

Narumi, Taking a Step

[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 the LB or in the WR.
[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 Chara, reveal it, put it in your hand, and shuffle your LB.

Melvania - Weapon | RSK/SE44-01 T: None

L0
C0

Narumi, Taking a Step

[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 the LB or in the WR.
[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 Chara, reveal it, put it in your hand, and shuffle your LB.

Melvania - Weapon | RSK/SE44-01SP T: None

L0
C0

Chitta, Master Archer

[C] During your turn, if all your Charas are either ::Melvania:: or ::Real::, this gains +2000 Pow.
[A] **CX COMBO RESONANCE** [Reveal a "Narumi, Adventurer" from your hand] At the start of your Encore Step, if "Heart Bow" is in the CZ, this card in your Front Row, and you have 2 or more other Charas, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 card from among them, add it to your hand, and place the remaining cards to the WR.

Melvania - Elf | RSK/SE44-02 T: None

L1
C0

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Chitta, Master Archer

[C] During your turn, if all your Charas are either ::Melvania:: or ::Real::, this gains +2000 Pow.
[A] **CX COMBO RESONANCE** [Reveal a "Narumi, Adventurer" from your hand] At the start of your Encore Step, if "Heart Bow" is in the CZ, this card in your Front Row, and you have 2 or more other Charas, may pay. If so, look at up to 4 cards from the top of your LB, choose up to 1 card from among them, add it to your hand, and place the remaining cards to the WR.

Melvania - Elf | RSK/SE44-02SP T: None

L1
C0

Miyabi, The Thing She's Truly Looking For

[C] If you have 4 or more Charas with either ::Melvania:: or ::Real::, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, if you have 2 or more other Charas with either ::Melvania:: or ::Real::, this gains +4000 Pow for the turn, and you may draw a card. If so, discard a card from your hand to the WR.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Melvania - RS-Sister | RSK/SE44-03 T: Soul

L3
C2

Miyabi, The Thing She's Truly Looking For

[C] If you have 4 or more Charas with either ::Melvania:: or ::Real::, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, if you have 2 or more other Charas with either ::Melvania:: or ::Real::, this gains +4000 Pow for the turn, and you may draw a card. If so, discard a card from your hand to the WR.
[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, put the top card of your Clock in your Stock.

Melvania - RS-Sister | RSK/SE44-03SP T: Soul

L3
C2

Rear Sekai Extra Booster

Narumi, Adventurer

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO EXPERIENCE RESONANCE** [Discard a card from hand to the WR, and reveal 1 Chara from hand with the same name as a Chara in your Level Zone] When this attacks, if you have "My Adventure (Watashi)" in the CZ and you have 2 or more other Charas, may pay. If so, you may choose up to 2 cards from your Opp.'s WR, return them to their LB, your Opp. shuffles their LB, and you deal 1 Damage to your Opp.. (DC can occur)

Melvania - Weapon | RSK/SE44-04 T: Soul

L3
C2

Shuu, Reason to Be Nice

[A] At the beginning of your Climax Phase, choose 1 of your ::Melvania:: or ::Real:: Charas, and for the turn that Chara gains +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, search your LB for up to 1 Chara with either ::Melvania:: or ::Real::, reveal it, put it in your hand, and shuffle your LB.

Melvania - RS-Farmer | RSK/SE44-05 T: None

L0
C0

Shuu, Reason to Be Nice

[A] At the beginning of your Climax Phase, choose 1 of your ::Melvania:: or ::Real:: Charas, and for the turn that Chara gains +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, search your LB for up to 1 Chara with either ::Melvania:: or ::Real::, reveal it, put it in your hand, and shuffle your LB.

Melvania - RS-Farmer | RSK/SE44-05SP T: None

L0
C0

Hajime, Change in Physical Signs

[C] During your turn, if you have 2 or more other ::Melvania:: or ::Real:: Charas, this gains +2000 Pow and the following ability. "[A] When this attacks, if the Level of the Chara Opposite this is 2, this gains +6000 Pow for the turn."
[A] [Put another Chara with ::Melvania:: or ::Real:: from your Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's either a ::Melvania:: or ::Real:: Chara or "Mirror of the Law Demon", put it in your hand. (Otherwise put it back where it was)

Melvania - Alchemy | RSK/SE44-06 T: None

L1
C0

Hajime, Change in Physical Signs

[C] During your turn, if you have 2 or more other ::Melvania:: or ::Real:: Charas, this gains +2000 Pow and the following ability. "[A] When this attacks, if the Level of the Chara Opposite this is 2, this gains +6000 Pow for the turn."
[A] [Put another Chara with ::Melvania:: or ::Real:: from your Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's either a ::Melvania:: or ::Real:: Chara or "Mirror of the Law Demon", put it in your hand. (Otherwise put it back where it was)

Melvania - Alchemy | RSK/SE44-06SP T: None

L1
C0

Brad, Dream as An Artisan

[A] **RESONANCE** [Discard a card from your hand to the WR, reveal a "Narumi, Adventurer" from your hand] 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 Chara with either ::Melvania:: or ::Real::, reveal it, put it in your hand, and put the rest in the WR.

Melvania - Merchant | RSK/SE44-07 T: None

L1
C0

Brad, Dream as An Artisan

[A] **RESONANCE** [Discard a card from your hand to the WR, reveal a "Narumi, Adventurer" from your hand] 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 Chara with either ::Melvania:: or ::Real::, reveal it, put it in your hand, and put the rest in the WR.

Melvania - Merchant | RSK/SE44-07SP T: None

L1
C0

Miyabi, Daughter of a Grocer

[C] At your other Charas With either ::Melvania:: or ::Real:: gain +1000 Pow.
[A] [(2) Discard a card from your hand to the WR] At the start of your Opp.'s Attack Phase, may pay. If so, choose 1 of your Opp.'s Charas, and that Chara gets -2 Soul for the turn.
[S] **RESONANCE** [Reveal a "Narumi, Adventurer" from your hand, Rest this] Choose 1 of your Charas, and that Chara gains +2000 Pow for the turn.

Melvania - RS-Sister | RSK/SE44-08 T: Soul

L2
C1

Narumi, Nurtured Bond

[C] If you have 2 or more other Charas with either ::Melvania:: or ::Real::, this gains +5000 Pow and "[A] **ENCORE** [Discard a Chara from your hand to the WR]"
[A] **EXPERIENCE RESONANCE** [Reveal 1 Chara from hand with the same name as a Chara in your Level Zone] At the start of your Climax Phase, may pay. If so, this gains +1000 Pow and the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may put that Chara in Stock. If so, put the bottom card of your Opp.'s Stock in the WR."

Melvania - Weapon | RSK/SE44-09 T: Soul

L2
C1

Chitta, Elven Archer

[A] When this is placed from hand to the Stage, put up to 1 card from top of your Clock in the WR, and this gains +1500 Pow for the turn.
[A] [(1) Discard a card from your hand to the WR] When this attacks, if you have another ::Melvania:: or ::Real:: Chara, may pay. If so, look at up to 2 cards from top of your Opp.'s LB, choose up to 2 of them and put them on top of the LB in any order, and put the rest in the WR.

Melvania - Elf | RSK/SE44-10 T: Soul

L3
C2

Narumi Kaya (Female), Narumi in Real Life

[C] If there are 3 or fewer cards in your Stock, this gains +2000 Pow.
[A] [Discard a Chara with either ::Melvania:: or ::Real:: 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 YELLOW "Narumi, Adventurer", reveal it, put it in your hand, and shuffle your LB.

Real - Student | RSK/SE44-11 T: None

L0
C0

Brad, Part-Time Work at the Grocer

[A] When this is placed from hand to the Stage, reveal the top card of your LB. If it's a Chara with either ::Melvania:: or ::Real::, put it in your hand and discard a card from your hand to the WR. (Otherwise put it back where it was)
[A] [Discard a Chara with either ::Melvania:: or ::Real:: from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, draw a card.

Melvania - Merchant | RSK/SE44-12 T: None

L0
C0

Miyabi, Caretaking Big Sis

[C] During your turn, all your other Charas with either ::Melvania:: or ::Real:: gain +1000 Pow.
[S] [(1) Discard a card from your hand to the WR, Rest this] Look at up to 3 cards from the top of your LB, choose up to 1 of them and put it in your hand, and put the rest in the WR.

Melvania - RS-Sister | RSK/SE44-13 T: None

L1
C0

Narumi, Full of Curiosity

[A] When this is placed from hand to the Stage, if you have another Chara with either ::Melvania:: or ::Real::, this gains +2000 Pow for the turn.
[A] [(1) Rest 1 of your other Standing Charas with either ::Melvania:: or ::Real::] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, may pay. If so, search your LB for up to 1 Chara with either ::Melvania:: or ::Real::, reveal it, put it in your hand, and shuffle your LB.

Melvania - Weapon | RSK/SE44-14 T: None

L1
C0

Shuu, Young Farmer

[A] [(4) Discard a Chara with either ::Melvania:: or ::Real:: from your hand to the WR] When you use the **BACKUP** of this, may pay. If so, choose 1 of your Opp.'s Charas and Rest it.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Melvania - RS-Farmer | RSK/SE44-15 T: Soul

L2
C1

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Hajime, Alchemist

[A] [(1) Discard a card from hand to the WR, choose 1 of your Charas on Stage and place them 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 your Opp.'s Level, and place it to their Stock. If so, put 1 card from the bottom of your Opp.'s Stock in their WR.
[S] [Counter] **BACKUP 2500, Level 2** [(1) Discard this card from your hand to the WR]

Melvania - Alchemy | RSK/SE44-16 T: Soul

L2
C1

Chitta, Graceful

[A] When this attacks, choose 1 of your other ::Melvania:: or ::Real:: Charas, and that Chara gains +X Pow for the turn, X = 1500 times # of Events in your WR.
[S] [Discard a Chara with either ::Melvania:: or ::Real:: from your hand to the WR] Reveal the top card of your LB. If it's a Chara with either ::Melvania:: or ::Real::, this gains the following ability for the turn. "[C] When this attacks, you may instead choose a Chara in your Opp.'s Back Row and have this Front Attack that Chara as the Defending Chara." (Put the revealed card back where it was)

Melvania - Elf | RSK/SE44-17 T: Soul

L2
C1

Shuu Tachibana, Shuu in Real Life

[C] **ASSIST** All your Charas in front of this gain +500 Pow.
[S] [(1) Rest this] Choose 1 of your Charas with either ::Melvania:: or ::Real::, and that Chara gains the following ability for the turn. "[A] When the Battle Opp. of this becomes Reversed, you may choose a Chara from your WR and return it to your hand."

Real - RS-Gardening | RSK/SE44-18 T: None

L0
C0

Rear Sekai Extra Booster

Hajime Sumeragi, Hajime in Real Life

[A] [(1) Discard a ::Melvania:: or ::Real:: 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.

Real - RS-Tutor | RSK/SE44-19 T: None

L0
C0

Chitta Gamou, Chitta in Real Life

[A] When this is placed from hand to the Stage, choose 1 of your Charas with either ::Melvania:: or ::Real::, and that Chara gains +1500 Pow for the turn.
[S] [(1) Put this in the WR] Choose a "Chitta, Master Archer" in your WR and return it to your hand.

Real - RS-Kyudo | RSK/SE44-20 T: None

L0
C0

Burado Ichiminji, Brad in Real Life

[A] When this is placed from hand to the Stage, put the top 2 cards of your LB in the WR, and this gains +X Pow for the turn. X = 1000 times # of Charas with either ::Melvania:: or ::Real:: among those cards.
[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 with either ::Melvania:: or ::Real:: and return it to your hand, choose 1 of your other Chara with either ::Melvania:: or ::Real::, and that Chara gains +1000 Pow for the turn.

Real - RS-Parttimer | RSK/SE44-21 T: None

L0
C0

Hajime, Scholar

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

Melvania - Alchemy | RSK/SE44-22 T: None

L0
C0

Miyabi Ayase, Miyabi in Real Life

[A] When this becomes Reversed in battle, you may reveal up to 3 cards from top of your LB. If you reveal at least 1 card this way, choose up to 1 Chara with either ::Melvania:: or ::Real:: among them, put it in your hand, put the rest in the WR, and discard a card from hand to the WR.

Real - Sewing | RSK/SE44-23 T: None

L0
C0

Shuu, At His Own Pace

[A] When this is placed from hand to the Stage, choose up to 1 of your Opp.'s Charas and Send it to Memory, and your Opp. puts that Chara from Memory to any Slot on their Stage.
[A] When this attacks, choose 1 of your other Charas with either ::Melvania:: or ::Real::, and that Chara gains +X Pow for the turn. X = 500 times # of your other Charas with either ::Melvania:: or ::Real::.

Melvania - RS-Farmer | RSK/SE44-24 T: None

L1
C0

Brad, Blunt Kindess

[A] When this is placed from hand to the Stage, if you have another ::Melvania:: or ::Real:: Chara, for the turn this gains +4000 Pow.
[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Melvania:: or ::Real::, you may choose a Chara in your WR with either ::Melvania:: or ::Real:: and put it in your Stock.

Melvania - Merchant | RSK/SE44-25 T: Soul

L1
C1

Mirror of the Law Demon

If you don't have a Chara with "Narumi" in name, you cannot play this from hand.
Choose 1 of the following 3 effects and perform it.
"Choose a Chara from your WR and return it to your hand."
"Choose 1 of your Opp.'s Front Row Charas and return it to their hand."
"If your Opp. has 5 or more cards in Memory, your Opp. puts all Charas from their Memory in the WR."

RSK/SE44-26 T: None

L1
C1

Heart Bow

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

RSK/SE44-27 T: Choice

My Adventure (Watashi)

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

RSK/SE44-28 T: Choice

Lisa, Mother's Feelings

[S] [(1) Discard a card from your hand to the WR, put this in the WR] Choose a Chara with either ::Melvania:: or ::Real:: in your WR and return it to your hand, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Melvania - Treasure Hunter | RSK/SE44-29 T: None

L0
C0

Lisa, Mother's Feelings

[S] [(1) Discard a card from your hand to the WR, put this in the WR] Choose a Chara with either ::Melvania:: or ::Real:: in your WR and return it to your hand, choose 1 of your Charas, and that Chara gains +3000 Pow for the turn.
[S] **BRAINSTORM** [(1) Rest this] Flip over the top 4 cards of your LB and put them in the WR. For each Climax card revealed this way, choose up to 1 Chara in your WR and return it to your hand.

Melvania - Treasure Hunter | RSK/SE44-29SP T:

L0
C0

Hikari, Desire to Help

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO RESONANCE** [Reveal a "Narumi, Adventurer" from your hand] When this attacks, if "Holy Light" is in the CZ and you have 2 or more other Charas, may pay. If so, this gains the following 2 abilities until the next end of your Opp.'s turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Canceled, you may put the top card of your Clock in the WR." "[A] When this is Front Attacked, you may return this to your hand."

Melvania - RS-Saint | RSK/SE44-30 T: None

L1
C0

Hikari, Desire to Help

[A] When this is placed from hand to the Stage, this gains +1500 Pow for the turn.
[A] **CX COMBO RESONANCE** [Reveal a "Narumi, Adventurer" from your hand] When this attacks, if "Holy Light" is in the CZ and you have 2 or more other Charas, may pay. If so, this gains the following 2 abilities until the next end of your Opp.'s turn. "[A] This ability activates up to once per turn. When Damage dealt by this is Canceled, you may put the top card of your Clock in the WR." "[A] When this is Front Attacked, you may return this to your hand."

Melvania - RS-Saint | RSK/SE44-30SP T: None

L1
C0

Narumi, Adventurer

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO EXPERIENCE RESONANCE** [(1) Discard a card from your hand to the WR, reveal a Chara from your hand with the same name as a Chara in your Level Zone] When this attacks, if you have "My Adventure (Boku)" in your CZ and you have 2 or more other Charas with :Melvania: and/or :Real::, may pay. If you do, this gets -10 Soul for the turn, and choose 1 of the following 2 effects and perform it twice. "Deal 3 Damage to your Opp.." "Deal 4 Damage to your Opp.." (DC can occur)

Melvania - Weapon | RSK/SE44-31 T: Soul

L3
C2

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Narumi, Adventurer

[A] When this is placed from hand to the Stage, you may put the top card of your Clock in the WR.
[A] **CX COMBO EXPERIENCE RESONANCE** [(1) Discard a card from your hand to the WR, reveal a Chara from your hand with the same name as a Chara in your Level Zone] When this attacks, if you have "My Adventure (Boku)" in your CZ and you have 2 or more other Charas with :Melvania: and/or :Real::, may pay. If you do, this gets -10 Soul for the turn, and choose 1 of the following 2 effects and perform it twice. "Deal 3 Damage to your Opp.." "Deal 4 Damage to your Opp.." (DC can occur)

Melvania - Weapon | RSK/SE44-31SP T: Soul

L3
C2

Lisa, Treasure Hunter

[A] At the start of your Climax Phase, choose 1 of your Charas with either :Melvania: or :Real::, and that Chara gains the following ability until the next end of your Opp.'s turn. "[A] At the start of your Opp.'s Attack Phase, you may put the top card of your LB in the WR. If it's a Chara with either :Melvania: or :Real::, you may move this to an empty Slot in the Front Row."

Melvania - Treasure Hunter | RSK/SE44-32 T: None

L0
C0

Narumi, Growing Bond

[A] **EXPERIENCE RESONANCE** [Reveal 1 Chara from hand with the same name as a Chara in your Level Zone] At the start of your Climax Phase, if you have 3 or more other Charas, may pay. If so, this gains +1500 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."

Melvania - Weapon | RSK/SE44-33 T: None

L1
C0

Rear Sekai Extra Booster

Hibiki, What Only He Can Do

[A] When your other Chara with either :Melvania: or :Real:: attacks, this gains +X Pow for the turn. X = 500 times # of your other Charas with either :Melvania: or :Real::.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Melvania - Muscle | RSK/SE44-34 T: None

L1
C1

Hibiki, What Only He Can Do

[A] When your other Chara with either :Melvania: or :Real:: attacks, this gains +X Pow for the turn. X = 500 times # of your other Charas with either :Melvania: or :Real::.
[A] **ENCORE** [Discard a Chara from your hand to the WR]

Melvania - Muscle | RSK/SE44-34SP T: None

L1
C1

Hikari, Admiration for Her Mother

[C] If your Opp. has a Level 3 or higher Chara, this gets -1 Level while in your hand.
[C] For each of your other Charas with either :Melvania: or :Real:: in the Front Row, this gains +1500 Pow.
[A] When this is placed from hand to the Stage, choose up to 1 Chara with either :Melvania: or :Real:: in your WR and put it in your Stock, choose up to 1 of your Opp.'s Charas and send it to Memory, and at the start of Encore Step, your Opp. puts that Chara from their Memory in any Slot on the Stage.

Melvania - RS-Saint | RSK/SE44-35 T: Soul

L3
C2

Nono, Blessing Magic

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] During your turn, for each of your other Charas with either :Melvania: and/or :Real::, this gains +500 Pow.
[A] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB and search for up to 2 Charas with either :Melvania: and/or :Real::, reveal it, put it in your hand, and put the rest in the WR.

Melvania - Fortune Reading | RSK/SE44-36 T: Soul

L3
C2

Nono, Blessing Magic

[C] If there are 2 or fewer Climax cards in your WR, this gets -1 Level while in your hand.
[C] During your turn, for each of your other Charas with either :Melvania: and/or :Real::, this gains +500 Pow.
[A] During the turn this is placed from hand to the Stage, when the Battle Opp. of this becomes Reversed, look at up to 4 cards from top of your LB and search for up to 2 Charas with either :Melvania: and/or :Real::, reveal it, put it in your hand, and put the rest in the WR.

Melvania - Fortune Reading | RSK/SE44-36SP T: Soul

L3
C2

Ren, Pitch Black Darkness

[A] When this attacks, if you do not have a Chara with "Narumi" in name, put the top card of your LB in your Clock.
[A] [(3) Discard a card from your hand to the WR, put 1 of your other Charas from the Stage in the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, at the end of this card's attack, may pay. If so, Stand this.

Melvania - Darkness | RSK/SE44-37 T: Soul

L3
C2

Ren, Pitch Black Darkness

[A] When this attacks, if you do not have a Chara with "Narumi" in name, put the top card of your LB in your Clock.
[A] [(3) Discard a card from your hand to the WR, put 1 of your other Charas from the Stage in the WR] This ability activates up to once per turn. During the turn this is placed from hand to the Stage, at the end of this card's attack, may pay. If so, Stand this.

Melvania - Darkness | RSK/SE44-37SP T: Soul

L3
C2

Narumi Kaya (Male), Narumi in Real Life

[C] If there are 3 or fewer cards in your Stock, this gains +2000 Pow.
[A] [Discard a Chara with either :Melvania: or :Real:: 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 BLUE "Narumi, Adventurer", reveal it, put it in your hand, and shuffle your LB.

Real - Student | RSK/SE44-38 T: None

L0
C0

Nono, Fortune Teller

[C] During your turn, all your other Charas with either :Melvania: or :Real:: gain +500 Pow.
[A] When this or your other Chara with either :Melvania: or :Real:: is placed from hand to the Stage, you may look at the top card of your LB. (Put it back where it was)
[A] [(1) When a Climax is placed to your CZ, may pay. If so, choose 1 "Mirror of the Law Demon" from your WR and return it to hand.

Melvania - Fortune Reading | RSK/SE44-39 T: None

L0
C0

Len, Dark Magician

[A] When this is placed from hand to the Stage, this gains +X Pow for the turn. X = 500 times # of your Charas with either :Melvania: or :Real::.
[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.

Melvania - Darkness | RSK/SE44-40 T: None

L1
C0

Hibiki, Physical Fighter

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

Melvania - Muscle | RSK/SE44-41 T: Soul

L2
C1

Lisa, Outdoor

[C] If you have 4 or more other Charas with either :Melvania: or :Real::, this gains +6000 Pow.
[A] When this is placed from hand to the Stage, if you have 2 or more other Charas with either :Melvania: or :Real::, you may draw 2 cards. If so, discard 2 cards from your hand to the WR.
[A] When this is placed from hand to the Stage, if you have 4 or more other Charas with either :Melvania: or :Real::, you may choose a Chara in your WR with either :Melvania: or :Real:: and put it in your Stock.

Melvania - Treasure Hunter | RSK/SE44-42 T: Soul

L2
C1

Narumi, Cheery Guy

[C] For each other Chara in your Back Row with either ::Melvania:: or ::Real::, this gains +2000 Pow.
[A] [Clock] **ALARM** [(1) Discard a card from your hand to the WR] If this is on the top of your Clock, at the start of your MP, may pay. If so, return all of the cards in your WR to your LB, and shuffle your LB.

Melvania - Weapon | RSK/SE44-43 T: Soul

L2

C1

Hikari, Light Saint

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, if you have 4 or more other Charas with either ::Melvania:: and/or ::Real::, may pay. If so, your Opp. chooses a Climax card in their WR, returns all cards other than the chosen card from the WR to the LB, and shuffles that LB.

Melvania - RS-Saint | RSK/SE44-44 T: Soul

L2

C1

Risa Kouno, Lisa in Real Life

[A] [Discard a card from your hand to the WR] When this is placed from hand to the Stage, may pay. If so, reveal the top card of your LB, choose a Level X or lower Chara in your WR and return it to your hand. X = Level of the card revealed this way. (Climax cards are considered to be Level 0 for this effect. Put the revealed card back where it was)

Real - RS-Outdoor | RSK/SE44-45 T: None

L0

C0

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Nono Oubaku, Nono in Real Life

[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, search your LB for up to 1 Chara with either ::Melvania:: or ::Real::, reveal it, put it in your hand, and shuffle your LB.

Real - Fortune Reading | RSK/SE44-46 T: None

L0

C0

Ren Saionji, Len in Real Life

[A] [(1) When this is placed from hand to the Stage, may pay. If so, choose a card in your hand and a card in your Level and Swap them.
[S] [(1) Put this in the WR] Look at up to 4 cards from the top of your LB, choose up to 1 ::Melvania:: or ::Real:: Chara from among them, show it to your Opp., put it in your hand, and put the remaining cards in the WR.

Real - Vice-President | RSK/SE44-47 T: None

L0

C0

Hikari, Kind Saint

[A] When you use the **BACKUP** of this, if you have a Chara with either ::Melvania:: or ::Real::, 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]

Melvania - RS-Saint | RSK/SE44-48 T: None

L1

C0

Rear Sekai Extra Booster

Lisa, Very Close

[A] When this is placed from hand to the Stage, choose 1 of your Opp.'s Charas, and that Chara gains the following ability until the next end of your Opp.'s turn. "[C] This cannot move to a different Slot."
[A] When this becomes Reversed, if the Cost of the Battle Opp. of this is 0 or lower, you may put that Chara on the bottom of the LB.

Melvania - Treasure Hunter | RSK/SE44-49 T: None

L1

C0

Hibiki Domon, Hibiki in Real Life

[C] If this is in the Front Row Center Slot, this gains +2000 Pow.
[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 either ::Melvania:: or ::Real:: and return it to your hand.

Real - Student | RSK/SE44-50 T: None

L1

C0

Hikari Amagase, Hikari in Real Life

[A] [Discard a Chara with either ::Melvania:: or ::Real:: 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 "Hikari, Desire to Help", reveal it, put it in your hand, and shuffle your LB.

Real - President | RSK/SE44-51 T: None

L1

C0

Len, Can't Be True to Himself

[A] [Put 1 of your other Charas with other ::Melvania:: or ::Real:: from your Stage in the WR] When this attacks, may pay. If so, reveal the top card of your LB. If it's a Chara with either ::Melvania:: or ::Real::, put it in your hand. (Otherwise put it back where it was)

Melvania - Darkness | RSK/SE44-52 T: None

L1

C0

Nono, Being Shy

[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 becomes Reversed, if the Level of the Battle Opp. of this is higher than the Level of your Opp., you may put that Chara on the bottom of the LB.

Melvania - Fortune Reading | RSK/SE44-53 T: Soul

L1

C1

Hibiki, Loves Weight Training

[C] If you have 4 or more Charas with either ::Melvania:: or ::Real::, this gets -1 Level while in your hand.
[A] When this is placed from hand to the Stage, for the turn this gains +4500 Pow and the following ability. "[A] At the end of the turn put this in WR."
[A] When this attacks, if the Level of the Chara Opposite this is 3 or higher, this gains +6000 Pow for the turn.

Melvania - Muscle | RSK/SE44-54 T: Soul

L2

C1

Holy Light

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

RSK/SE44-55 T: Soul Gate

My Adventure (Boku)

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

RSK/SE44-56 T: Soul Gate