

**Mikoto, Memories from Childhood**  
[C] **RECOLLECTION** During your turn, if there are 2 or more "Misaka's Little Sister" in your Memory, this gains +4000 Pow and +1 Soul.

ESP - Frog | ID/W10-001 T: Soul

L2  
C1

**"Esper" Accelerator**  
[C] During your turn, if you have 2 or more other ::ESP:: Charas, this gains +3 Level and +2500 Pow.  
[A] [(4)] When this is Reversed while battling, may pay. If so, Rest this, and Reverse the Battle Opp. of this.

ESP | ID/W10-002 T: Soul

L2  
C2

**"Esper" Accelerator**  
[C] During your turn, if you have 2 or more other ::ESP:: Charas, this gains +3 Level and +2500 Pow.  
[A] [(4)] When this is Reversed while battling, may pay. If so, Rest this, and Reverse the Battle Opp. of this.

ESP | ID/W10-002R T: Soul

L2  
C2

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**Misaka's Little Sister**  
[C] This gains +1000 Pow during your turn.  
[A] [(1)] When this is Reversed while Battling, may pay. If so, send this to Memory.

Clone - ESP | ID/W10-003 T: None

L0  
C0

**Misaka's Little Sister**  
[C] This gains +1000 Pow during your turn.  
[A] [(1)] When this is Reversed while Battling, may pay. If so, send this to Memory.

Clone - ESP | ID/W10-003S T: None

L0  
C0

**"Delta Force" Touma**  
[C] If you have another Level 3 or higher Chara, this gains +1 Soul.

ID/W10-004 T: None

L0  
C0

Index & Railgun Booster Pack

**Komoe Tsukuyomi**  
[C] All your other ::ESP:: Charas gain +1000 Pow during your turn.  
[C] **ASSIST** All your Charas in front of this gain +500 Pow.

Teacher - Science | ID/W10-005 T: None

L0  
C1

**"Imagine Breaker" Touma**  
[C] **RECOLLECTION** If you have 2 or more cards in your Memory, this gets -1 Level and gains +1500 Pow while on Stage.  
[A] [(1)] When this attacks, if "Pow to Negate All" is in the CZ, may pay. If so, your Opp. may not activate [S] abilities from Charas on the Stage until the end of their next turn.

ID/W10-006 T: None

L1  
C0

**"Imagine Breaker" Touma**  
[C] **RECOLLECTION** If you have 2 or more cards in your Memory, this gets -1 Level and gains +1500 Pow while on Stage.  
[A] [(1)] When this attacks, if "Pow to Negate All" is in the CZ, may pay. If so, your Opp. may not activate [S] abilities from Charas on the Stage until the end of their next turn.

ID/W10-006SP T: None

L1  
C0

**Last Order, Administrator of Misaka Network**  
[A] When this attacks, if "Misaka Network" is in the CZ, search your LB for up to 1 ::Clone:: or ::ESP:: Chara, reveal it, and put it in your hand. Shuffle your LB.  
[A] [(2)] When this attacks, may pay. If so, all your Charas with either ::Clone:: or ::ESP:: gain +1 Soul for the turn.

Clone - ESP | ID/W10-007 T: Soul

L2  
C1

**Last Order, Administrator of Misaka Network**  
[A] When this attacks, if "Misaka Network" is in the CZ, search your LB for up to 1 ::Clone:: or ::ESP:: Chara, reveal it, and put it in your hand. Shuffle your LB.  
[A] [(2)] When this attacks, may pay. If so, all your Charas with either ::Clone:: or ::ESP:: gain +1 Soul for the turn.

Clone - ESP | ID/W10-007S T: Soul

L2  
C1

**"Level 0" Touma**  
[A] **CHANGE** [Put a card from hand to Clock, Send this to Memory] At the beginning of your Climax Phase, may pay. If so, choose an "Imagine Breaker" Touma' from your WR and put it in the Slot this was in.

ID/W10-008 T: None

L0  
C0

**Original Mikoto**  
[A] [(1)] When this is placed from hand to the Stage, may pay. If so, choose 1 card in your Opp.'s WR and return it to the LB. Shuffle that LB.

ESP - Frog | ID/W10-009 T: None

L0  
C0

**Accelerator, Strongest of the Academy City**  
--No Text--

ESP | ID/W10-010 T: None

L1  
C0

**Touma Kamijou**  
[C] This gets -2 Level while on the Stage.

ID/W10-011 T: Soul

L2  
C1

**Accelerator**  
[C] For each Marker under this, this gains +1 Level and +1000 Pow.  
[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.  
[A] When "Strongest Enemy in Academy City" is placed in your CZ, if there are no Markers under this, choose up to 3 "Sisters" in your WR and put them face-down under this as Markers.

ESP | ID/W10-012 T: Soul

L3  
C2

**Kuroko, Mikoto's Roommate**  
[A] When this is placed from hand to the Stage, choose another of your Chara whose Level is 0 or lower. That Chara gains +1000 Pow for the turn.  
[A] [(2)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 ::ESP:: Chara, reveal it, and put it in your hand. Shuffle your LB.

ESP - Judgment | ID/W10-013 T: None

L0  
C0

**Sisters**  
[C] If you have 2 or more other "Sisters", this gains +1500 Pow.  
[C] You may have as many cards with the same name as this in your Deck.

Clone - ESP | ID/W10-014 T: None

L0  
C0

**Maika Tsuchimikado**  
--No Text--

Maid | ID/W10-015 T: None

**LO**  
**CO**

**Mikoto, "Bzzt" Middle School Student**  
[A] BOND/"Imagine Breaker" Touma' [(1)]

ESP - Frog | ID/W10-016 T: None

**Last Order, Serial Number 20001**  
 [C] During your turn, all your other Charas whose Level is 0 or lower gains +1000 Pow.  
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.

*Clone - ESP | ID/W10-017 T: Soul*

**L1**  
**C1**

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**Komoe, Perfectly Child-Like Adult Teacher**  
 [A] **RECOLLECTION** When you use **BACKUP** on this, if there are 2 or more cards in your Memory, choose 1 of your Battling Charas. That Chara gains +1000 Pow for the turn.  
 [S] [Counter] **BACKUP 1500, Level 1** [(1) Discard this card from your hand to the WR]

*Teacher - Science | ID/W10-018 T: Soul*

**L1**  
**C1**

**Motoharu Tsuchimikado**  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]  
 [S] [(3) Put this in the WR] Choose one of your Opp.'s Front Row Charas whose Level is 3 or lower. Put it in the Stock.

**Misaka, Clone No. 10032**  
--No Text--

Clone - ESP | ID/W10-020 T: Soul

**L2**  
**C2**

## Index & Railgun Booster Pack

**Dragon Strike**  
 [Counter] You may choose 1 of your Charas and put it in the WR. If so, choose 1 of your Charas, and that Chara gains +2 Level and +2000 Pow for the turn.

**Meeting**  
Search your LB for up to 1 ::ESP:: Chara, reveal it,  
and put it in your hand. Send this to Memory.

ID/W10-022 T: None

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

*ID/W10-023 T: Soul Bounce*

**Power to Negate All**  
[C] All your Charas gain +2 Soul.

ID/W10-024 T: 2 Soul

**Strongest Enemy in Academy City**  
[C] All your Charas gain +1000 Pow and +1 Soul.

*ID/W10-025 T: Soul Shot*

**Index, Mysterious Pure White Girl**  
 [A] This ability may be played up to once per turn.  
 When you use an [S] ability, choose 1 of your  
 ::Magic:: Charas, and that Chara gains +1000 Pow.  
 [S] [(1)] Draw a card, then discard a card to the WR.

*Magic - Book | ID/W10-076 T: None*

L0  
 C0

**Index, Mysterious Pure White Girl**  
 [A] This ability may be played up to once per turn.  
 When you use an [S] ability, choose 1 of your  
 ::Magic:: Charas, and that Chara gains +1000 Pow.  
 [S] [(1)] Draw a card, then discard a card to the WR.

**Index-Librorum-Prohibitorium**  
 [C] **RECOLLECTION** During your Opp.'s turn, if there are 2 or more cards in your Memory, this gains +2000 Pow.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]

**Index-Librorum-Prohibitorum**  
 [C] **RECOLLECTION** During your Opp.'s turn, if there are 2 or more cards in your Memory, this gains +2000 Pow.  
 [A] **ENCORE** [Discard a Chara from your hand to the WR]  
 Magic - Book | ID/W10-077R T: None

**"Deep Blood" Himegami**  
 [C] **ASSIST** All your Charas in front of this gain +500 Pow.  
 [A] [Put this in the WR] When another of your Chara whose Level is 0 or lower is placed from the Stage to the WR, if this is in the Back Row, may pay. If so, put that Chara in the Slot it was in.

*Magic - Miko | ID/W10-078 T: None*

**L0**  
**C0**

**Index, Magic Book Library**  
[C] During your Opp.'s turn, for each other ::Magic:: Chara you have, this gains +500 Pow.

*Magic - Book | ID/W10-079 T: None*

	LO
	CO

**Index, Magic Book Library**  
 [C] During your Opp.'s turn, for each other ::Magic::  
 Chara you have, this gains +500 Pow.

*Magic - Book | ID/W10-079S T: None*

LO

CO

[A] [(1) Send this to Memory] When another Chara of yours is placed from the Stage to the WR, may pay. If so, return that Chara to your hand.

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

[C] **RECOLLECTION** If there are 3 or more cards in your Memory, for each other Rested Charas you have, this gains +500 Pow.

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

[A] [(1)] When this attacks, if "Magician of Necessarius" is in the CZ, may pay. If so, draw a card, and this gains +3000 Pow for the turn.

L2  
C2

[A] [(1)] When this attacks, if "Magician of Necasarius" is in the CZ, may pay. If so, draw a card, and this gains +3000 Pow for the turn.

$$\frac{L2}{C2}$$

[A] [(1)] When this becomes Reversed while Battling, may pay. If so, send this to Memory.

$$\frac{LO}{CO}$$

[C] All your other ::ESP:: Charas gain "[A] **ENCORE**  
[Discard a Chara from your hand to the WR]".

LO  
CO

[A] **CHANGE** [(2) Discard a card to the WR, Send this to Memory] At the beginning of your Climax Phase, may pay. If so, choose a "Saint" Kanzaki" from your WR and put it in the Slot this was in.

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

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

[A] [(4) Discard a "St. George's Sanctuary" from hand to the WR] At the beginning of Counter Step during your Opp.'s turn, may pay. If so, choose a Level 1 or higher Chara battling this and put it on bottom of the LB.

L2  
C2

[A] When a Level 2 or higher Battle Opp. of this becomes Reversed, you may draw a card.

**L3**  
**C2**

[A] BOND/"Hyouka & Index" [(1)]

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

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

$$\frac{LO}{CO}$$

--No Text--

LO  
CO

[A] [(3)] When this is placed from hand to the Stage, may pay. If so, search your LB for up to 1 Level 1 or lower ::Magic:: Chara and put in in a Slot in the Back Row. Shuffle your LB.

**L1**  
**C0**

[C] ASSIST All your Level 2 or higher Charas in front of this gain +1000 Pow.

[A] [Discard a Climax card from hand to the WR] When "Index's Specialty" is placed in your CZ, may pay. If so, search your LB for up to 1 :Magic:: Chara, reveal it, and put it in your hand. Shuffle your LB.

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

[A] **RECOLLECTION** When the Battle Opp. of this becomes Reversed, if "Sister Index" is in your Memory, you may put that Chara on the bottom of the LB.

L1
C1

[A] [(2)] When this is placed from hand to the Stage, may pay. If so, put the top card in your Clock in your WR.

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

--No Text--

$$\frac{L2}{C2}$$

Choose 1 of your Standing ::Book:: Charas and Rest it. If so, draw up to 2 cards, and discard a card from your hand to your WR.

**L2**  
**C0**

Healing Magic

[Counter] You cannot play this from hand if you have 1 or fewer ::Book:: Charas. Put up to 2 cards from top of your Clock in the WR. Send this to Memory.

ID/W10-097 T: None

L3C2

Index's Specialty

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

ID/W10-098 T: Draw

St. George's Sanctuary

[A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

ID/W10-099 T: 2 Soul

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Magician of Necessarius

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

ID/W10-100 T: 2 Soul

Uiharu, Elite Operator

[C] **RECOLLECTION** If there is a "Level 0" Saten' in your Memory, this gains +1000 Pow.  
[A] [(1)] When this attacks, if "Judgment's Resolution" is in CZ, may pay. If so, look at top 3 cards of your LB, reveal up to 1 Chara with either ::Judgment:: or "Saten" in name and put it in your hand. Put the rest in the WR.

ESP - Judgment | RG/W10-026 T: None

L1C0

Uiharu in Swimsuits

[C] **RECOLLECTION** If there are 3 or more cards in your Memory, this gains +1000 Pow.  
[A] When this is placed from hand to the Stage or placed to the Stage via **CHANGE**, you may put the top card in your Clock in your WR.

ESP - Judgment | RG/W10-027 T: Soul

L3C2

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Kazari Uiharu

[A] When this attacks, choose another Chara of yours. That Chara gains +1 Level and +1000 Pow for the turn.

ESP - Judgment | RG/W10-028 T: None

L0C0

Kazari Uiharu

[A] When this attacks, choose another Chara of yours. That Chara gains +1 Level and +1000 Pow for the turn.

ESP - Judgment | RG/W10-028R T: None

L0C0

"Level 0" Saten

[S] [(1)] This gains +2500 Pow for the turn. At the end of turn, send this to Memory.

RG/W10-029 T: None

L0C0

"Level 0" Saten

[S] [(1)] This gains +2500 Pow for the turn. At the end of turn, send this to Memory.

RG/W10-029S T: None

L0C0

Konori in Swimsuits

[C] If you have 2 or more other ::Judgment:: Charas, this gains the following ability. "[A] When a Level 1 or higher Battle Opp. of this becomes Reversed, you may put the top card of your LB in your Stock."

ESP - Judgment | RG/W10-030 T: None

L1C0

"Multiskill" Kiyama

[C] All your other ::ESP:: Charas gain +X Pow, where X = 500 times the Level of that Chara.  
[A] When "A Teacher's Obsession" is placed in your CZ, you may choose an ::ESP:: Chara in your WR and put it in Stock.

Science - ESP | RG/W10-031 T: Soul

L2C1

Uiharu & Saten

[C] All your other Charas gain the following ability.  
"[C] This cannot Side Attack".

ESP - Judgment | RG/W10-032 T: Soul

L2C2

Uiharu & Saten

[C] All your other Charas gain the following ability.  
"[C] This cannot Side Attack".

ESP - Judgment | RG/W10-032S T: Soul

L2C2

Ruiko Saten

[C] If you have 5 or more cards in your Stock, all your other ::Judgment:: Charas gain +500 Pow.  
[A] **BOND/"Judgment"** Uiharu' [Put the top card of your LB in your Clock]

RG/W10-033 T: None

L0C0

Uiharu with Flower Accessories

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[A] When this becomes Reversed while battling, reveal the top card of your LB. If it's a ::Judgment:: Chara, you may send this to Memory. (Put the revealed card back where it was.)

ESP - Judgment | RG/W10-034 T: None

L0C0

Uiharu, Kuroko's Partner

--No Text--

ESP - Judgment | RG/W10-035 T: None

L1C0

Saten, Uiharu's Dear Friend

[C] **ASSIST** All your Charas in front of this gain +500 Pow.  
[S] [Rest this] Choose 1 of your Charas with **RECOLLECTION**. That Chara gains +1000 Pow for the turn.

RG/W10-036 T: Soul

L1C1

"Judgment" Uiharu

[A] **CHANGE** [(1) Discard a card from hand to the WR, Send this to Memory] At the beginning of your Climax Phase, may pay. If so, choose 1 "Uiharu in Swimsuits" from your WR and put it in the Slot this was in.

ESP - Judgment | RG/W10-037 T: Soul

L2C2

"Anti-Skill" Tessou

[A] [Discard a Climax card from hand to the WR] When this is placed from hand to the Stage, may pay. If so, search your LB for a Chara with **RECOLLECTION**, reveal it, and put it in your hand. Shuffle your LB.

Teacher - Glasses | RG/W10-038 T: None

L0C0

Harumi Kiyama

[C] All your Charas whose Level is higher than your Level gains +500 Pow.  
[S] [Rest this] All your Charas gain +1 Level for the turn.

Teacher - Science | RG/W10-039 T: None

L0C0

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"Dummy Check" Jyuuhuku

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

ESP - Brow | RG/W10-040 T: None

L0C0

Awatsuki, Swimming Club

--No Text--

ESP - Sports | RG/W10-041 T: None

L0C0

Kiyama, Developer of Level Upper

[S] [(2)] Choose 1 of your other Charas. That Chara gains +1 Level and +4000 Pow for the turn. At the end of turn, send that Chara to Memory. Awatsuki, Swimming Club

Teacher - Science | RG/W10-042 T: None

L1C0

Index & Railgun Booster Pack

Wannai, Swimming Club

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

ESP - Sports | RG/W10-043 T: Soul

L1C1

Mii Konori

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

ESP - Judgment | RG/W10-044 T: Soul

L2C1

Saten, "Level Upper" user

[A] When this attacks, if "Best Friends" is in the CZ, choose 1 of your other Charas, and that Chara gains +4000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, choose up to 1 of Opp.'s Charas, that Chara gets -1500 Pow for the turn, and at the end of turn, send this to Memory."

ESP | RG/W10-045 T: Soul

L2C1

Skirt Lifting

Choose 1 of your Standing Charas with 0 Traits and Rest it. If you do, look at the top card of your Opp.'s LB and put it either on top or bottom of the LB. Put this in your Stock.

RG/W10-046 T: None

L1C0

AIM Burst

Choose up to 2 Level 2 or lower Charas in Opp.'s Front Row and put them in Clock.

RG/W10-047 T: None

L3C9

Judgment's Resolution

[C] All your Charas gain +2 Soul.

RG/W10-048 T: 2 Soul

Best Friends

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

RG/W10-049 T: Treasure

A Teacher's Obsession

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

RG/W10-050 T: Stock

"Railgun" Mikoto

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed, choose up to 1 Cost 0 or lower Chara in your Opp.'s Front Row. Put it in the WR.

ESP - Frog | RG/W10-051 T: None

L0C0

"Railgun" Mikoto

[S] **BRAINSTORM** [(1)] Flip over the top 4 cards of your LB and put them in the WR. For each Climax revealed, choose up to 1 Cost 0 or lower Chara in your Opp.'s Front Row. Put it in the WR.

ESP - Frog | RG/W10-051SP T: None

L0C0

"Teleporter" Kuroko

[A] When the Battle Opp. of this becomes Reversed, you may choose 1 Chara in your WR and return it to your hand.  
[A] When this attacks, if "Work of Judgment" is in the CZ, this gains +2000 Pow and the following ability for the turn. "[A] At the beginning of the Encore Step, you may return this to the hand."

ESP - Judgment | RG/W10-052 T: Soul

L2C2

"Teleporter" Kuroko

[A] When the Battle Opp. of this becomes Reversed, you may choose 1 Chara in your WR and return it to your hand.  
[A] When this attacks, if "Work of Judgment" is in the CZ, this gains +2000 Pow and the following ability for the turn. "[A] At the beginning of the Encore Step, you may return this to the hand."

ESP - Judgment | RG/W10-052SP T: Soul

L2C2

**"Judgment" Kuroko**

[A] When the Battle Opp. of this becomes Reversed, you may choose 1 Chara in your WR and return it to your hand. If so, discard a card from your hand to the WR.

ESP - Judgment | RG/W10-053 T: None

L0  
C0

**"Judgment" Kuroko**

[A] When the Battle Opp. of this becomes Reversed, you may choose 1 Chara in your WR and return it to your hand. If so, discard a card from your hand to the WR.

ESP - Judgment | RG/W10-053S T: None

L0  
C0

**Mikoto Misaka**

[A] [(2) When "Ability and Pow" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for an ::ESP:: Chara whose Level is 1 or lower and put it in any Slot on Stage. Shuffle your LB.

ESP - Frog | RG/W10-054 T: None

L1  
C0

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**Mikoto Misaka**

[A] [(2) When "Ability and Pow" is placed in your CZ, if this is in the Front Row, may pay. If so, search your LB for an ::ESP:: Chara whose Level is 1 or lower and put it in any Slot on Stage. Shuffle your LB.

ESP - Frog | RG/W10-054S T: None

L1  
C0

**Mikoto & Kuroko, Senpai and Kouhai**

[C] **ASSIST** All your ::ESP:: Charas in front of this gain +1 Level and +500 Pow.  
[A] [Discard a Climax card from hand to the WR] When your Charas' Trigger Checks reveals a Climax card, if it has a Salvage icon, may pay. If so, choose 1 Chara from your WR and return it to your hand.

ESP - Judgment | RG/W10-055 T: Soul

L1  
C1

**Mikoto & Kuroko, Senpai and Kouhai**

[C] **ASSIST** All your ::ESP:: Charas in front of this gain +1 Level and +500 Pow.  
[A] [Discard a Climax card from hand to the WR] When your Charas' Trigger Checks reveals a Climax card, if it has a Salvage icon, may pay. If so, choose 1 Chara from your WR and return it to your hand.

ESP - Judgment | RG/W10-055R T: Soul

L1  
C1

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**"Judgment?" Mikoto**

[A] **CHANGE** [(2) Discard a card from hand to the WR, Send this to Memory] At the beginning of your Climax Phase, may pay. If so, choose 1 "Level 5" Mikoto' from you WR and put it in the Slot this was in.

ESP - Frog | RG/W10-056 T: Soul

L1  
C1

**"Level 5" Mikoto**

[C] If you have 4 or more Climax cards in your WR, this gains +3 Level and +1500 Pow.

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

ESP - Frog | RG/W10-057 T: Soul

L2  
C2

**Kuroko, Believe in Justice**

[C] If you have 2 or more other ::Frog:: Charas, this gains the following ability. "[A] When this becomes Reversed, if the Battle Opp. is Level 0 or lower, you may Reverse that Chara."

[A] **BOND**/"Level 5" Mikoto' [(1)]

ESP - Judgment | RG/W10-058 T: None

L0  
C0

**Kuroko Shirai**

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

ESP - Judgment | RG/W10-059 T: None

L0  
C0

**"Level 4" Kuroko**

[C] If you have another Chara whose Level is 5 or higher, this gains +3 Level and +1500 Pow.

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

ESP - Judgment | RG/W10-060 T: None

L1  
C0

**Mikoto & Kuroko in Swimsuits**

[C] For each other ::Frog:: Chara you have, this gains +500 Pow.

ESP - Frog | RG/W10-061 T: Soul

L2  
C2

**Mikoto, Strongest and Invincible Electric Princess**

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

[C] Chara opposite this gets -1 Soul.

[A] [(2)] When this attacks, if "Railgun" is in the CZ, may pay. If so, choose 1 of your Opp.'s Charas whose Level is 2 or lower. Put that Chara on top of the LB.

ESP - Frog | RG/W10-062 T: Soul

L3  
C2

**Mikoto, Ace of Tokiwadai**

[S] [Rest this] Choose 1 of your Charas, and that Chara gains +X Pow, where X = 500 times the Level of that Chara.

ESP - Frog | RG/W10-063 T: None

L0  
C0

**Mitsuko Kongou**

[C] For each Climax card in your WR, this gains +500 Pow.

ESP - Fan | RG/W10-064 T: None

L0  
C0

**Mikoto, Electro Master**

--No Text--

ESP - Frog | RG/W10-065 T: None

L0  
C0

**Mikoto, No. 3 of Academy City**

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's not an ::ESP:: Chara, Rest this. (Put the revealed card back where it was)

[S] [(2) Rest this] Choose 1 ::ESP:: Chara in your WR and return it to your hand.

ESP - Frog | RG/W10-066 T: None

L0  
C0

**Aggressive Kuroko**

[A] [(1)] When another of your battling Chara becomes Reversed, may pay. If you do, choose 1 of your Charas, and that Chara gains +2500 Pow for the turn.

[S] [(2) Rest this] Search your LB for up to 1 ::Frog:: Chara, reveal it, and put it in your hand. Shuffle your LB.

ESP - Judgment | RG/W10-067 T: None

L1  
C0

Skinship Mikoto & Kuroko

--No Text--

ESP - Frog | RG/W10-068 T: None

L1C1

Touma, Ability to Counter All Abilities

[C] When this is battling, if the Battle Opp. has either ::Magic:: or ::ESP::, this gains +1500 Pow.

RG/W10-069 T: Soul

L2C1

Kuroko, Mikoto's Partner

--No Text--

ESP - Judgment | RG/W10-070 T: Soul

L2C1

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Pool Cleaning

Rest 2 of your Standing Charas. If you do, choose a Chara in your WR and return it to your hand.

RG/W10-071 T: None

L2C0

Chaser~

Choose 2 of your Standing ::Frog:: Charas and Rest them. If you do, deal X damage to your Opp., where X = Level of your highest Level Chara. (DC can occur)

RG/W10-072 T: None

L2C3

Ability and Power

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

RG/W10-073 T: Salvage

Index & Railgun Booster Pack

Railgun

[A] When this is placed from hand to the CZ, draw a card, and choose 1 of your Charas, and that Chara gains +2000 Pow and +1 Soul for the turn.

RG/W10-074 T: 2 Soul

Work of Judgment

[A] When this is placed from hand to the CZ, put the top card of your LB in your Stock, and all your Charas gain +1 Soul for the turn.

RG/W10-075 T: 2 Soul