

Nove, President of Nakajima Gym

[C] All your other "Fuka, Athlete And Part-Timer" gain +1000 Pow.  
[A] **BOND**/"Fuka, Athlete And Part-Timer" [(1)]

Melee - Trainer | VS/W50-T01 T: None

L0

C0

Miura, Forced Smile

[C] This cannot Side Attack.

Melee - Housework | VS/W50-T02 T: None

L0

C0

Vivio, the Tiny One

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

Melee - Odd-Eye | VS/W50-T03 T: None

L1

C0

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Fuka Reventon

[C] If you have 2 or more other ::Melee:: Charas, this gains +2000 Pow.  
[A] **CX COMBO** When this attacks, if "The First Strike" is in the CZ, this gains +1000 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 LB in your Stock."

Melee - Haouryu | VS/W50-T04 T: None

L1

C0

Fuka Reventon

[C] If you have 2 or more other ::Melee:: Charas, this gains +2000 Pow.  
[A] **CX COMBO** When this attacks, if "The First Strike" is in the CZ, this gains +1000 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 LB in your Stock."

Melee - Haouryu | VS/W50-T04R T: None

L1

C0

Fuka Reventon

[C] If you have 2 or more other ::Melee:: Charas, this gains +2000 Pow.  
[A] **CX COMBO** When this attacks, if "The First Strike" is in the CZ, this gains +1000 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 LB in your Stock."

Melee - Haouryu | VS/W50-T04S T: None

L1

C0

ViVid Strike! Trial Deck

Fuka, Athlete And Part-Timer

--No Text--

Melee - Haouryu | VS/W50-T05 T: None

L1

C0

Fuuka, Set Up!

[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)  
[A] **CHANGE** [(1) Discard 2 ::Melee:: Charas from your hand to the WR, Return this to your hand] At the start of your Climax Phase, may pay. If so, choose a "Gifted Fists" Fuka' in your WR and put it in the Slot this was in.

Melee - Haouryu | VS/W50-T06 T: Soul

L2

C1

Einhart, Morning of Encounter

[C] **ASSIST** All your Charas in front of this gain +X Pow. X = 500 times Level of that Chara.  
[A] When you pay for the **CHANGE** cost of your Charas, you may put a Marker from under this in the WR in place of 1 Stock.  
[A] When this is placed from hand to the Stage, you may look at the top card of your LB. If so, put that card face-down under this as Marker.

Melee - Haouryu | VS/W50-T07 T: Soul

L2

C1

"Gifted Fists" Fuka

[C] For each of your other ::Melee:: Charas, this gains +500 Pow.  
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.

Melee - Haouryu | VS/W50-T08 T: Soul

L3

C2

"Gifted Fists" Fuka

[C] For each of your other ::Melee:: Charas, this gains +500 Pow.  
[A] When this is placed from hand to the Stage or via **CHANGE** to the Stage, you may put the top card of your Clock in the WR.

Melee - Haouryu | VS/W50-T08SP T: Soul

L3

C2

The First Strike

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

VS/W50-T09 T: 2 Soul

The First Strike

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

VS/W50-T09S T: 2 Soul

Sprout of Talent

[C] All your Charas gain +2 Soul.

VS/W50-T10 T: 2 Soul

Jill, Believer in Talents

[C] All your other "Rinne, Defense And Toughness" gain +1000 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, draw up to 1 card.

Melee - Trainer | VS/W50-T11 T: None

L0

C0

Jill, Passing Ex-Martialist

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

Melee - Trainer | VS/W50-T12 T: None

L0

C0

Rinne Berlinetta

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Melee:: Charas, Rest it and move it to an empty Slot in the Back Row.

Melee - Daughter | VS/W50-T13 T: None

L0

C0

Rinne Berlinetta

[A] When the Battle Opp. of this becomes Reversed, choose 1 of your other ::Melee:: Charas, Rest it and move it to an empty Slot in the Back Row.

Melee - Daughter | VS/W50-T13SP T: None

L0

C0

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