soul

L2
C1

Kuroyukihime, Cute Rival Feeling
[S] [(1)] This gains +2000 Pow for the turn.

Student Council - Net | AW/S18-P05 T: None

L1
C0

Kuroyukihime, Early Summer Afternoon
[A] [Discard a card from your hand to the WR] When this attacks, may pay. If so, choose 1 of your Charas, and that Chara gains +1 Soul for the turn.

Student Council - Net | AW/S18-P06 T: None

L1
C1

Chibi Kuroyukihime
[C] If you have 3 or more other Charas with either ::Avatar:: or ::Net::, this gains +1000 Pow.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Student Council - Avatar | AW/S43-101 T: None

L1
C1

Chibi Chiyuri
[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 ::Avatar:: or ::Net:: and return it to your hand, and put the top card of your LB in your Clock.

Avatar - Animal | AW/S43-102 T: None

L0
C0

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

Net | AW/S43-103 T: None

L1
C0

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

Net | AW/S43-104 T: None

L0
C0

Santa Kuroyukihime
[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] When this is placed from hand to the Stage, choose 1 of your other ::Avatar:: or ::Net:: Charas, and that Chara gains +1000 Pow for the turn.

Student Council - Net | AW/S43-P01 T: None

L0
C0

Kuroyukihime, Colorful Japanese Outfit
[A] When this attacks, choose 1 of your other Charas with either ::Avatar:: or ::Net::, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Avatar:: or ::Net::.

Student Council - Net | AW/S43-P02 T: None

L1
C0

Sora Tokui as Palko Nanana
[A] [(3)] When this is placed from hand to the Stage, may pay. If so, you declare a number between 0, 1, 2, and 3, and your Opp. reveals his or her hand. If there is a card among them whose Level is the same as the number you declared, deal 1 Damage to your Opp.. (Climax cards are considered Level 0 for this effect. DC can occur)

Card Game - Buddyfight | BF/SPR-P01 T: Soul

L2
C1

Mayoi Hachikuji, Genki Girl
--No Text--

Strange - Spirit | BM/S15-106 T: None

L0
C0

Suruga Kanbaru, Sports Festival Type

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

Strange - Sports | BM/S15-107 T: None

L0C0

Black Hanekawa, New Type of Strange

--No Text--

Strange - Chairman | BM/S15-108 T: None

L0C0

Hitagi Senjougahara, Clean Clothing

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

Strange | BM/S15-109 T: None

L0C0

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Hadeko Sengoku, Dizzy

--No Text--

Strange | BM/S15-110 T: None

L0C0

Hitagi Senjougahara, Intimidating

[S] [(1) Rest 1 of your Charas] This gains +2500 Pow for the turn.

Strange - Stationery | BM/S15-111 T: None

L1C0

"Needle of Words" Hitagi Senjougahara

--No Text--

Strange - Stationery | BM/S15-112 T: None

L0C0

Schwarz Promos

Nadeko Sengoku, Shyness

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

Strange | BM/S15-113 T: Soul

L2C1

Mato, Xmas Party

[C] If you have 1 of fewer other Charas, all your other Charas gain +1500 Pow.

Sports | BR/SE06-37 T: None

L0C0

Black Rock Shooter, Will Hidden Within Eyes

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

Weapon | BR/SE06-38 T: None

L1C0

Black Rock Shooter

--No Text--

Weapon | BR/SPR-001 T: None

L0C0

Dead Master

[A] **ENCORE** [Put the top card of your LB in your Clock]

Weapon | BR/SPR-002 T: Soul

L1C1

Yuri, Eyes of Unwavering Determination

[C] If you are Level 3 or higher, this gains the following ability. "[S] [Put this in the WR] Choose up to 1 'Yuri of the Volunteer Army' in your hand and put it in the Slot this was in."

Mana - Weapon | CC/S48-P01 T: None

L0C0

Aram, Guardian Dragon's Flaming Sword

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

Mana - Weapon | CC/S48-P02 T: None

L0C0

"Happy Allies" Nao Tomori

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

Gifted - Student Council | CHA/W40-101 T: Soul

L1C1

"Happy Allies" Yuu Otosaka

[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If it's a Climax card, put this in your Stock.

Gifted - Student Council | CHA/W40-102 T: None

L0C0

"Happy Allies" Yusa Nishimori

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

Gifted - Student Council | CHA/W40-103 T: None

L0C0

"Happy Allies" Joujirou Takajou

[C] If this is in the Front Row Center Slot, this gains +1000 Pow.

Gifted - Student Council | CHA/W40-104 T: None

L1C0

"Bond to Protect" Canaan & Maria

[A] When this attacks, all your Charas gain +500 Pow for the turn.

Weapon - Cat's Cradle | CN/SE02-28 T: None

L1C0

Shinnosuke, Kasukabe Defense Organization

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

Family - Kindergarten | CS/S28-101 T: Soul

L2C1

Kazama-kun, Kasukabe Defense Organization

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

Kindergarten - Honor Student | CS/S28-102 T: None

L0C0

Nene-chan, Kasukabe Defense Organization

[S] [Rest 2 of your Charas with either ::Family:: or ::Kindergarten::] This gains +2500 Pow for the turn.

Kindergarten - Doll | CS/S28-103 T: None

L0C0

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Masao-kun, Kasukabe Defense Organization

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

Kindergarten - Crybaby | CS/S28-104 T: None

L1C0

Bo-chan, Kasukabe Defense Organization

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

Kindergarten - Mystery | CS/S28-105 T: None

L1C0

Action Mask, Sealed Fist

[C] If there are 2 or fewer cards in your Clock, this cannot attack.

Mask - Hero(CS/PY) | CS/S28-P01 T: None

L1C0

Schwarz Promos

"My Robotic Father" Shinnosuke

[C] This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas.

Family - Kindergarten | CS/S28-P02 T: None

L1C1

"Stand-Up Robotic Father" Hiroshi

[S] [(1)] This gains the following ability for the turn. "[A] When the Battle Opp. of this is 1 or lower, you may Reverse that Chara."

Family - Mecha | CS/S28-P03 T: None

L1C0

"Revenging Robotic Father" Hiroshi

[C] If there are 4 or fewer cards in your Stock, this gains +1000 Pow.

Family - Mecha | CS/S28-P04 T: Soul

L2C1

"Robotic Shin-chan" Shinnosuke

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

Family - Kindergarten | CS/S28-P05 T: None

L0C0

"A Little Convenient Robotic Father" Hiroshi

[S] [Rest 1 of your Charas with **ASSIST**] This gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put it on top of the LB."

Family - Mecha | CS/S28-P06 T: None

L0C0

Shinnosuke, Controller

[A] This ability activates up to twice per turn. When your other Chara with either ::Family:: or ::Mecha:: is placed from hand to the Stage, this gains +1000 Pow for the turn.

Family - Kindergarten | CS/S28-P07 T: None

L0C0

"Strongest Robotic Father" Hiroshi

[C] If there are Markers under this and this is in the Front Row Center Slot, this gains +3500 Pow and the following ability. "[C] This cannot be Reversed by effects of [A] abilities of your Opp.'s Charas."
[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 ::Family:: Charas, reveal it, put it in your hand, and choose up to 1 "My Robotic Father" Shinnosuke in your hand, reveal it, and put it face-down under this as Marker, and shuffle your LB.

Family - Mecha | CS/S28-P08 T: None

L1C0

Shinnosuke & Shiro, Summer Memory

[C] During your turn, your other Chara in the Front Row Center Slot gains +1500 Pow.
[S] [(1)] Choose 1 of your Charas with either ::Family:: or ::Kindergarten::, and that Chara gains +1 Soul for the turn.

Family - Animal | CS/S28-P09 T: None

L0C0

Aki Hayakawa, Daily Life After the Fierce Battle

[A] [(1) Discard an ::Devil Hunter:: or ::Demon:: Chara 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 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Devil Hunter - Public Safety | CSM/S96-105 T: None

L0C0

Mizuha, With the Falling Cherry Blossoms

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

[S] CX COMBO [(3)] Choose a "Young Man, Meet Your Destiny" in your WR and put it in your CZ.

Magic | DC5/WPR-P01 T: None

L0C0

Young Man, Meet Your Destiny

[C] All your Charas gain +2 Soul.

DC5/WPR-P02 T: 2 Soul

Knocker Up - Weapon | DCT/S86-P06 T: None

L0C0

Hestia, Sleeping God
[A] [(1)] Discard a card from your hand to the WR| When this is placed from hand to the Stage, may pay. If so, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.
[A] [(1)] Discard an Event from your hand to the WR| When this is placed from hand to the Stage, may pay. If so, choose an Event in your WR and return it to hand.

Familia - God | DDM/S88-P02 T: None

L0
C0

Raspbery!, Top Delinquent of the Netherworld
--No Text--

Demon - Delinquent | DG/S02-101 T: None

L0
C0

Raspbery!, Top Delinquent of the Netherworld
--No Text--

Demon - Delinquent | DG/S02-101P T: None

L0
C0

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Laharl & Etna & Flonne
[A] During your Opp.'s turn, all your other Charas gain +500 Pow.

Demon - Angel | DG/S02-102 T: Soul

L1
C1

Laharl, I Am God
--No Text--

Demon - Weapon | DG/S02-105 T: Soul

L1
C1

Raspbery! the Discipline Committee Chairman & Princess
[C] All your other ::Hero:: Charas and Charas with "Protagonist" in name gain +500 Pow.

Chairman - Royalty | DG/S02-106 T: Soul

L1
C1

Schwarz Promos

Flonne in the Garden
--No Text--

Angel - Love | DG/S02-107 T: None

L0
C0

Daughter of the Overlord And Her Companions
[C] If there are 4 or more Climax cards in your WR, this gains ::Love::.

Hero - Demon | DG/S02-108 T: Soul

L2
C2

Prinny Squad
[C] You may have as many cards with the same name as this in your Deck.
[S] [Put 1 of your ::Prinny:: Charas in the WR] Choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Prinny | DG/S02-109 T: None

L0
C0

Raspbery!, Graduate No. 1
[C] If there are 6 or more Climax cards in your WR, this gains +2 Soul.

Demon - Glasses | DG/S02-110 T: None

L1
C0

Laharl, the Protagonist Returned
[S] [(1)] This gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put it on top of the LB."

Demon - Weapon | DG/S02-111 T: None

L0
C0

Rebel of Hell
Deal 5 Damage to your Opp.. (DC can occur)

DG/SE08-46 T: None

L3
C3

Pleinair-san
[C] If you have no other Charas, this gains +2000 Pow.

Doll | DG/SE08-47 T: None

L0
C0

Prinny, The Weakest Protagonist Ever
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::Prinny:: Chara, reveal it, and put it in your hand. Shuffle your LB.

Prinny - Weapon | DG/SE08-48 T: None

L1
C0

Fuuka, Radio Personality
--No Text--

Prinny - Death | DG/SE08-49 T: Soul

L2
C1

"Slacks Power" Fuuka
--No Text--

Prinny - Death | DG/SE08-50 T: None

L0
C0

Fuuka, Recovering With Immortal Pill
[A] When this attacks, all your Charas gain +500 Pow for the turn.

Prinny - Death | DG/SE08-51 T: None

L1
C0

Fuuka, Fighting Hard Even inside the Dream
[C] If you have 2 or more other ::Prinny:: Charas, this gains +1000 Pow.

Prinny - Death | DG/SE08-52 T: None

L0
C0

Rin in Maid Outfit

[A] [(2)] When you Level-Up, may pay. If so, choose a ::Maid:: Chara in your WR and return it to your hand.

Master - Maid | FH/SE03-047 T: None

L0
C0

Sakura in Maid Outfit

[A] When you Level-Up, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Master - Maid | FH/SE03-048 T: None

L0
C0

Rider in Maid Outfit

[A] When you Level-Up, you may draw a card. If so, discard a card from your hand to the WR.

Servant - Maid | FH/SE03-049 T: None

L0
C0

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"Always Graceful" Rin

[S] [Rest 1 of your ::Master:: Charas] This gains +1000 Pow for the turn.

Master - Gem | FH/SE03-050 T: None

L1
C0

"Always Graceful" Rin

[S] [Rest 1 of your ::Master:: Charas] This gains +1000 Pow for the turn.

Master - Gem | FH/SE03-051 T: None

L1
C0

Saber

--No Text--

Weapon - Servant | FS/S03-101 T: Soul

L1
C1

Schwarz Promos

Chibi Saber

[C] If you have another Chara with "Shirou" in name, this gains +2000 Pow.

Servant - Weapon | FS/S03-104 T: None

L0
C0

Chibi Rin

[S] [Rest 1 of your Charas with "Archer" in name] This gains +1500 Pow for the turn.

Master - Gem | FS/S03-105 T: Soul

L1
C1

Chibi Sakura

[C] All your other Charas with "Shirou" in name gain +500 Pow.

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Master - Sports | FS/S03-106 T: Soul

L1
C1

Saber, Thinking About Days Long Past

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

Royalty - Weapon | FS/S03-107 T: Soul

L1
C1

Saber, True Guardian

[A] When the Battle Opp. of your other Chara becomes Reversed, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Servant - Weapon | FS/S03-109 T: None

L0
C0

SD Shirou

[C] All your other Charas with either ::Master:: or ::Servant:: gain +500 Pow.

Master - Weapon | FS/S34-101 T: None

L0
C0

SD Saber

[C] If there are no cards in your Clock, this cannot attack.

Servant - Weapon | FS/S34-102 T: None

L1
C0

SD Archer

[A] When this attacks, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.

Servant - Weapon | FS/S34-103 T: None

L0
C0

SD Rin

[A] When you use the **BACKUP** of this, put the top 3 cards of your LB in the WR.

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

Master - Gem | FS/S34-104 T: Soul

L2
C1

Those Who Fight the Destiny

[C] If you have another ::Servant:: Chara, this gains +1500 Pow.

Master | FS/S34-P01 T: None

L1
C0

Those Who Fight Together

[C] **ASSIST** During your turn, all your Charas in front of this gain +1000 Pow.

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

Master - Servant | FS/S34-P02 T: None

L1
C0

Rin & Archer, Dancing in the Night

[A] This ability activates up to twice per turn. When you use an [S] ability, this gains +1000 Pow for the turn.

Master - Servant | FS/S34-P03 T: None

L1
C0

[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 Chara in your WR with "Rin" in name and return it to your hand.

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

[C] If this is in the Front Row Center Slot, this gains +1 Soul.

[A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, draw a card.

LO
CO

[A] When this attacks, reveal the top card of your LB. If it's a Chara with either "Shirou", "Saber", or "Rin" in name, this gains +1 Soul for the turn. (Put the revealed card back where it was)

L0
C0

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

L1
C0

L0
C0

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

LO
CO

L2
C1

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

LO
CO

L1
C0

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

LO	
CO	

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

LO
CO

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

"Gangster" Lucy

[S] [(1)] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Magic - Key | FT/S09-112 T: None

L1C0

"Maiden of the Sky" Wendy

[C] If there are 5 or more cards in your hand, this gains +1000 Pow.

Magic - Dragon | FT/SE10-46 T: Soul

L2C1

Saber Lily

[S] [Rest 2 of your ::Master:: Charas] This gains +1 Soul for the turn.

Servant - Weapon | FU/S03-108 T: Soul

L2C1

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Escape Miku

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

[S] [Rest this] Look at the top card of your LB. (Put the card back where it was)

Parasite | FXX/S57-101 T: Soul

L2C1

Escape Kokoro

[C] If you have another Chara with either "Mitsuru" or "Futoshi" in name, this gains +1500 Pow.

[A] [(1)] 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.

Parasite | FXX/S57-102 T: Soul

L3C2

Escape Zero Two

[S] [(1)] Put 1 of your other ::Parasite:: Chara from the Stage to the WR] This gains +6000 Pow for the turn.

Parasite - Klaxosaur | FXX/S57-103 T: None

L0C0

Schwarz Promos

Escape Ichigo

[C] If you have 2 or more other Charas with either ::Parasite:: or ::Franxx::, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Parasite | FXX/S57-104 T: None

L1C1

Escape Ikuno

[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, look at up to 3 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Parasite | FXX/S57-105 T: Soul

L3C2

Zero Two, True Power of S Class

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

Parasite - Klaxosaur | FXX/S57-P01 T: None

L0C0

Ichigo, Overflowing Emotions

[C] For each of your other Charas with either ::Parasite:: or ::Franxx::, this gains +1000 Pow.

Parasite | FXX/S57-P02 T: Soul

L2C1

Hiro & Zero Two, Alone and Lonesome

[C] For each of your other Charas in your Back Row with either ::Parasite:: or ::Franxx::, this gains +1500 Pow.

[A] (1) When the Level 2 or higher Battle Opp. of this becomes Reversed, may pay. If so, put the top card of your Clock in the WR.

Parasite - Klaxosaur | FXX/S57-P03 T: Soul

L2C2

Zero Two, Girl with Horns

[C] You cannot play Events or **BCAKUP** from hand.

[A] **ENCORE** [Put a ::Parasite:: Chara from your Stage in your Clock]

Parasite - Klaxosaur | FXX/S57-P04 T: None

L0C0

Chibi Saber

[A] When the Battle Opp. of your other Chara becomes Reversed, this gains +1000 Pow for the turn.

Servant - Royalty | FZ/S17-106 T: None

L1C0

Chibi Irisviel

--No Text--

Homunculus - Alchemy | FZ/S17-107 T: None

L0C0

Chibi Rider

[S] [(1)] Choose 1 of your Opp.'s Front Row Charas, and that Chara gets -1000 Pow for the turn.

Servant - Royalty | FZ/S17-108 T: None

L1C0

Chibi Waver

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Master - Alchemy | FZ/S17-109 T: Soul

L2C2

Chibi Archer

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

Servant - Royalty | FZ/S17-110 T: Soul

L2C1

Saber, Holy Spirit of Sword

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

Servant - Weapon | FZ/S17-P01 T: None

L0C0

Saber, Cute King of Knights

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

Servant - Royalty | FZ/S17-P02 T: None

L0C0

Saber, Owner of the Golden Sheath

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

Servant - Royalty | FZ/S17-P03 T: None

L0C0

Saber, A Time to Relax

[S] [Rest this] Choose 1 of your Charas with either ::Master:: or ::Servant::, and that Chara gains +1500 Pow for the turn.

Servant - Weapon | FZ/S17-P04 T: None

L1C0

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Illya & Irisviel

[A] [Put the top card of your LB in your Clock] When this attacks, may pay. If so, this gains +2500 Pow for the turn.

Homunculus - Alchemy | FZ/S17-P05 T: None

L0C0

Saber & Irisviel & Illya

[A] When this Direct Attacks, choose 1 of your other Charas, and that Chara gains +1500 Pow for the turn.

Homunculus - Alchemy | FZ/S17-P06 T: None

L0C0

Saber, Protector of Chivalry

[C] If there are 4 or more cards in your Stock, this gains +1500 Pow.

Servant - Weapon | FZ/S17-P07 T: None

L0C0

Schwarz Promos

Kiritsugu, Infallible Balance

[S] [(2)] This gains +3000 Pow and +1 Soul for the turn.

Master - Weapon | FZ/S17-P08 T: None

L0C0

Saber, Upright Chivalry

[S] [(1)] This gains +1 Soul for the turn.

Servant - Weapon | FZ/S17-P09 T: None

L1C1

Saber, King-like Style

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

Servant - Royalty | FZ/S17-P10 T: None

L1C0

Saber, Strongest Anti-Magic Power

[C] This cannot be chosen as target of Opp.'s effects.

Servant - Weapon | FZ/S17-P11 T: None

L1C1

Priestess, Promise with Friends

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, choose an ::Order:: Chara in your WR and return it to your hand.

Order - Adventurer | GBS/S63-P01 T: None

L0C0

High Elf Archer, Enemy Attack!

[A] When you use the **BACKUP** of this, choose 1 of your Charas in battle, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, put that card in Memory"
[S] [Counter] **BACKUP 3000, Level 2** [(1) Discard this card from your hand to the WR]

Order - Adventurer | GBS/S63-P02 T: Soul

L2C1

Priestess, Holy White Dance

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's an ::Order:: Chara, choose 1 of your Charas, that Chara gains +2000 Pow for the turn. (Put the revealed card back where it was)
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, return all cards in your WR to your LB and shuffle your LB.

Order - Adventurer | GBS/S63-P03 T: None

L0C0

"The Everlasting Guilty Crown" Mana

[A] [Clock] **SHIFT Level 1**

No Traits | GC/S16-106 T: None

L1C0

"Propose" Mana

--No Text--

No Traits | GC/S16-107 T: None

L0C0

Scrooge & Carol

[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Weapon | GC/S16-108 T: None

L1C0

"True Oath" Shu & Inori

[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Music - Funeral Parlor | GC/S16-109 T: None

L0C0

"Chance Encounter of Fate" Shu & Inori

[A] When this attacks, if "Sendoff for the Dead" is in the CZ, you may choose a Chara in your WR and return it to your hand.

Weapon - Music | GC/S16-110 T: Soul

L2C2

Sendoff for the Dead

[C] All your Charas gain +2 Soul.

GC/S16-111 T: 2 Soul

"My Dearest" Inori

--No Text--

Music - Funeral Parlor | GC/S16-112 T: None

"Departures ~Love Song to You~" Inori

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

Music - Funeral Parlor | GC/S16-113 T: None

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Ayase & Tsugumi

[A] During your Opp.'s turn, all your other Charas gain +500 Pow.

Operator - Funeral Parlor | GC/S16-114 T: None

Chimi Gai

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

Funeral Parlor - Weapon | GC/S16-115 T: None

Chimi Shu

[A] **BOND/"Chimi Inori"** [(1)]

Weapon - Funeral Parlor | GC/S16-116 T: None

Schwarz Promos

Chimi Inori

--No Text--

Music - Funeral Parlor | GC/S16-117 T: Soul

Chimi Ayase

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

Funeral Parlor - Wheelchair | GC/S16-118 T: None

Chimi Tsugumi

--No Text--

Funeral Parlor - Operator | GC/S16-119 T: None

Inori, Looking Upwards

[A] When your other Chara becomes Reversed in Battle, this gains +1000 Pow for the turn.

Music - Funeral Parlor | GC/S16-120 T: Soul

Inori, Overflown Cuteness

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

Music - Funeral Parlor | GC/S16-121 T: Soul

Mana, Resurrected Eve

[C] During your turn, your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] This ability activates up to once per turn. When you use **SHIFT**, this gains the following ability for the turn. "[C] All your other Charas gain +1000 Pow."

No Traits | GC/S16-122 T: None

Gai, Accepting Fate

[C] For each of your other Charas with either ::Funeral Parlor:: or "Mana" in name, this gains +500 Pow.

Funeral Parlor - Weapon | GC/S16-123 T: None

Gai, Destination of Elimination

[C] If there are 5 or fewer cards in your LB, this gets -1 Level while in your hand.
[C] If you have 2 or more other ::Funeral Parlor:: Charas, this gains +2000 Pow.
[A] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, when the Damage dealt by this is Cancelled, put the top card of your LB in the WR, and deal X Damage to your Opp.. X = 1 plus the Level of that card. (Climax cards are considered Level 0 for this effect. DC can occur)

Funeral Parlor - Weapon | GC/S16-124 T: Soul

Shu, Thinking of Inori

[A] When this attacks, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[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 Level 1 or lower Charas, reveal it, put it in your hand, and shuffle your LB.

Funeral Parlor - Weapon | GC/S16-125 T: None

Shu & Inori, Corrupted Kingdom

[A] When your other ::Funeral Parlor:: Chara attacks, this gains +1500 Pow for the turn.
[A] [Clock] **SHIFT Level 1**

Funeral Parlor - Weapon | GC/S16-126 T: None

"Vessel" Inori

[C] All your other ::Funeral Parlor:: Charas gain +500 Pow.
[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, choose up to 1 Chara in your WR and return it to your hand.

Music - Funeral Parlor | GC/S16-127 T: None

Inori, Expression While Singing

[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 this attacks, if "Euterpe" is in the CZ, you may choose a Chara in your WR and return it to your hand.

Music - Funeral Parlor | GC/S16-128 T: Soul

Euterpe

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

GC/S16-129 T: Salvage

"Shorty" Tsugumi

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Funeral Parlor:: Chara, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] At the start of your Opp.'s Attack Phase, you may move this to an empty Slot in the Front Row.

Funeral Parlor - Operator | GC/S16-130 T: None

L0
C0

Ayase, Working Hard Towards Goal

[A] [(2) Put a Chara from your Stage in 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 2500, Level 2** [(1) Discard this card from your hand to the WR]

Funeral Parlor - Wheelchair | GC/S16-131 T: Soul

L2
C1

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Puchi Bellows

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

Pilot | GG/S23-106 T: Soul

L1
C1

Puchi Chamber

--No Text--

Mecha - Army | GG/S23-107 T: Soul

L2
C2

Puchi Amy

--No Text--

Letter - Animal | GG/S23-108 T: None

L0
C0

Schwarz Promos

Puchi Ledo

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

Pilot - Army | GG/S23-109 T: None

L0
C0

Chamber-kun, Drifter

--No Text--

Mecha - Army | GG/S23-P01 T: None

L0
C0

Amy, Unable to Answer

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

Letter - Animal | GG/S23-P02 T: Soul

L2
C1

Amy & Bellows in Swimsuits

[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 of their Stock in the WR. If not, that player puts the top card of the LB in Clock.
[A] [(1) Discard a card from your hand to the WR, Send this to Memory] When this becomes Reversed in battle, may pay. If so, search your LB for up to 1 Chara with either ::Letter:: or ::Pilot::, reveal it, put it in your hand, and shuffle your LB.

Letter - Pilot | GG/S23-P03 T: None

L0
C0

LLENN, Confident in Her Speed

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Avatar - Weapon | GGO/S59-P02 T: None

L0
C0

LLENN, Confident in Her Speed

[C] Your other Chara in the Front Row Center Slot gains +1000 Pow.
[A] When your Climax card is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Avatar - Weapon | GGO/S59-P02S T: None

L0
C0

LLENN, Wants to be Fashionable

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

Avatar - Weapon | GGO/S59-P03 T: None

L1
C1

Fukaziroh & LLENN & Pitohui

[A] [(1) Discard a card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose a ::Avatar:: or ::Net:: in your WR, put it in your hand, choose 1 of your other ::Avatar:: or ::Net:: Charas, and that Chara gains +1000 Pow for the turn.
[A] When your Opp.'s Climax is placed in the CZ, you may put this in your Stock.

Avatar - Weapon | GGO/S59-P04 T: None

L0
C0

LLENN & Fukaziroh, Even Swimsuit Buddies!

[A] [Put the top card of your Stock in your Clock] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 'Fukaziroh, Rampaging in "GGO"! ', reveal it, put it in your hand, and shuffle your LB.

Avatar - Weapon | GGO/S59-P05 T: None

L0
C0

Yoko, Aimed Shot

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

Dai-Gurren Brigade - Weapon | GL/S52-101 T: None

L1
C1

Nia, Eternal Oath

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

Dai-Gurren Brigade | GL/S52-102 T: None

L0
C0

Viral, Fate Because of the Helm

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

Beastman | GL/S52-103 T: None

L1
C0

Gurren Brigade, Dashing Through the Wilderness!
[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 **::Dai-Gurren Brigade::** Chara in your WR and return it to your hand.

Dai-Gurren Brigade - Drill | GL/S52-104 T: None

L0
C0

We Are Gurren Brigade!

[A] When you use the **BACKUP** of this, if you have a **::Dai-Gurren Brigade::** Chara, choose 1 of your Charas in battle, and that Chara gains +1000 Pow for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Dai-Gurren Brigade - Drill | GL/S52-P01 T: Soul

L2
C1

Simon & Nia, Being Together Too From Now on

[A] At the start of your Climax Phase, your Opp. looks at the top card of his or her LB and put it either on top or bottom of the LB.
[A] When this becomes Reversed in battle, your Opp. may choose a card in his or her WR and Send it to Memory.

Dai-Gurren Brigade - Drill | GL/S52-P02 T: None

L0
C0

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Yoko & Nia

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Dai-Gurren Brigade - Weapon | GL/S52-P03 T: Soul

L2
C1

Yoko & Nia

[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Dai-Gurren Brigade - Weapon | GL/S52-P03S T:

L2
C1

"Club Grisaia" Yumiko & Makina

[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.
[S] [(1)] Put the top card of your Opp.'s LB in the WR, and choose a card in your Opp.'s WR and put it on top of the LB.

Grisaia | GRI/S72-P01 T: None

L0
C0

Schwarz Promos

Yumiko, Bunnygirl

[C] Your other Chara in the Front Row Center Slot gains +1500 Pow.
[A] When your Opp.'s Climax card is placed in the CZ, you may put this in your Stock.

Grisaia - Daughter | GRI/S72-P02 T: None

L1
C0

Amane, Sister Play

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's Level 1 or lower, put it in your Stock. (Climax cards are considered Level 0 for this effect. Otherwise put it back where it was)
[A] When this becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may Reverse that Chara.

Grisaia - Housework | GRI/S72-P03 T: Soul

L2
C1

Asuna, Light of Creation

[A] When you use the **BACKUP** of this, put the bottom X cards of your Opp.'s LB in the WR. X = # of your Charas with either **::Dengeki Bunko::** or **::Fluctlight::**.
[S] [Counter] **BACKUP 2000, Level 1** [(1) Discard this card from your hand to the WR]

Dengeki Bunko - Fluctlight - Goddess | Gso/W502-P01 T: Soul

L1
C1

Tsukasa, Gigant Shooter

[C] Chara Opposite this gain **::Gigant::**.

Gigant - Protagonist | GST/SE22-P01 T: None

L0
C0

Miruko, Elegant Battle

[S] [Rest 1 of your **::Gigant::** Charas] This gains +1000 Pow for the turn.

Gigant - Love-blind | GST/SE22-P02 T: Soul

L2
C2

Kirito, Man Full of Mystery

[A] [(1)] At the start of your Opp.'s Attack Phase, may pay. If so, move this to an empty Slot in the Back Row.

Mystery - Gigant | GST/SE22-P03 T: None

L1
C0

"Happy Happy Birthday Song" Maya

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.
[S] [(2) Rest this] Look at up to 2 cards from top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Double Tooth - Dear My Sister | GU/W57-P41 T: Soul

L2
C1

"Happy Happy Birthday Song" Chiya

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [(2)] When you Level Up, may pay. If you do, choose a Chara in your WR with "Syaro" or "Chiya" in name and return it to hand.

Ama Usa An - Dear My Sister | GU/W57-P42 T:

L0
C0

The One That Destroys the World

[C] All your Charas gain +2 Soul.

GZL/S54-P01 T: 2 Soul

"Unwavering Spirit" Haruo

[C] For each of your other **::Aratrum::** Charas, this gains +500 Pow.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Aratrum - Humanity | GZL/S54-P02 T: None

L1
C1

"Hope of Mankind" Haruo

[A] For each of your other Charas that are either GREEN or **::Aratrum::**, this gains +1000 Pow.

Aratrum - Humanity | GZL/SE33-P01 T: Soul

L2
C1

"As Commander" Haruo

[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 Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.

Aratrum - Humanity | GZL/SE33-P02 T: None

L0
C0

IRyS, Before it Melts Away

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
[A] During the turn this card was placed from hand to Stage, when this attacks, all of your Charas gain +2500 Pow and 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 into their WR. if so, put that Battle Opp. to their Clock."

Halolive - English Project HOPE | HOL/W104-P02S T: Soul

L3

C2

Ritsuko Akizuki & Yukiho Hagiwara & Sayoko Takayama

[A] When this is placed from hand to the Stage, look at the top card of your LB and either put it on top of your LB or in the WR.
[A] When this is placed from hand to the Stage, your Opp. declares a number between 0, 1, or 2. You put the top card of your LB in the WR, and if the Level of that card is the same as the number declared, you draw up to X cards. X = 1 plus the number declared. (Climax cards are considered Level 0 for this effect)

Music | IAS/S61-P01 T: None

L0

C0

Haruka Amami & Shizuka Mogami & Konomi Baba

[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 Climax card among them, this gains +2 Soul for the turn.
[A] [(1)] When the Damage dealt by this is Cancelled, may pay. If so, draw a card.

Music | IAS/S61-P03 T: None

L0

C0

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Haruka & Chihaya & Miki, Bunbu Ryodo!

[A] When this is placed from hand to the Stage, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.
[A] [Discard a ::Music:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

Music | IAS/S93-P02 T: None

L1

C0

765 Productions

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

IM/S07-103 T: Draw

Project Fairy

[A] When this attacks, if "765 Productions" is in the CZ, draw a card.

Music - Television | IM/S07-104 T: Soul

L2

C1

Schwarz Promos

Haruka, Naive And Romantic

[C] If you have 2 or more other ::Music:: Charas, this gains +1000 Pow.
[S] [(2) Rest this] Choose a Chara in your WR and return it to your hand.

Music - Sweets | IM/S07-105 T: None

L0

C0

Haruka, Rider Suit

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

Music - Sweets | IM/S07-106 T: Soul

L1

C1

"Far Away Music" Chihaya

[C] For each "Far Away Music" Chihaya' in your WR, this gains +500 Pow.

Music - Headphones | IM/S07-107 T: Soul

L2

C1

Ami & Mami, Being Modest

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

Music - Twins | IM/S07-108 T: Soul

L2

C2

Yayoi, Idol of the Poor

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

Music - Frog | IM/S07-109 T: None

L1

C0

Yukiho, Kind Girl

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

Music - Tea | IM/S07-110 T: None

L0

C0

Ai & Eri & Ryou, Rookie Idols

[A] When this attacks, all your Charas gain +500 Pow for the turn.

Music | IM/S07-111 T: Soul

L2

C1

Ritsuko in Dress

[A] [Discard a ::Music:: Chara from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

Music - Glasses | IM/S07-112 T: None

L0

C0

"Charging Tankette" Ai

--No Text--

Music | IM/S07-113 T: None

L1

C0

Eri, Multi-Artist

[S] [(2) Rest this] Draw a card.
[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(2) Rest this] Put the top card of your Clock in your WR.

Music - Net | IM/S07-114 T: None

L1

C0

Ryou, Cousin of the Idol

--No Text--

Music - Female Dressing | IM/S07-115 T: None

L0

C0

Miki in Wedding Dress

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

Music - Dress | IM/S07-116 T: None

L0

C0

<

Ami, Palace of Dragon
[C] If you have another "Azusa, Palace of Dragon", all your other "Iori, Palace of Dragon" gain +1500 Pow.
[C] All your other ::Music:: Charas gain +500 Pow.

Music - Twins | IM/S14-119 T: None

L1
C0

Ritsuko, Vital Sunflower
[A] When a Level 1 or higher Battle Opp. of this becomes Reversed, if you have 3 or more other ::Glasses:: Charas, you may put the top card of your LB in your Stock.

Music - Glasses | IM/S14-120 T: None

L1
C0

Little Match Girl
[A] When this is placed from hand to the CZ, draw a card, and all your Charas gain +1000 Pow for the turn.

IM/S14-121 T: 2 Soul

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Hibiki, SWEET Campaign Girl
[C] All your other ::Animal:: Charas gain +500 Pow.

Music - Animal | IM/S14-122 T: None

L0
C0

Her Majesty Harustein, Evil Genius!
[A] **ENCORE** [Discard a Chara from your hand to the WR]
[C] **ASSIST** All your Charas in front of this gain +1000 Pow.

Music - Movie | IM/S14-123 T: Soul

L2
C1

IMR-765-S Kisaragi
--No Text--

Music - Mecha | IM/S14-124 T: None

L0
C0

Schwarz Promos

Newborn 765 Productions
--No Text--

Music | IM/S14-765 T: None

L0
C0

Yayoi & Yukiho & Ami & Mami, Cat-Eared
[C] **ASSIST** All your Charas in front of this gain +1000 Pow.

Music - Animal | IM/S21-086 T: Soul

L2
C1

Iori & Azusa & Ritsuko, Pajama Party
--No Text--

Music - Pajama | IM/S21-087 T: Soul

L2
C1

Hibiki & Chihaya, Night of Holy Night
[S] [Counter] **BACKUP 1500, Level 1** [Discard this card from your hand to the WR]

Music - Animal | IM/S21-088 T: None

L1
C0

Makoto & Chihaya & Takane, Schoolwear
[S] [Rest this] Choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music - Sports | IM/S21-089 T: None

L1
C0

Yayoi & Iori, Seaside Angel
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Swimsuit | IM/S21-090 T: Soul

L2
C2

Yukiho in the Garden
--No Text--

Music - Tea | IM/S21-P01 T: None

L0
C0

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

Music - Royalty | IM/S21-P02 T: Soul

L2
C1

Haruka, Lead Vocal
--No Text--

Music - Sweets | IM/S21-P05 T: Soul

L2
C1

Yayoi, Drums
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Music - Frog | IM/S21-P06 T: None

L1
C0

Makoto, Bass
--No Text--

Music - Sports | IM/S21-P07 T: Soul

L2
C1

Miki, Lead Guitar
[S] [Rest 2 of your Charas] This gains +2000 Pow for the turn.

Music - Love | IM/S21-P08 T: Soul

L2
C1

Mirai Kazuga, Million Live Closet!
[C] **CX COMBO** If this is in the WR, this card is also considered to have "Starry Melody" as the name.
[A] When this is placed from hand to the Stage, choose 1 of your ::Music:: Charas, and that Chara gains +1500 Pow for the turn.

Music - Hair Clip | IMS/S93-P06 T: None

L0
C0

Mano Sakuragi, Moment of Silence
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Music:: Chara, 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 card is placed in the CZ, may pay. If so, choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Music - Illumination Stars | ISC/S81-P08 T: None

L0
C0

Bucciarati, Beginning of Fate
[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] 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.

Golden Wind - Stand User | JJ/S66-P02 T: None

L0
C0

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Giorno & Bucciarati, Golden Wind
[A] When you use the **BACKUP** of this, may pay. If so, reveal the top card of your LB. If it is a ::Golden Wind:: Chara, put it in your hand, and discard a card from hand to the WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Golden Wind - Stand User | JJ/S66-P04 T: Soul

L2
C1

Makigumo, 2nd Yuugumo-class Destroyer
[S] [(3)] This gains +7500 Pow and the following ability for the turn. "[A] When the Battle Opp. becomes Reversed, you may put that Chara in Stock."

Fleet Girl - Destroyer | KC/S25-015P T: None

L0
C0

Tone, 1st Tone-class Heavy Cruiser
[C] For each of your other ::Fleet Girl:: Charas, this gains +500 Pow.
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, this gains +1 Soul for the turn. (Put the revealed card back)

Fleet Girl - Heavy Cruiser | KC/S25-020P T: Soul

L2
C2

Schwarz Promos

Naka, 3rd Sendai-class Light Cruiser
[A] When this is placed from hand to the Stage, put the top card of your LB in the WR. If that was a Climax card, put this in your Stock.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Light Cruiser | KC/S25-048P T: None

L1
C0

Isuzu, 2nd Nagara-class Light Cruiser
[A] When this attacks, if "Anti-Submarine Squadron, Charge!" is in the CZ, all your Level 1 or lower Charas gain +1500 Pow for the turn.
[A] **ENCORE** [Put the top card of your LB in your Clock]

Fleet Girl - Light Cruiser | KC/S25-114P T: None

L1
C0

Yuudachi Kai-Ni, 4th Shiratsuyu-class Destroyer
[A] [(1)] When "Let's Have a Wonderful Party!" is placed in your CZ, if this is in the Front Row, may pay. If so, choose 1 of your Opp.'s Charas and move it to another vacant Slot on your Opp.'s Stage.

Fleet Girl - Destroyer | KC/S25-132P T: None

L1
C0

Zuihou, 2nd Shouhou-class Light Aircraft Carrier
[A] [(2) Put the top card of your LB in your Clock] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas whose Level is higher than your Opp.'s Level and put it on the bottom of the LB.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Fleet Girl - Light Aircraft Carrier | KC/S25-134P T: Soul

L2
C1

Akitsumaru, Army Type C Special Ship
[S] [Rest 2 of your Charas] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains +1500 Pow for the turn.

Fleet Girl - Landing Craft | KC/S25-165P T: None

L0
C0

Maruyu, Type 3 Submerged Transport Ship
[C] You may have as many copies of cards with the same name as this in your deck.
[S] [(1) Put this in the WR] Draw up to 2 cards, and discard 2 cards from your hand to the WR.

Fleet Girl - Submarine | KC/S25-166P T: None

L0
C0

Shiratsuyu Kai, 1st Shiratsuyu-class Destroyer
[A] When this becomes Reversed in battle, put the top card of your Stock in the WR. If so, put this in your Stock.

Fleet Girl - Destroyer | KC/S25-P01 T: None

L0
C0

Yukikaze, Miracle Destroyer
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] [(1)] When this becomes Reversed in Battle, reveal the top card of your LB. If it's a ::Fleet Girl:: Chara, may pay. If so, return this to your hand. (Put the revealed card back where it was)

Fleet Girl - Destroyer | KC/S25-P02 T: None

L1
C0

Shigure Kai-Ni, Lucky Destroyer
[A] When this is placed from hand to the Stage or via effect of [S] ability of "Shigure, 2nd Shiratsuyu-class Destroyer" to the Stage, your Opp. reveals the top card of his or her LB. If its Level is 1 or higher, this gains +1000 Pow until the next end of your Opp.'s turn. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Fleet Girl - Destroyer | KC/S25-P03 T: None

L1
C1

Akagi & Fubuki & Ise, Now Sortie!
[C] If this is in the Front Row Center Slot, this gains the following ability. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara on top of the LB".

Fleet Girl | KC/S25-P04 T: None

L1
C0

Aircraft Carrier Wo-Class, Welcome!
--No Text--

Abyssal Ship - Aircraft Carrier | KC/S25-P05 T: None

L0
C0

Akagi, Welcome!
--No Text--

Fleet Girl - Aircraft Carrier | KC/S25-P06 T: None

L1
C1

Shigure Kai-Ni, 2nd Shiratsuyu-class Destroyer
[C] If there's a Climax card in your Opp.'s CZ, this gains +2000 Pow.

Fleet Girl - Destroyer | KC/S25-P07 T: None

L1
C0

Yukikaze, 8th Kagero-class Destroyer
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Fleet Girl - Destroyer | KC/S25-P08 T: None

L0
C0

Inazuma, 4th Akatsuki-class Destroyer
[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.

Fleet Girl - Destroyer | KC/S25-P09 T: None

L0
C0

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"Alongside Bear" Kuma
[A] When this becomes Reversed, reveal the top card of your LB. If it's a Climax card, you may return this to your hand. (Put the revealed card back where it was)

Fleet Girl - Light Cruiser | KC/S25-P10 T: None

L1
C0

"Loves Fish-Shaped Red Bean Cake" Tama
[C] If there are 4 or fewer cards in your Stock, this gains +1000 Pow.

Fleet Girl - Light Cruiser | KC/S25-P11 T: None

L1
C0

Murasame Kai, 3rd Shiratsuyu-class Destroyer
[A] At the start of your Opp.'s Draw Phase, reveal the top card of your LB. If it's a Level 0 or lower Chara, put this in the WR. (Put the revealed card back where it was)

Fleet Girl - Destroyer | KC/S25-P12 T: None

L0
C0

Schwarz Promos

Unryuu, 1st Unryuu-class Aircraft Carrier
[S] [(1)] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains the following ability for the turn. "[A] When this becomes Reversed, if the Level of the Battle Opp. of this is lower than or equal to the Level of this, you may put that Chara in Stock."

Fleet Girl - Aircraft Carrier | KC/S31-019P T: Soul

L2
C1

Hatsuharu Kai-Ni, 1st Hatsuharu-class Destroyer
[A] When the Battle Opp. of this becomes Reversed, choose a Chara in your Opp.'s Front Row, and that Chara gets -1000 Pow for the turn.

Fleet Girl - Destroyer | KC/S31-042P T: None

L1
C0

Yayoi, 3rd Mutsuki-class Destroyer
[C] If there are 2 or more Markers under this, this gains "[C] **ASSIST** All your Charas in front of this gain +1000 Pow".
[S] [Rest this] If there is 1 or fewer Markers under this, choose 1 "Mutsuki, 1st Mutsuki-class Destroyer" or 1 "Kisaragi, 2nd Mutsuki-class Destroyer" in your WR and put it face-down under this as Marker.

Fleet Girl - Destroyer | KC/S31-068P T: None

L0
C0

Harusame, 5th Shiratsuyu-class Destroyer
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, choose 1 "Drums (for Transport)" in your WR and return it to your hand.

Fleet Girl - Destroyer | KC/S31-089P T: None

L0
C0

Akizuki, 1st Akizuki-class Destroyer
[A] This ability activates up to once per turn. When you use an [S] ability, this gains +1500 Pow for the turn.

Fleet Girl - Destroyer | KC/S31-P01 T: None

L1
C0

Asagumo, 5th Asashio-class Destroyer
[S] [Rest 2 of your Charas] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains +1000 Pow until the next end of your Opp.'s turn.

Fleet Girl - Destroyer | KC/S31-P02 T: None

L0
C0

Fubuki / Mutsuki / Yuudachi
[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not a ::Fleet Girl:: Chara, Rest this. (Put the revealed card back where it was)
[S] [(1)] Choose a Level 0 or lower Chara in your Opp.'s Front Row and put it in the WR.

Fleet Girl - Destroyer | KC/S31-P03 T: None

L0
C0

Kongou / Hiei / Haruna / Kirishima
[C] If there are 3 or fewer cards in your Clock, this gains +1000 Pow.

Fleet Girl - Battleship | KC/S31-P04 T: None

L1
C0

Sendai / Jintsuu / Naka
[A] When this is placed from hand to the Stage, choose 1 of your other ::Destroyer:: Charas, and that Chara gains +1000 Pow for the turn.
[S] [(1)] Choose 1 of your ::Destroyer:: Charas, and that Chara gains +1500 Pow for the turn.
[S] [Rest this] Choose 1 of your ::Destroyer:: Charas, and that Chara gains +1000 Pow for the turn.

Fleet Girl - Light Cruiser | KC/S31-P05 T: None

L1
C0

Yamato
[A] When this is placed from hand to the Stage, choose 1 of your Charas, and that Chara gains ::Ramune:: for the turn.

Fleet Girl - Battleship | KC/S31-P06 T: None

L1
C0

Ooyodo / Nagato / Mutsu
[C] If this is on the Stage, this gains ::Battleship::.
[S] [Rest this] Choose 1 of your ::Fleet Girl:: Charas, and that Chara gains +2000 Pow for the turn.

Fleet Girl - Light Cruiser | KC/S31-P07 T: None

L1
C0

Akagi / Kaga
[C] All your other ::Fleet Girl:: Charas gain +1000 Pow.
[S] [(1) Rest 2 of your Charas with either ::Aircraft Carrier:: or ::Light Aircraft Carrier::] Choose 1 of your Opp.'s Charas, and that Chara gets -1000 Pow for the turn.

Fleet Girl - Aircraft Carrier | KC/S31-P08 T: Soul

L2
C1

Kuroshio Kai, 3rd Kagero-class Destroyer
 [C] If you have 2 or more other ::Fleet Girl:: Charas, this gains +500 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".

Fleet Girl - Destroyer | KC/S42-101 T: None

L1
C1

Nagatsuki Kai, 8th Mutsuki-class Destroyer
 [A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Chara in your WR and return it to your hand.

Fleet Girl - Destroyer | KC/S42-102 T: None

LO
CO

Hiei Kai, 2nd Kongou-class Battleship
 [C] All your other Charas gain the following ability.
 "[C] This cannot Side Attack."

Fleet Girl - Battleship | KC/S42-103 T: None

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Suzukaze Kai, 10th Shiratsuyu-class Destroyer
[S] [Counter] **BACKUP 1500, Level 1** [Discard this
card from your hand to the WR]

Fleet Girl - Destroyer | KC/S42-104 T: None

L1
C0

Hatsukaze, 7th Kagero-class Destroyer
 [C] All your other ::Fleet Girl:: Charas gain +500 Pow.
 [A] During Attack Phase, when you or your Opp.'s Chara is returned from the WR to hand, all Charas controlled by that player get -3 Soul for the turn.

Fleet Girl - Destroyer | KC/S42-105 T: None

LO
CO

Akatsuki Kai, 1st Akatsuki-class Destroyer
 [C] You may have up to 4 total copies of cards between cards with the same name as this and "Akatsuki, A Moment in Winter".
 [A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, look at up to 4 cards from top of your LB and search for up to 1 "Fleet Girl": Chara, reveal it, put it in your hand, and put the rest in the WR.

Fleet Girl - Destroyer | KC/S42-106 T: None

Schwarz Promos

Akashi, Brand New Repair Ship
 [C] All your other ::Fleet Girl:: Charas gain +500 Pow.
 [S] [(2) Rest this] Search your LB for up to 1 ::Fleet Girl:: Chara, reveal it, put it in your hand, and shuffle your LB.

Fleet Girl - Repair Ship | KC/S42-107 T: None

L1
C0

Satsuki Kai-Ni, 5th Mutsuki-class Destroyer
 [C] If there's a Marker under this, this gains +3000 Pow.
 [A] When this is placed from hand to the Stage, you may choose a "Satsuki, 5th Mutsuki-class Destroyer" in your WR and put it face-down under this as Marker.

Fleet Girl - Destroyer | KC/S42-P01 T: None

L1
C0

Ooshio Kai-Ni, 2nd Asashio-class Destroyer
 [A] When you use the **BACKUP** of this, look at the top card of your LB and put it either on top or bottom of the LB.
 [S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

Fleet Girl - Destroyer | KC/S42-P02 T: Soul

L1
C1

Choukai Kai-Ni, Flagship of the 8th Fleet
 [A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your
 ::Fleet Girl:: Charas.

Fleet Girl - Heavy Cruiser | KC/S42-P03 T: None

L1
C0

Taiyou Kai, 1st Taiyou-class Light Aircraft Carrier
[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +500 Pow for the turn.

Fleet Girl - Light Aircraft Carrier | KC/S67-106 T: None

L0
C0

I-26, 7th Junsen-class Type B Carrier Submarine
[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 3 cards from top of your LB and search for up to 1 Chara, reveal it, put it in your hand, and put the rest in the WR.

Fleet Girl - Carrier Submarine | KC/S67-107 T: None

L
C

UIT-25, 4th Guglielmo Marconi-class Submarine
 [A] When your other ::Fleet Girl:: attacks, this gains +2000 Pow for the turn.
 [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.

Fleet Girl - Submarine | KC/S67-108 T: Soul

L2
C1

Akebono Kai, 8th Ayanami-class Destroyer
 [A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Fleet Girl - Destroyer | KC/S67-109 T: Soul

L2
C1

Samuel B.Roberts Kai, John C.Butler-class DE-413 Escort
[C] During your turn, if all your Charas are ::Fleet
Girl::, this gains +2000 Pow.

Fleet Girl - Destroyer Escort | KC/S67-P01 T: None

L1
C0

Tanikaze D Kai, 14th Kagero-class Destroyer
 [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 Cost 0 or lower Chara in your Opp.'s Front Row and put it on the bottom of the LB.
 [A] When this attacks, choose 1 of your other ::Fleet Girl:: Charas, and that Chara gains +X Pow for the turn. X = 500 times # of your other ::Fleet Girl:: Charas.

Makigumo Kai-Ni, 2nd Yuugumo-class Destroyer
 [A] When this attacks, if you have 2 or more other
 ::Fleet Girl:: Charas, this gains +2000 Pow for the
 turn.
 [A] **ENCORE** [Discard a Chara from your hand to
 the WR]

Fleet Girl - Destroyer | KC/S67-P03 T: None

L1

C0

Makigumo Kai-Ni, 2nd Yuugumo-class Destroyer
 [A] When this attacks, if you have 2 or more other
 Fleet Girl:: Charas, this gains +2000 Pow for the
 turn.
 [A] **ENCORE** [Discard a Chara from your hand to
 the WR]

Fleet Girl - Destroyer | KC/S67-P03S T: None

L1
C0

Northern Princess, Christmas

[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.

[A] [Clock] **SHIFT Level0**

Abyssal Ship - Princess | KC/SE28-P01 T: None

L0
C0

Ash Crimson

--No Text--

Flame - Protagonist | KF/S05-103 T: Soul

L1
C1

Athena, Eternal PSychic Idol

[S] [Rest 1 of your ::ESP:: Charas] This gains +1500 Pow for the turn.

ESP - Music | KF/S05-104 T: Soul

L1
C1

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KOF, Title of the Strongest

--No Text--

Orochi - Relics | KF/S05-105 T: Soul

L2
C1

King, Muay Thai Magic

[A] [(1)] When this attacks, may pay. If so, choose a Level 0 or lower Chara in your Opp.'s Back Row and return it to hand.

Male Dressing - Rose | KF/S05-106 T: None

L0
C0

Athena, Psycho Soldier

[A] **ENCORE** [(2)]

ESP - Music | KF/S05-107 T: None

L1
C0

Schwarz Promos

Yuri, Kyuukun Girl

[C] All your other Charas with "Sakazaki" in name gain +500 Pow.

Sports - Chairman | KF/S05-108 T: None

L0
C0

Unchained Angel

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

[S] [Put this in the WR] Choose 1 of your Opp.'s Charas and return it to their hand.

Modification | KF/SE43-P01 T: Soul

L2
C1

Togame & Shicika, Trip to Gather Katanas

[A] **ENCORE** [Discard a Chara from your hand to the WR]

Yukata - Weapon | KG/SE07-46 T: Soul

L2
C2

Togame & Shichika, Beginning the Trip

[C] If you have no other Charas, this gains +1 Level and +1500 Pow.

Yukata - Weapon | KG/SE07-47 T: None

L0
C0

"Power of Acknowledgment" Togame

[C] If you have 1 or fewer other Front Row Chara, this gains +1000 Pow.

Yukata | KG/SE07-48 T: None

L0
C0

SD Tenga

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

Kizuna - Glasses | KI/S44-101 T: None

L1
C0

SD Chidori

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

Kizuna - Housework | KI/S44-102 T: None

L1
C0

SD Katsuhira

[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 1 of your Opp.'s Level 0 or lower Charas and put it on top of the LB.

Kizuna - Void | KI/S44-103 T: Soul

L2
C1

SD Sonozaki

[C] **ASSIST** All your Charas in front of this gain "[A] **ENCORE** [Put the top card of your LB in your Clock]".

[A] When your Climax is placed in the CZ, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Kizuna - Mystery | KI/S44-104 T: None

L1
C0

Apathetic Katsuhira

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

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose 1 ::Kizuna:: Chara in your WR and return it to your hand.

Kizuna - Void | KI/S44-P01 T: None

L0
C0

Sonozaki, Caught in the Past

[C] If you have no other Charas, this gains +1 Level and +1500 Pow.
[A] This ability activates up to once per turn. When this becomes Reversed in battle, reveal the top card of your LB. If it is Level 2 or higher, you may Rest this. (Climax cards are considered Level 0 for this effect. Put the revealed card back where it was)

Kizuna - Mystery | KI/S44-P02 T: None

L0
C0

"Sprinter" Tomoe Enjou

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 "Sprinter" Tomoe Enjou', reveal it, and put it in your hand. Shuffle your LB.

[A] When you Level-Up, put this in the WR.

Doll - Death | KK/SPR-001 T: None

L0
C0

"Mystic Eyes of Death Perception" Shiki Ryougi
[A] [(4)] Discard a card from your hand to the WR] When this attacks, may pay. If so, put all Level 1 or lower Charas in your Opp.'s Front Row in the WR.

Yukata - Weapon | KK/SPR-002 T: None

L1
C0

"Doll Master" Touko Aozaki
[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, search your LB for up to 1 "Doll Master" Touko Aozaki', reveal it, and put it in your hand. Shuffle your LB.

Doll - Shadow | KK/SPR-003 T: Soul

L2
C2

"People Person" Mikiya Koutou
[C] All your other ::Yukata:: Charas gain +500 Pow.

Glasses - Detective | KK/SPR-004 T: None

L0
C0

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"Remaining Sense of Pain" Fujino Asagami
[A] [(2)] At the start of your Opp.'s Draw Phase, may pay. If so, Rest 1 of your Opp.'s Standing Level 2 or lower Charas.

ESP - Void | KK/SPR-005 T: None

L1
C0

"Overlooking View" Kirie Fujou
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 of your Opp.'s Charas and move it to another empty Slot on your Opp.'s Stage.

Spirit - Void | KK/SPR-006 T: Soul

L1
C1

"Magician" Souren Araya
[C] Chara Opposite this gets -1 Soul.
[S] [(2)] Choose 1 of your Opp.'s Level 2 or lower Charas, and that Chara does not Stand during your Opp.'s next Stand Phase.

Death | KK/SPR-007 T: Soul

L3
C2

Schwarz Promos

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

Family | KLK/S27-101 T: Soul

L2
C2

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

Clothes - Weapon | KLK/S27-102 T: None

L0
C0

Chibi "Life Fiber Synchronization" Ryuko
[A] At the start of your Draw Phase, put the top card of your LB in your Clock.

Clothes - Weapon | KLK/S27-103 T: None

L1
C0

Chibi Satsuki
[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 ::Clothes:: Chara, reveal it, put it in your hand, and shuffle your LB.

Clothes - Weapon | KLK/S27-104 T: Soul

L2
C1

Ryuko in Swimsuit
[A] When your other Chara with either ::Clothes:: or ::Family:: attacks, this gains +1000 Pow for the turn.

Clothes - Weapon | KLK/S27-P01 T: None

L0
C0

Senketsu, Date with Ryuko
[S] [Rest 1 of your Charas with either ::Clothes:: or ::Family::] This gains +1000 Pow for the turn.

Clothes - Blood | KLK/S27-P02 T: None

L0
C0

Confused Mankashoku Family
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, this gains +3500 Pow for the turn.

Family | KLK/S27-P03 T: None

L1
C0

Nui, For Ambition's Sake
[A] When this is placed from hand to the Stage, if you have 4 or more other ::Clothes:: Charas, you may put the top card of your LB in your Stock.
[A] [(4)] Discard 3 cards from your hand to the WR, put this face-down under the Chara in battle as Marker] When your other Chara with "Ragyo" in name that has a Marker becomes Reversed in battle, may pay. If so, Stand that Chara.

Clothes - Eye Patch | KLK/SP03-09 T: Soul

L2
C1

Ryuko, Winter Scene
[A] [(2)] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Level 2 or higher Charas, and that Chara gets -1 Soul for the turn.
[S] [Counter] **BACKUP 2500, Level 2** [(1)] Discard this card from your hand to the WR]

Clothes - Weapon | KLK/SP03-10 T: Soul

L2
C1

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

Shinigami | KR/SE30-51 T: None

L1
C0

"Amusement Park Date" Sakura
[C] This cannot Side Attack.
[A] **ENCORE** [Put the top card of your LB in your Clock]

No Traits | KR/SE30-52 T: None

L1
C1

"Exorcism < Date" Tsubasa
[C] This cannot Side Attack.

Book | KR/SE30-53 T: None

L0
C0

"Support Role" Rokumon

[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 Chara in your WR that is either RED or ::Shinigami:: and return it to your hand.

Black Cat By Contract | KR/SE30-54 T: None

L0C0

"Easily Tricked Personality" Ageha

[S] [Rest 2 of your Charas that are either RED or ::Shinigami::] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Shinigami - Daughter | KR/SE30-55 T: None

L0C0

Angry Kain

[A] When this is placed from hand to the Stage, if you have 4 or more other Charas that are either RED or ::Shinigami::, you may put the top card of your LB in your Stock.

Shinigami | KR/SE30-56 T: Soul

L2C1

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Hanako in the Toilet

[A] When this becomes Reversed in battle, put the top card of your LB in your Clock, and Rest this.

Spirit | KR/SE30-57 T: Soul

L2C2

"Spiritual Body Cracker" Damashigami

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

Shinigami | KR/SE30-58 T: Soul

L2C1

"Black Cat Tribe" Rokumon

[A] When this is placed from hand to the stage, you may put the top 3 cards of your LB in the WR.

Black Cat By Contract | KR/SE30-P01 T: None

L0C0

Schwarz Promos

Akatsuki, Claspng Hands

[C] If you have another Chara with "Shiroe" in name, this gains +1500 Pow.
[A] When your other Chara with either ::Weapon:: or ::Magic:: attacks, this gains +1000 Pow for the turn.

Weapon - Ninja | LH/SE20-P01 T: Soul

L2C1

Shiroe, Claspng Hands

[C] Your other Chara in the Front Row Center Slot gains +500 Pow.
[S] [Rest this] Choose 1 of your Charas, and that Chara gains +X Pow for the turn. X = 500 times Level of that Chara.

Magic - Glasses | LH/SE20-P02 T: None

L0C0

Nureha

[C] If this is on the Stage, this is also considered to have "Dariella" as the name.
[C] During your Opp.'s turn, all your other Charas gain +X Pow. X = 500 times Level of that Chara.
[A] At the start of your Opp.'s Encore Step, choose 1 of your other Charas, and that Chara gains "[A] **ENCORE** [Discard a Chara from your hand to the WR]" for the turn.

Magic | LH/SE20-P03 T: Soul

L2C1

Minori, Apprentice Magician

[A] When you use the **BACKUP** of this, if you have a Chara with "Shiroe" in name, 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]

Magic - Twins | LH/SE20-P04 T: None

L1C0

Isuzu, Perfect Combination

[A] [(2)] When this is placed from the Stage to the WR, may pay. If so, choose a Level 1 or lower Chara in your WR and return it to your hand.

Weapon - Music | LH/SE20-P05 T: None

L0C0

Kanami, Pugilist

[C] If you have another Chara with "Shiroe" in name, this gains +1000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]".
[A] When this attacks, if you have 3 or more other Charas with either ::Weapon:: or ::Magic::, this gains +2000 Pow for the turn.

Weapon | LH/SP02-09 T: None

L1C1

Sarael & Michael, Twin Angels

[A] When your other ::Adventurer:: Chara attacks, this gains +2000 Pow for the turn.

Adventurer - Angel | LOD/S74-P03 T: None

L1C0

Marvel | MAR/S89-P01 T: Soul

L2C1

Melty Blood

--No Text--

Alchemy - Blood | MB/S10-106 T: Soul

L2C2

Akiha, True Lady

[A] When your other Chara becomes Reversed in battle, this gains +1000 Pow for the turn.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Blood | MB/S10-107 T: None

L1C0

Shion, Study of Knowledge

[S] [(1) Rest this] Choose a card in your Clock and return it to your hand. Choose a card in your hand and put it in your Clock.

Alchemy - Weapon | MB/S10-108 T: None

L0C0

White Len, Dream Manipulator

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

Familiar - Animal | MB/S10-109 T: Soul

L2C2

"New Tatari" Vampire Shion

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[A] When you Level-Up, choose 1 of your Charas, and that Chara gains +1000 Pow for the turn.

Alchemy - Blood | MB/S10-110 T: None

L0
C0

Hisui, Order of the House

--No Text--

Twins - Maid | MB/S10-111 T: None

L0
C0

Chibi Clan

--No Text--

Pilot - Miko | MF/S13-106 T: None

L0
C0

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Universal Ranka

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

Music - Love | MF/S13-107 T: None

L0
C0

Universal Sheryl

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

Music - Love | MF/S13-108 T: Soul

L1
C1

Chibi Alto

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

Pilot | MF/S13-109 T: None

L0
C0

Schwarz Promos

Ranka, Dainum Super Alloy

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

Music - Mecha | MF/S13-110 T: Soul

L2
C1

Sheryl, L-Box

--No Text--

Music - Love | MF/S13-111 T: Soul

L2
C2

Ranka, L-Box

--No Text--

Music - Love | MF/S13-112 T: Soul

L2
C1

Sheryl, Debut Shot

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

Music - Swimsuit | MF/S13-113 T: None

L0
C0

Sheryl, Sagittarius

[S] [(3)] All your Charas gain +1 Soul for the turn.

Music - Love | MF/S13-114 T: None

L1
C0

Ranka, Heart Mark

[S] [(1)] Choose 1 of your Charas, and that Chara gains +1500 Pow for the turn.

Music - Love | MF/S13-115 T: None

L0
C0

Ranka, Songs of Memory

[A] When the Battle Opp. of your other Chara becomes Reversed, this gains +1000 Pow for the turn.

Music - Love | MF/S13-116 T: None

L0
C0

Sheryl in Miko Outfit

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

Music - Miko | MF/S13-117 T: None

L0
C0

"happy bite" Mayoi Hachikuji

[A] [(1) 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 Climax card in your WR and return it to your hand.

Strange - Spirit | MG/S39-P01 T: None

L0
C0

Shinobu Oshino, Where the Snacks Went

[C] **ASSIST** During your turn, all your Charas in front of this gain +1000 Pow.
[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.

Strange - Blood | MG/S39-P02 T: Soul

L1
C1

"the last day of my adolescence" Suruga Kanbaru

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

Strange - Sports | MG/S39-P03 T: Soul

L2
C1

"Kogarashi Sentiment" Hitagi Senjouhara

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

Strange | MG/S39-P04 T: None

L1
C0