

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Meriltas, [Grass] Assassin +, Dolmdarl.

=====
= A. Beast Attack =
=====

Description: A. Beast Creatures that attack with this card inflict 1.5x damage.

Where found?: AB Attack.

=====
= A. Beast Halfguard =
=====

Description: During defense, receive half damage from attacks by A. Beast Creatures.

Where found?: Cross Scar, Imperial Pick, Soniti.

=====
= A. Beast Influence =
=====

Description: This Item temporarily loses 2 AP if the opponent attacker is an A. Beast Creature.

Where found?: Gobooma's Claw.

=====
= A. Beast Shield =
=====

Description: Blocks all attacks by and on A. Beast Creatures. This effect is valid even if the user of this card is an A. Beast Creature.

Where found?: AB Guard.

=====
= A. Beast Slayer =
=====

Description: Inflicts 1.5x damage when attacking A. Beast Creatures.

Where found?: P-Arm's Blade, T-Assassin's Sabers, Yasminkov 7000V, Club of Zumiuran, AB Attack.

=====
= A/H Swap =
=====

Description: Temporarily swap your character's AP and HP when attacking. The new status returns to normal after the Act Phase.

Additional Information: When damage is calculated, take a note on your card's HP, because that's your damage! In cases where the user has 0 attack power,

this ability can instantly kill them (Like Del Rappy, for example).

Where found?: HP Attack.

=====
= A/H Swap = (Change Guard card Version)
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Description: Temporarily swap your character's AP and HP when defending. The new status returns to normal after the Act Phase.

Additional Information: When damage is calculated, take a note on your card's AP, because that's the stat that will take the damage! In cases where the user has 0 attack power, this ability can instantly kill them (Like Del Rappy, for example).

Where found?: Change Guard.

=====
= A/H Swap Turn =
=====

Description: Before each turn, this character swaps its AP and TP.

Where found?: Leukon Knight.

=====
= A/T Swap =
=====

Description: Temporarily swap your character's AP and TP when attacking. The new status returns to normal after the Act Phase.

Additional Information: When damage is calculated, take a note on your card's TP, because that's your damage!

Where found?: TP Attack.

=====
= A/T Swap Perm =
=====

Description: Swaps its own AP and TP when attacking. The new status remains even after the attack.

Additional Information: When damage is calculated, take a note on your card's TP, because that's your damage between now and until you use this ability again!

Where found?: Relmitos, Rika's Claw, Rabbit Wand, Twinkle Star, Arlan.

=====
= Ability Boost =
=====

Description: The equipper of this card directly gains # AP/TP.

Additional Information: The "#" states the number of AP/TP from the ability on the current card, as different cards have different values.

Where found?: Kasami Bracer.

=====
= Ability Rise =
=====

Description: The equipper of this card directly gains # AP/TP.

Additional Information: The "#" states the number of AP/TP from the ability on the current card, as different cards have different values.

Where found?: Heart of Pounn, Shifta Merga.

=====
= Ability Trap =
=====

Description: During battle, temporarily prevent an opponent character from using any special ability. Action cards can be used normally. This effect ends when the battle ends. Abilities like Guard Creature, Rampage, Pierce, etc. that apply before the battle begins are unaffected.

Where found?: Chain Sword, Sealed J-Sword, Club of Laconium, Ability Trap, Deldepth, First Attack, Seal, Prophets of Motav.

=====
= Acid =
=====

Description: Roll a # or higher after a successful physical attack to put acid on the opponent for # turns. No effect on Story Characters. Characters lose 1 HP while in acid condition.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Melqueek, Diska of Liberator, Flight Cutter, Asuka, Red Handgun, Meteor Smash, Meriltas, Acid, Meteor Smash +, Mericarol +.

=====
= Action Disruptor =
=====

Description: During defense, this card destroys all Action cards that the attacker sets. However, abilities that apply before the start of the battle, such as Rampage, can't be Ability Trapped. When receiving a Tech Attack, damage is based on AP.

Where found?: Twin Blaze, C-Bringer's Rifle, Kaladbolg, Twin Chakram, God's Shield Genbu, Savitri.

=====
= Action Disruptor = (P-Arm's Blade + card Version)
=====

Description: During defense, this card cancels all effects and damage you receive from the opponent's Action Card Attacks.

Where found?: P-Arm's Blade +.

=====
= AC Trash =
=====

Description: Moves all Attack Action cards from the hand to the Discard File after the Set Phase ends. No effect on Defense Action cards.

Where found?: Empty Hand.

=====
= Action Point Decrease =
=====

Description: Using any card costs one less action point, but cost for basic actions that do not use cards such as normal attack or move remains the same.

Where found?: Deflation.

=====
= Action Point Increase =
=====

Description: Using any card costs one more action point, but cost for basic actions that do not use cards such as normal attack or move remains the same.

Where found?: Inflation.

=====
= Action Point Swap =
=====

Description: Swaps the player's ATK points and DEF points when this card is set. Only you yourself can set this Assist card.

Where found?: Exchange.

=====
= Action Up =
=====

Description: When Rufina uses any physical attack Action Card, her AP is multiplied by 2.

Where found?: Rufina.

=====
= Action x2 =
=====

Description: During a physical attack, the AP of an Attack Action card doubles if it is connected with this card. But, any AP gain from Special Effects are not doubled.

Where found?: Rika's Claw +, Sinow Zele, Charge.

=====
= Aerial =
=====

Description: During a move, skip over any (ally or opponent) character.

Skipping over costs an action point more than a normal move. Can't land on occupied blocks.

Where found?: Mothmant, Mothvert, Gi Gue, Nano Dragon, Canadine, Canune, Canane, Canabin, Recon, Claw, Leukon Knight.

=====
= Aerial Assassin =
=====

Description: Inflicts 1.5x damage when attacking Aerial Creatures.

Where found?: Angel Harp, Lura, Flight Cutter, Rifle, Yasminkov 3000R, Spread Needle, Pal Shark, Grass Assassin, Canane, Claw, Indi Belra, FL Attack.

=====
= Aerial Attack =
=====

Description: Creatures with Aerial Status that attack with this card inflict 1.5x damage.

Where found?: FL Attack.

=====
= Aerial Status =
=====

Description: The Story Character equipping this Creature becomes Aerial and can skip over other characters. Skipping over costs an action point more than a normal move. (Can't land on already occupied blocks.)

Where found?: Angel Harp, Garuda, Opa-Opa, Rati, Nintendo Dream.

=====
= Aerial Team =
=====

Description: Creatures and Story Characters on your team all become Aerial and can skip over other characters. Skipping over costs an action point more than a normal move. Can't land on already occupied blocks.

Where found?: Fly.

=====
= Ally Bonus =
=====

Description: During a physical attack, damage you inflict temporarily increases by # the number of your own team's Field Characters (Items or Creatures) on the field.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values. Also, Del Rappy has an extra 2 AP from this ability.

Where found?: Samba Maracas, UI Gibbon, Grass Assassin, Del Rappy.

=====
= Ally Guard =

=====

Description: Damage from the opponent's physical attack decreases by the number of your Field Characters (Items or Creatures) on the field.

Where found?: Gather +.

=====
= Ally Recovery =
=====

Description: All ally Story Characters within one block of this card recover 2 HP. (But, the Resta user does not recover any HP.)

Additional Information: For what it's worth, it's one of the worst abilities in the game, let alone "Resta" being the worst tech card in the game.

Where found?: Resta.

=====
= Ally SC AP Boost =
=====

Description: All ally Story Characters within one block from this card gain 3 AP while this card is on the field.

Where found?: Support.

=====
= Anti-Abnormality =
=====

Description: Prevents Abnormal Conditions: Acid, Drop, Freeze, Immobile, Paralysis, etc.

Where found?: (All CAST-type story characters), Leukon Knight, Pollux (Both Boss and Canned version), Castor, Amplum Umbla, Tollow, Treatment.

=====
= AP Assist =
=====

Description: Before each attack Act Phase, all ally characters (except Items) within one block of this card temporarily gain 1 AP, excluding this card itself.

Additional Information: Hyze's AP Assist works even while dead!

Where found?: Hyze, Mothvist, Sinow Red, Clippen, Dremaga.

=====
= AP Boost =
=====

Description: Physical attacks by the Story Character with this card inflict two extra damage.

Where found?: Brave Wind.

=====

= AP Growth =
=====

Description: This card gains # AP each time it destroys any opponent(s) with a single attack. It gains # even if multiple opponents are destroyed.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values. Also, this ability only works once per attack, and you cannot gain more than 1 AP from this ability.

Where found?: Lightning Partisan, Monkey King Bar, Nano Dragon, Rage, Lavis Cannon, Dark Bringer.

=====
= AP Loss =
=====

Description: Physical attacks by the Story Character with this card inflict two less damage. Negative results are treated as 0.

Where found?: Powerless Rain.

=====
= AP Rise =
=====

Description: All ally characters that are within one block of this card gain 1 AP for 3 turns each (including this card's user). But, no effect on items equipped by Hunters-side characters.

Where found?: Shifta.

=====
= AP Silence =
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Description: After an attack, AP of the opponent decreases by three for two turns. The status returns to normal after two turns.

Additional Information: This ability can layer with other cards with "AP Silence". When the card affected by this ability swaps its AP/HP/TP, this ability always puts the lost AP back in the AP stat of the character. For example, with this ability, you can change Leukon Knight's AP and TP to either 9 AP and 0 TP, or 4 AP and 5 TP (both reversible).

Where found?: Crazy Tune, God Hand, Guardianna, Plantain Leaf, Govulmer, Sinow Spigell, Nano Dragon +.

=====
= AP Silence = (Attack Action Card Version)
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Description: After an attack, AP of the opponent decreases to zero for two turns. The status returns to normal after two turns.

Additional Information: This ability can layer with other cards with "AP Silence". When the card affected by this ability swaps its AP/HP/TP, this ability always puts the lost AP back in the AP stat of the character. For example, with this ability, you can change Leukon Knight's AP and TP to 9 AP

and 0 TP (reversible).

Where found?: Heavy Blow.

=====
= AP Silence = ("Gather" Card Version)
=====

Description: During defense, your attacker loses 2 AP.

Where found?: Gather.

=====
= AP Silence = ("Weakness" Card Version)
=====

Description: During defense, AP of the opponent (or total AP of the Story Character and items if the opponent is a Hunters-side character) is set to zero. Action card AP increases are not affected.

Where found?: Weakness.

=====
= Artifice =
=====

Description: During an attack or defense, if you do not use any Action cards, then this card will lose 1 HP at the end of the phase.

Additional Information: It claims to take damage even in defence, but I have never seen this happen before.

Where found?: Double Saber, Bloody Art, Ancient Saber, Il Gil.

=====
= AS Return =
=====

Description: Players with Assist cards receive the effect of their cards when this card is set. No effect if the player has no Assist cards on hand.

Where found?: Assist Return.

=====
= Ashes of Death =
=====

Description: Before each turn, all characters of both parties on the field lose 1 HP, including this card itself.

Additional Information: This ability only works at the start of the card owner's turn.

Where found?: Del lily.

=====
= Assault =
=====

Description: Gain AP equal to five minus the number of cards in the deck. No

gain if result is negative.

Where found?: Assault.

=====
= Assist Banned =
=====

Description: All players of both parties may not use any new Assist cards while this card is on the field.

Where found?: Assistless.

=====
= Assist Block =
=====

Description: Your team becomes immune to all effects from Assist cards on the field while this card is on the field. Like other Assist cards, it disappears when a second Assist card is set. This effect occurs before any other Assist card, regardless of when it was set.

Where found?: Resistance, Independent.

=====
= Assist Change =
=====

Description: Randomly changes each Assist Card that is on the field to a different Assist Card when this card is set.

Additional Information: This ability also sets an assist card on story characters, even if there are no assist cards on them. Let the fun begin!!!

Where found?: God Whim.

=====
= Assist Reverse =
=====

Description: Flips over all other Assist cards on the field while this card is on the field. However, the Assist effects themselves remain unaffected.

Where found?: Assist Reverse.

=====
= AS Trash =
=====

Description: Moves all Assist cards from the hand to the Discard Pile after the Set Phase ends.

Where found?: Assist Trash.

=====
= AS Vanish =
=====

Description: Moves all Assist cards on the field to the Discard Pile after the Set Phase ends.

Where found?: Assist Vanish.

=====
= ATK Dice Boost =
=====

Description: Adds one to your own ATK dice roll while this card is on the field. But, the effects of Assist cards may overrule. No effect if using multiples of this card.

Where found?: Flower cane, Dark Gunner, Egg Rappy, Famitsu.

=====
= ATK Dice Boost' =
=====

Description: Doubles your own ATK dice roll for the next Dice Phase, but with an upper limit of 9 points.

Where found?: ATK Dice 2.

=====
= Attack AC unable =
=====

Description: This card cannot use any Attack Action cards.

Additional Information: This is not an ability. It's basically a note that tells you what the card can and can't do.

Where found?: Kaladbolg, (All Dagger-type items), Zanba, Berill's Hands, Double Cannon, Photon Claw, Toy Hammer, Yasminkov 2000H, Drill Launcher, Holy Ray, Inferno Bazooka, Maser Beam, Power Maser, Panzer Faust, Iron Faust, NUG2000-Bazooka, Battle Verge, Tollaw, Monest, Mothvist, Gillchich, Recon, Recobox, Sinow Beat, Sinow Blue, Sinow Zoa, Garanz, La Dimenian, Bulclaw, Dark Belra, Indi Belra, El Rappy, Frozen Shooter, Dark Flow, Guld Milla, Sinow Beat +.

(Generally, any card that does NOT have any colours on the right of the card cannot use any action cards.)

=====
= Battle Recovery =
=====

Description: This card recovers 1 HP if the battle ends after your attack.

Additional Information: This ability triggers even if you miss your attack.

Where found?: Sange, Alive Aqhu, C-Sorcerer's Cane, Lavis Cannon, Sinow Red, Hildetorr, Twin Brand.

=====
= Battle Royale =
=====

Description: Attacking without an Action card costs zero action points while this card is on the field.

Where found?: Battle Royale.

=====
= Berserk =
=====

Description: During an attack, the user of this card receives the same amount of damage that is inflicted to the opponent. If the opponent uses Guard Items to reduce damage, the user will still receive full damage.

Additional Information: Strangely enough, this ability is nullified if you use the "Cancel" card or the "Special Attack Block"/"Attack Block" abilities i.e the user won't take damage from the "Berserk" ability!

Where found?: Berserk.

=====
= Berserk* =
=====

Description: During an attack, inflict damage equal to the HP of this card's user divided by two. The user will be destroyed immediately after attacking.

Where found?: Berserk +.

=====
= Big Hand =
=====

Description: Increases the number of cards that a hand can hold from five to six for all players while this card is on the field. Up to six cards can be drawn during the Draw Phase.

Where found?: Rich.

=====
= Big Swing =
=====

Description: During an attack or Action card attack with this card, all ATK point costs increase by one.

Where found?: Belra Cannon, Photon Launcher, Guykild, Zanba, Silence Claw, Panzer Faust, Dark Belra, Mil Lily, Dark Flow, Delbiter, Heaven Punisher, Dremaga, Dengeki.

=====
= Blood Suck =
=====

Description: Inflicts 2 damage regardless of the attacker's AP. Also, if this attack destroys the opponent, all of your field characters that had previously attacked will recover to full HP.

Where found?: Blood Suck.

=====
= Bomb =
=====

Description: On the 6th turn after setting this card, the field character with the most HP and the field character with the least HP on the field returns to the main Deck. If multiple cards have the most (or least) HP, multiple cards return to the main Deck.

Where found?: Bomb.

=====
= Bonus AP Rise =
=====

Description: Damage from your physical attacks increase by # the value of your own team's Dice Bonus.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Demolition Comet, P-Arm's Blade +, C-Bringer's Rifle, Victor Axe, Hildeblue, Beat +.

=====
= Bonus TP Rise =
=====

Description: Damage from your Technique attacks increase by # the value of your own team's Dice Bonus.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Viviana, Plantain Fan.

=====
= Breed =
=====

Description: Summoning another ?? costs zero action points while this card is on the field.

Additional Information: The "??" states the card name of the ability on the current card, as different cards have different values. Basically, you summon the same card as the card that has this ability.

Where found?: Pofuilly Slime, Pouilly Slime.

=====
= Cane Attack =
=====

Description: Cane-type Items that attack with this card inflict 1.5x damage.

Where found?: CN Attack.

=====
= Cane Halfguard =
=====

Description: During defense receive half damage from physical attacks by Cane-type Items.

Where found?: Red Sword, Yasminkov 9000M, Crimson Assassin.

=====
= Cane Shield =
=====

Description: Blocks all attacks by and on Cane-type Items. This effect is valid even if the user of this card is a Cane-type Item.

Where found?: CN Guard.

=====
= Cane TP Boost =
=====

Description: All Cane-type Items gain 2 TP while this card is on the field.

Where found?: Cane Palace.

=====
= Cane TP Count =
=====

Description: During battle, this card temporarily gains TP equal to # the number of Cane-type Items on the field, including itself.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Mace of Adaman, Branch of Paku Paku.

=====
= Card Back =
=====

Description: During a physical attack, the opponent character returns to the opponent's hand if the character costs two or less action points. If the opponent has six or more cards on hand, it moves to the Discard Pile. No effect on Story Characters.

Additional Information: This ability applies even if you deal enough damage to destroy that card, meaning you won't gain any EXP or make the opponent lose HP.

Where found?: Panther's Claw, Red Partisan, NUG2000-Bazooka, Sting Tip.

=====
= Card Back = ("Card Back" card version)
=====

Description: Roll a # or higher after a successful physical attack to return the opponent's card to the opponent's hand. If six or more cards are already on hand, it moves to the Discard Pile. No effect on Story Characters.

Additional Information: The "#" states the number you roll from the ability on the current card, as different cards have different values. Also, the card with the ability has a fixed AP of 0 and a roll of 5 or higher.

Where found?: Card Back.

=====
= Carnage Inclined =
=====

Description: During an attack, the Story Character who summoned this card recovers 1 HP if this card destroys an opponent.

Additional Information: This ability only works once per attack. Also, you cannot gain more than 1 HP from this ability.

Where found?: Gibbles, Gibbles +.

=====
= Carnage Speedup =
=====

Description: When this card destroys an opponent, the equipper gains 1 MV.

Additional Information: This ability only works once per attack. Also, you cannot gain more than 1 MV from this ability.

Where found?: Acceleration, Acceleration2, Chaos Bringer +.

=====
= Carnage Uninclined =
=====

Description: During an attack, an opponent Story Character loses 1 HP if this card destroys any Field Character (Items or Creatures) that the opponent set. Opponent only loses 1 HP even if multiple FC are destroyed with a single attack. Hunters-side characters lose a total of 2 HP if this card destroys an Item.

Additional Information: Castor is able to make the opponent lose more than 1 HP from this ability by destroying multiple cards.

Where found?: Hand Break, C-Bringer's Rifle +, Castor.

=====
= Clone =
=====

Description: Summoning another ?? costs zero action points while this card is on the field.

Additional Information: The "??" states the card name of the ability on the current card, as different cards have different values. Basically, you summon the same card as the card that has this ability.

Where found?: Sinow Beat.

=====
= Combo =
=====

Description: During an attack, this card gains AP equal to ## the number of ?? on the field.

Additional Information: The "??" states the card name of the ability on the current card, and the "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Handgun: Milla, Handgun: Guld, Hidoom, Migium.

=====
= Connect only =
=====

Description: This card cannot be used to attack if no other Action card connects it.

Additional Information: This is not an effect. It's basically a note that tells you what the card can and can't do.

Where found?: Charge, Concentration, Technique.

=====
= Contact Halfguard =
=====

Description: Receive half damage from physical attacks.

Additional Information: The total damage you take after the "half damage" is rounded DOWN. (e.g half of 3 becomes 1 damage instead of 1.5)

Where found?: Reduction, Hallo Rappy.

=====
= Copy =
=====

Description: During attack or defense, the card's AP and TP changes temporarily to ## the number the opponent has.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Gulgus, Pofuilly Slime, Akiko's Frying Pan.

=====
= Counter =
=====

Description: During defense, reflect a physical or Tech attack back to the opponent with a ## percent chance.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Counter, Counter +, Red Ring.

=====
= Curse =
=====

Description: After an attack, permanently Curse the opponent's Field Characters (Items and Creatures). At the same time, HP of the attacker that attacked with this card becomes 0. A character with the Curse Condition loses

1 HP each time the character destroys the opponent.

Where found?: Curse.

=====
= Curse* =
=====

Description: When this card is destroyed, MV of its Boss Story Character will be set to one.

Where found?: Gibbles +.

=====
= Damage Absorb =
=====

Description: The amount of damage that your defending character receives from an opponent's ?? attack has a 50 percent chance of becoming an HP recovery instead.

Additional Information: The "??" states whether the attack is a Physical or Tech based attack of the ability on the current card, as different cards have different values.

Where found?: Inversion, Reversal.

=====
= Dark AP Boost =
=====

Description: All Dark Creatures gain 2 AP while this card is on the field.

Where found?: Ruin Darkness.

=====
= Dark AP Count =
=====

Description: During battle, the AP of this card temporarily changes to one plus # the number of all Dark Creatures on the field, including itself.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Delsaber.

=====
= Dark Attack =
=====

Description: Dark Creatures that attack with this card inflict 1.5x damage.

Where found?: DK Attack.

=====
= Dark Halfguard =
=====

Description: During defense, receive half damage from attacks by Dark

Creatures.

Where found?: Kamui, Demonic Fork, Madhu.

=====
= Dark Shield =
=====

Description: Blocks all attacks by and on Dark Creatures. This effect is valid even if the user of this card is an Dark Creature.

Where found?: DK Guard.

=====
= Dark Slayer =
=====

Description: Inflicts 1.5x damage when attacking Dark Creatures.

Where found?: Belra Cannon, Dragon Slayer, Slicer, Twin Psychogun, Caduceus, DK Attack.

=====
= Dash =
=====

Description: When this card is destroyed, it returns to the hand instead of the Discard Pile. If six or more cards are already on hand, it moves to the Discard Pile.

Where found?: Pal Rappy, Al Rappy, Canune.

=====
= Dash = (Escape Card Version)
=====

Description: The character with this card returns to the hand if it completely defends an opponent's attack. If six or more cards are already on hand, it moves to the Discard Pile.

Additional Information: Your card returns to your hand, regardless of description or opponent's attack.

Where found?: Escape.

=====
= Death Companion =
=====

Description: If this Creature has 1 or 2 HP after a battle, it will be destroyed together with the opponent's card. No effect against Story Characters.

Additional Information: This ability works even if the opponent's attack did 0 damage!

Where found?: Baranz Launcher, Canabin, Together, Dark Flow, Kapu Kapu, St. Rappy, Toy Rappy, Ano Rifle.

=====

= Decoy =
=====

Description: Damage on allies will be given to you instead. Pierces any equipped Item on Story Characters.

Where found?: Defender.

=====
= Decoy Recovery =
=====

Description: The story character who set this card recovers HP equal to 1/4 of the damage that any ally character received.

Where found?: Friend Recovery.

=====
= DEF Cost 1 Disable =
=====

Description: During an attack, this card disables the opponent from using any Defense Action card that costs one action point.

Where found?: God Hand, Berill's Hand, Lock on 1.

=====
= DEF Cost 2 Disable =
=====

Description: During an attack, this card disables the opponent from using any Defense Action card that costs two action points.

Where found?: Egg Rappy, Lock on 2.

=====
= DEF Cost 3 Disable =
=====

Description: During an attack, this card disables the opponent from using any Defense Action card that costs three action points.

Where found?: Lock on 3.

=====
= Defender AP Growth =
=====

Description: When defending, this item gains 1 AP each time a battle ends.

Where found?: Nidra.

=====
= Defense Disable =
=====

Description: When attacking with only this card, the opponent becomes unable to use any Defense Action card. If you use any Attack Action card together with this card, the opponent can defend.

Where found?: Sonic Knuckle +.

=====
= Devil's Whim =
=====

Description: This card produces various effects depending on the dice roll at the time of attack.

Additional Information: The dice rolls are as follows:

- Roll 1: Full Heal to every Field Character on the field!
- Roll 2: AP Silence, 4 turns.
- Roll 3: AP Silence, 4 turns.
- Roll 4:
- Roll 5: Instant Death.
- Roll 6:
- Roll 7:
- Roll 8:
- Roll 9:

Where found?: Devil's Whim C, Devil's Whim P.

=====
= Dice 1/2 =
=====

Description: Halves and rounds off the dice roll of all players while this card is on the field. Affects each dice if multiple dice are rolled.

Where found?: Dice Half.

=====
= Dice +1 =
=====

Description: Adds one to the dice roll of all players, while this card is on the field. Therefore, rolling seven or higher is possible, but the upper limit of action points is nine.

Where found?: Dice +1

=====
= Dice 5 =
=====

Description: Fixes the dice roll of all players to five while this card is on the field. If two dice are rolled, both dice will roll a five.

Additional Information: This ability works even when rolling to determine success probability of abilities; the ability will always work as long as the ability states something like "Roll a 5 or higher"! Also, this ability can layer with "Dice +1" to roll a constant 6 instead of 5.

Where found?: Dice Fever.

=====
= Dice 6 =
=====

Description: Fixes the dice roll of all players to six while this card is on the field. If two dice are rolled, both dice will roll a six.

Additional Information: This ability works even when rolling to determine success probability of abilities; the ability will always work as long as the ability states something like "Roll a 6 or higher"! Also, this ability can layer with "Dice +1" to roll a constant 7 instead of 6.

Where found?: Dice Fever +.

=====
= Dice Bonus =
=====

Description: Gain 1 EXP each time any player rolls 5 or higher with the ATK or DEF dice.

Additional Information: This ability does not work when rolling to determine success probability of abilities.

Where found?: Charity.

=====
= Dice Minus =
=====

Description: Lose one EXP each time any player rolls five or higher with the ATK or DEF Dice.

Additional Information: This ability does not work when rolling to determine success probability of abilities.

Where found?: Charity +.

=====
= Double or Nothing =
=====

Description: The dice roll before an attack determines the damage amount; Four or higher: Inflict double damage. Three or lower: Inflict zero damage.

Where found?: Critical.

=====
= Double Strike =
=====

Description: Attacks the opponent twice with the same attack.

Additional Information: This ability does not treat the attack as two strikes (so that the opponent has to use a defence action card twice), nor does it combine the total amount of damage dealt (so that the opponent has to use a defence action card that nullifies or reduces the damage). Therefore, an opponent can use "Guard" once, and it will block a "Double Strike" attack that does 4 or less damage (even when it would total up to 8).

Where found?: Bloody Art, S-Beat's Blade, S-Red's Blade, (All Dagger-type items), Sinow Beat, Sinow Beat +, Sinow Blue, Sinow Zoa, Double Attack.

=====
= Drain =
=====

Description: During a physical attack, this card recovers HP equal to a third of the damage inflicted.

Additional Information: The damage inflicted is rounded down. (So if your attack did 5 points of damage, it would be 5 divided by 3 = 1.6666667 : 1 HP recovered.) If you miss the attack or not deal any damage, you don't get any HP!

Where found?: Sange Yasha, Delsaber, Nei's Claw.

=====
= Drain = (Drain Card Version)
=====

Description: During a physical attack, the character (or Item, if used by an Item) using this card recovers HP equal to a third of the damage inflicted to the opponent.

Additional Information: The damage inflicted is rounded down. (So if your attack did 5 points of damage, it would be 5 divided by 3 = 1.6666667 : 1 HP recovered.) If you miss the attack or not deal any damage, you don't get any HP!

Where found?: Drain.

=====
= Draw Less =
=====

Description: All players can only draw up to four new cards. Does not affect the max hand size.

Where found?: Rich +.

=====
= Drop =
=====

Description: Roll a # or higher after a successful physical attack to drop the opponent for three turns. When battle ends, those with Drop Condition lose 3 EXP.

Additional Information: The "#" states the number you roll from the ability on the current card, as different cards have different values.

Where found?: Red Saber, Yasha, Drop.

=====
= Duo Tech Strike =
=====

Description: During a Tech attack, inflict a Tech attack to an opponent twice.

Where found?: Double Technique.

=====

= Earth Bind =
=====

Description: During Move Phase, MV of all characters of both parties within one block of this card will be set to one while this card is on the field, excluding this card itself. When receiving multiple MV change effects, the effect with the highest MV value applies.

Additional Information: You can use this ability to make impossible monsters or story characters move around (like the Monest). The "Restrict Wave" and "Thread +" card does this ability, except it's only for 3 turns.

Where found?: Nar Lily, Restrict Wave, Monest, Recobox.

=====

= Effect Reducer =
=====

Description: Reduces and rounds off the remaining number of turns that Assist card affects. Abnormal Conditions stay on a character when this card is set.

Where found?: Quick Time.

=====

= Effect Time x2 =
=====

Description: Doubles the effect time (remaining turns) of Abnormal Conditions on Assist cards and characters on the field when this card is set.

Where found?: Slow Time.

=====

= Elude =
=====

Description: This card does not lose HP even if an equipped item is destroyed.

Additional Information: It prevents the user from losing HP. So in theory, you're invincible as long as you have at least 1 item equipped (Unless someone pierces you!).

Where found?: Guykild is the only character in the game that has this ability. Lucky, isn't he?

=====

= Enemy A/H Swap =
=====

Description: Temporarily swaps the opponent's AP and HP when defending. This new status returns to normal after the Act Phase.

Additional Information: When damage is calculated, take a note on the ability user's HP, because that's your opponent's damage! In cases where the user has 0 attack power, this ability can instantly kill them (Like Del Rappy, for example).

Where found?: HP Defence.

=====
= Enemy A/H Swap Perm. =
=====

Description: Swaps the opponent's AP and HP after a successful physical attack. The new status remains even after the battle ends. No effect against Story Characters.

Additional Information: Swaps the opponent's AP and HP, even if the damage of the user is defended by the opponent via defence cards. When damage is calculated, take a note on the ability user's HP, because that's your opponent's damage! In cases where the user has 0 attack power, this ability can instantly kill them (Like Del Rappy, for example).

Where found?: Flame Visit, Windmill, Akiko's Wok, Change Attack.

=====
= Enemy A/T Swap =
=====

Description: Temporarily swaps the opponent's AP and TP when defending. This new status returns to normal after the Act Phase.

Additional Information: When damage is calculated, take a note on your opponent card's TP, because that's their damage!

Where found?: TP Defense.

=====
= Enemy AP Boost =
=====

Description: The opponent character who attacks temporarily gains 5 AP. The new status returns to normal after the battle ends.

Where found?: Cheer.

=====
= Enemy Bonus =
=====

Description: During physical attack, this card temporarily gains AP equal to # the number of Field Characters (Items and Creatures) on the opponent's team on the field.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Teifu, Morning Glory, Agito, Tsumikiri J-Sword, Dark Flow, Holy Ray, Mericus, So Dimenian.

=====
= Equal Damager =
=====

Description: Inflicts an equal amount of damage that you receive back to the attacker.

Additional Information: This ability works even if you block the attack using defence cards, as shown in Gi Gue.

Where found?: Gi Gue, Companion.

=====
= Equipper EXP Boost =
=====

Description: Before each turn, the Story Character equipping this card gains ## EXP.

Additional Information: The "#" states the number of EXP from the ability on the current card, as different cards have different values.

Where found?: Chao +.

=====
= Equipper Haste =
=====

Description: When the character equipping this card moves, there is no ATK point cost.

Additional Information: The effect of "Haste" overrides "Heavy Item".

Where found?: S-Still Shield +.

=====
= Equipper Heal =
=====

Description: Before each turn, the Story Character who equips this Item recovers 1 HP.

Additional Information: This ability only works at the start of the card owner's turn.

Where found?: Madam's Parasol, Regenerate Gear.

=====
= Exhaust =
=====

Description: This card loses 1 HP each time it attacks.

Additional Information: This ability triggers even if you miss your attack.

Where found?: Diska of Braveman, Gal Wind, Psycho Wand, Gibbles, Ano Rifle, Soul Banish.

=====
= EXP Bonus =
=====

Description: Receive # bonus EXP if this character destroys any opponent(s) with a single attack. Receive # even if multiple opponents are destroyed.

Additional Information: The "#" states the number of EXP from the ability on the current card, as different cards have different values.

Where found?: Kranz, K.C, Kaladbolg, Imperial Pick, Vulmer, Canadine, Epsilon.

=====
= EXP Decoy =
=====

Description: During defense, instead of receiving damage on yourself, lose an equal number of EXP. But if you have zero EXP, damage will be received.

Additional Information: If the EXP bar is full, the maximum amount of damage you can avoid is 96 in Single player, and 192 in Teams.

Where found?: Brave Hammer, Plantain Fan, Custom Barrier, Bhima, Ransom, Love Rappy, Decline.

=====
= EXP Loss =
=====

Description: The attacker loses EXP equal to the dice roll at the time of attack.

Where found?: Beat.

=====
= Explosion =
=====

Description: Inflicts one damage to all characters that are within one block of this card if this card is destroyed. Damages all equipped items on Hunters-side characters.

Where found?: Mericarol, Gi Gue Bazooka, MA60 Vise.

=====
= FC AP Boost =
=====

Description: All Field Characters (Items and Creatures) on the field gain 1 AP when this card is set.

Where found?: Muscular.

=====
= FC A/T Swap Perm. =
=====

Description: Swaps the AP & TP of all Field Characters (Items and Creatures) on the when this card is set.

Additional Information: No, this is not a typo; The description is missing the word "field" as well in the game.

Where found?: Change Body.

=====
= FC Banned =
=====

Description: All players of may not set any new Field Characters (Items and Creatures) while this card is on the field. This card does not affect Assist

Cards.

Where found?: Old Type.

=====
= FC Bonus =
=====

Description: During an attack, damage you inflict increases by half the number of your own Field Characters (Items or Creatures) that are on the field.

Where found?: Influence.

=====
= FC Trash =
=====

Description: Moves all Field Character cards (Items or Creatures) from the hand to the Discard Pile after the Set Phase ends.

Where found?: Hitman.

=====
= Feeble =
=====

Description: AP of the Story Character equipping this card becomes zero. Does not affect Mag or Action card increases.

Where found?: Marina's Bag, Samba Maracas.

=====
= Fetch Discarded =
=====

Description: Returns your most recently discarded or destroyed card to your hand when this card is set. No effect if six or more cards are already on hand.

Where found?: Card Return.

=====
= Filial =
=====

Description: During defense, if your own Field Character is destroyed while using this card, the Story Character who summoned it recovers 1 HP. (The Story Character will lose HP [instead] if HP is recovered when any equipped item is destroyed.)

Where found?: Red Dagger, Egg Rappy, Piety, Chao.

=====
= Fixed AP =
=====

Description: Sets the AP of all Field Characters (Items and Creatures) to 2 while this card is on the field.

Where found?: Fix.

=====
= Fixed Damage =
=====

Description: A physical attack inflicts # AP value regardless of Attack cards used or the AP of the equipper.

Additional Information: The "#" states the number of AP from the ability on the current card, as different cards have different values.

Where found?: Maser Beam, Power Maser.

=====
= Fixed Damage = (Action Card version)
=====

Description: A physical attack inflicts # AP value regardless of Attack Action cards used or the AP of this card's user.

Additional Information: The "#" states the number of AP from the ability on the current card, as different cards have different values.

Where found?: Attack 6, Acceleration.

=====
= Fixed HP =
=====

Description: Sets the user's HP to 7 if this card is not destroyed during battle. (The result may exceed Max HP).

Where found?: Defence 7.

=====
= Fixed Range =
=====

Description: The attack range of the user (or item, if an Item is equipped) remains the same regardless of Action cards used.

Where found?: Kranz, Stella, Lura, K.C., Indi Belra +.

=====
= Flee =
=====

Description: When this card is destroyed, it moves to the bottom of the deck instead of the Discard Pile.

Where found?: Rag Rappy, El Rappy.

=====
= Focus =
=====

Description: This card gains AP equal to the damage it receives (Max HP - current HP) when attacking.

Where found?: Garanz, Baranz.

=====
= Focus = (Damaged Blow Card version)
=====

Description: During an attack, the damage inflicted to the opponent increases by the amount of damage (Max HP - current HP) that your attacking character receives.

Where found?: Damaged Blow.

=====
= Focused Assault = (Combo Card version)
=====

Description: Increases damage amount by the number of this same card set (by a single character) within a phase. Example: one card = one damage; four cards = four damage.

Where found?: Combo.

=====
= Focused Assault = (Explosion Card version)
=====

Description: Inflicts damage to all characters on the field by the number of this same card set within a phase, times two. Example: one card = two damage; two cards = four damage.

Where found?: Explosion.

=====
= Focused Assault = (Unit Blow Card version)
=====

Description: Increases damage you inflict by three times the number of this same card set within a phase (counting this card).

Where found?: Unit Blow.

=====
= Free Maneuver =
=====

Description: Skip over any (enemy or ally) character. Can't land on already occupied blocks.

Where found?: Pofuilly Slime, Pouilly Slime.

=====
= Free Summoning =
=====

Description: While this card is on the field, summoned creatures can be positioned anywhere at no extra Action Point cost.

Where found?: Flatland.

=====

= Freeze =
=====

Description: Roll a # or higher after a successful physical attack to freeze the opponent for # turns. Characters cannot move or attack while in freeze condition.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Hildeblue's Cane, Technical Crozier, Meteor Cudgel, Yamato, Snow Queen, HS25 Justice, Guilty Light, Ice Staff Dagon, Hildeblue, Zol Gibbon, Crimson Assassin, Deldepth, Gibarta, Rabarta, Frozen Shooter, Meteor Smash +.

=====
= Frontal Range =
=====

Description: Limits the attack range of all Action Cards and all characters to one block directly in front.

Additional Information: This also works on creatures that don't normally attack (like "Monest")!

Where found?: Heavy Fog.

=====
= Frozen Death =
=====

Description: A physical attack destroys an opponent who has the freeze condition. No effect against Story Characters.

Where found?: Egg Blaster, Death Ray, Stag Cutlery, Red Mechgun, Deldepth, Shock Blow.

=====
= Frozen Target =
=====

Description: Before each turn, this Item has a ##% chance of receiving the freeze condition.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Snow Queen, Frozen Shooter.

=====
= Full Force =
=====

Description: Use the remaining number of action points to boost AP by that number plus one. (If no action points remain, you cannot attack.)

Where found?: Mighty Knuckle.

=====

= Full Heal =
=====

Description: Before each turn, this card recovers to Max HP as long as it at least has 1 HP.

Additional Information: This ability only works at the start of the card owner's turn.

Where found?: Rappy's Fan, Dubchic, Dubchich, Last Survivor, Flowen's Shield.

=====
= Full AP Assist =
=====

Description: Before each Act Phase, all ally Field Characters (Items and Creatures) on the field temporarily gain 2 AP, including this card itself.

Where found?: Mericarol.

=====
= Full TP Assist =
=====

Description: Before each Act Phase, all ally Field Characters (Items and Creatures) on the field temporarily gain 2 TP, including this card itself.

Where found?: Gran Sorcerer.

=====
= Ghost Attack =
=====

Description: Gain AP equal to half the number of your own Field Characters (Items and Creatures) that have been destroyed up to now. Ally Field Characters do not count.

Where found?: Ghost Blast.

=====
= Gold Rush =
=====

Description: Multiplies everyone's EXP by 1.5 while this card is on the field.

Where found?: Gold Rush.

=====
= Group =
=====

Description: During an attack, this card temporarily gains AP equal to the number of same cards, excluding itself.

Additional Information: I don't know whether this ability is glitched on items; I've seen the opponent gain 2 AP with one broom after equipping two brooms.

Where found?: Gigobooma's Claw, Broom, Gigobooma, Mothvert, Guil Shark, Dimenian, Sinow Beat +.

=====
= Grudge =
=====

Description: Destroys the opponent with a 50 percent chance if your character is destroyed while using this card.

Where found?: Revenge.

=====
= Guard Creature =
=====

Description: Damage received by your own Boss Story Character will be given to this Creature instead. In other words, the Story Character does not take any damage.

Where found?: Barble, Gi Gue, Pan Arms, Dubchich, Sinow Berill, Baranz, Merikle, Biboo.

=====
= Guards Demolisher =
=====

Description: Inflicts 1.5x damage when attacking Guard Creatures, Guard Items, or Mags.

Where found?: Panther's Claw, Black King Bar, LK14 Combat, Hildebear, Vulmer, Dark Belra, SH Attack.

=====
= Gun AP Boost =
=====

Description: All Gun-type Items gain 2 AP while this card is on the field.

Where found?: Bullet Storm.

=====
= Gun AP Count =
=====

Description: During battle, this card temporarily gains AP equal to # the number of Gun-type Items on the field, including itself.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Photon Launcher, Red Scorpio, Crush Bullet, Dark Meteor.

=====
= Gun AP Count = (Ruby Bullet card Version)
=====

Description: During battle, this card temporarily gains AP equal to one plus # the number of all Gun-type Items on the field, including itself.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Ruby Bullet.

=====
= Gun Attack =
=====

Description: Gun-type Items that attack with this card inflict 1.5x damage.

Where found?: GN Attack.

=====
= Gun Halfguard =
=====

Description: During defense, receive half damage from physical attacks by Gun-type Items.

Where found?: Red Sword, Yasminkov 9000M, Iron Faust.

=====
= Gun Shield =
=====

Description: Blocks all attacks by and on Gun-type Items. This effect is valid even if the user of this card is a Gun-type Item.

Where found?: GN Guard.

=====
= Guom =
=====

Description: Roll # or higher after a successful physical attack to put Guom on the opponent for # turns. Can't move or perform actions while in the Guom condition. Being attacked while in the Guom condition cures the effect early.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Guom Trap.

=====
= Hand Disrupter =
=====

Description: During a physical attack on a Story Character, one card from the hand of the opponent moves to the Discard Pile. No effect if the opponent has zero cards on hand.

Additional Information: I don't know whether this ability is glitched on the "Hand Break" Card. I've used this card on multiple opponents, including the story character with no items; only the "Unfilial" ability worked!

Where found?: Photon Claw, Rocket Punch, Iron Faust, Merlan, Hand Break.

=====
= Hand Flip =
=====

Description: Flips over the cards of all players while this card is on the field. All newly drawn cards will also be flipped over.

Where found?: Reverse Card.

=====
= Haste =
=====

Description: When this character moves, there is no ATK point cost.

Where found?: Delsaber, Gulgus-gue, Hildetorr, Melqueek, Mericarol, Sinow Gold, Mothvist, Pouilly Slime, Sinow Zele, Morfos, Toy Rappy, Chaos Bringer +, Castor.

=====
= Heal =
=====

Description: Before each turn, this card recovers 1 HP, but will not exceed Max HP.

Additional Information: This ability only works at the start of the card owner's turn.

Where found?: Madam's Umbrella, Tsumikiri J-Sword, Diwari.

=====
= Heavy Item =
=====

Description: The Story Character who equips this card uses two action points to move one block.

Additional Information: This ability destroys the purpose of having more than 4 MV; because you can only have 9 points on either ATK or DEF dice, you can only move up to four spaces! Also, this ability CAN stack!

Where found?: Genesis, Zanba, Chain Sword, Iron Faust, Spread Needle, Standstill Shield, Nintendo Dream.

=====
= Heavy Pierce =
=====

Description: Damage from a physical attack against an opponent who is a Hunter, and a Story Character who has three or more Items equipped will be inflicted directly against the Story Character.

Additional Information: This ability also pierces Arkz Story Characters, regardless of description.

There is another description for this, but they all describe the same thing: "An attack against an item will also directly damage its opponent Story Character equipper, if the Story Character has 3 or more items equipped."

Where found?: Photon Claw, Tollaw, Gifoie.

=====

= Heavy Rampage =
=====

Description: An attack against a Hunters-side Story Character will also inflict an equal amount of damage to equipped Items, if 3 or more Items are equipped.

Where found?: Photon Launcher, Left Heavy Punch, Gibbles, Gizonde, Megid, Recky, Chaos Bringer +.

=====
= Heavy Steps =
=====

Description: Moving one block costs two action points.

Additional Information: This ability destroys the purpose of having more than 4 MV; because you can only have 9 points on either ATK or DEF dice, you can only move up to four spaces!

Where found?: Dark Belra, Indi Belra.

=====
= High-cost AP Boost =
=====

Description: All Field Characters (Items and Creatures) that cost four or more action points gain 2 AP while this card is on the field.

Where found?: Giant Garden.

=====
= High-cost Damager =
=====

Description: Inflicts 7 damage to all characters on the field that cost four or more action points. No effect against characters that cost three or less action points or Story Characters.

Where found?: Punishment.

=====
= High-cost Guard =
=====

Description: Receive 7 less damage when attacked by characters that cost 4 or more action points. No effect if the character is a Story Character or costs 3 or less action points.

Where found?: Invalid.

=====
= High-cost Halfguard =
=====

Description: Receive half damage from attacks by characters that cost four or more action points.

Where found?: Regenerate Gear, Burning Visit.

=====
= High-cost Slayer =
=====

Description: Inflicts 1.5x damage when attacking characters that cost 4 or more action points. No effect on Story Characters.

Where found?: Partisan, Rocket Punch, Gillchich, Merlan.

=====
= Hold =
=====

Description: After a successful attack, this card holds the opponent for 3 turns. [Held opponents are] unable to move or perform actions.

Where found?: Knock Out.

=====
= HP/2 Defense =
=====

Description: During defense, damage received from an opponent's attack decreases by the amount equal to half of the HP of this card's user.

Additional Information: This ability is talking about CURRENT HP, not MAX HP! Therefore, the more life you have, the less damage you take.

Where found?: Half Defense.

=====
= HP Assist =
=====

Description: Before each turn, all ally Field Characters (Items and Creatures) within one block of this card recover 1 HP, excluding this card itself.

Additional Information: This ability only works at the start of the card owner's turn. Creinu's ability lets her heal only her monsters, at ANY range.

Where found?: Creinu (Character), Marina's Bag, Sinow Spigell, Sinow Gold.

=====
= HP Change =
=====

Description: Before each turn, HP of this card changes to the number of Items equipped by your character, including this card.

Additional Information: This ability only works at the start of the card owner's turn. In the case of creatures, HP of their card changes to the number of creatures summoned by your character, including this card.

Where found?: Varista, Wals-MK2, Sato, Merillia, Technical Crozier, Biboo.

=====
= HP Halver =
=====

Description: A successful physical attack decreases the opponent's HP by half,

regardless of the AP of the character equipping this card. No effect against Story Characters.

Additional Information: The damage dealt is rounded UP, so you can destroy a card that has only 1 HP. However, Leukon Knight's "Knight Act 4" card does not have this ability. Also, this ability overrides all attack damage the user would have dealt without it.

Where found?: Inferno Bazooka, Battle Verge, La Dimenian, Half Attack, Knight Act 4, Last Judgement.

=====
= HP Power =
=====

Description: The character attacking with this card gains AP equal to half of the character's HP. After the attack, the HP becomes zero.

Where found?: Kamikaze Attack.

=====
= HP Regen =
=====

Description: Before each turn, if this character has 5 or less Hp, it recovers to half of max HP.

Where found?: Amplum Umbla.

=====
= Immobile =
=====

Description: Roll # or higher after a successful physical attack to immobilize the opponent for # turns. No effect on Story Characters. Able to attack but unable to move.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Rainbow Baton, Ruby Bullet, Fatsia, Gigobooma, Il Gil.

=====
= Immobile/Hold =
=====

Description: The dice roll after an attack determines the opponent's condition. Two or three: Immobile three turns; four: Hold three turns. [Immobile characters are] able to attack, but unable to move. [Held characters are] unable to move or perform actions.

Where found?: Thread.

=====
= Immortal =
=====

Description: Field Characters (Items and Creatures) will not be destroyed even if their HP reaches zero.

Additional Information: Abilities that would activate as long as the card is on the field or alive will activate on before that card owner's turn e.g "Full Heal" will work even when HP = 0.

Where found?: Immortality.

=====
= Impact Block =
=====

Description: Blocks any physical or Tech attack that causes 7 or more damage. If you use a defence card to reduce the damage below 7 but greater than 0, you still receive damage.

Where found?: Silent Colosseum.

=====
= Impact Halfguard =
=====

Description: During defense, receive half damage from attacks that inflict 6 or more damage.

Where found?: Ohgun, Maser Beam, Love Rappy, Red Ring, Chaos Bringer.

=====
= Inherit =
=====

Description: When this card is destroyed, gain EXP equal to the Max HP of this card.

Where found?: Justy-23ST, EGM, Sinow Blue, Omochoao, St. Rappy, Rag Rappy +, Sega Saturn.

=====
= Inherit = (Bequeath Card version)
=====

Description: When the character using this card is destroyed, gain EXP equal to half of the Max HP of the destroyed character.

Where found?: Bequeath.

=====
= Inherit = (Inheritance Card version)
=====

Description: Each time a character of your own or of an ally is destroyed, gain EXP equal to the Max HP of the destroyed character.

Where found?: Inheritance.

=====
= Insanity =
=====

Description: During battle, the character equipping this Item loses 1 HP for each opponent it destroys.

Additional Information: Whether you destroy any cards or not, this ability is suddenly treated as the "Steady Damage" ability. Avoid like the plague.

Where found?: Blade Dance is the only card that has it.

=====
= Instant Death =
=====

Description: Roll # [or higher] after a successful physical attack to instantly destroy the opponent. No effect on Story Characters.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values. "Mericarol +" needs a 6 to activate this ability; any higher or lower and it misses. Also, Leukon Knight's "Sudden Death" card needs a roll of 2 or higher.

Where found?: Soul Banish, Sudden Death, Soul Eater, Megid, Mericarol +, Del lily.

=====
= Interest =
=====

Description: Before each turn, gain # EXP as long as this card is alive.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values. This ability only works at the start of the card owner's Dice Phase.

Where found?: Rukmin, Epsilon.

=====
= Leader =
=====

Description: During an attack, all "??" gain AP equal to the number of "??" on the field.

Additional Information: The first "??" states the card name of the cards that benefits from this ability, while the second "??" states the card name of the card with this ability, as different cards have different values.

Where found?: Gulgus-gue, Barbarous Wolf, Monest, Canane, Recobox, Death Gunner.

=====
= Legacy =
=====

Description: Causes all your Field Characters (Items and Creatures) on the field to go to the Discard File. In return, gain ATK points equal to half the sum of the discarded characters' action point costs. Only you can set this card.

Where found?: Legacy.

=====
= Leilla =

=====

Description: Fully recovers HP of all Field Characters (items and creatures) of both parties, but not Story Characters.

Where found?: Leilla.

=====
= Light Item =
=====

Description: Increases MV of the Story Character who equips this card by one.

Where found?: Windmill +.

=====
= Limited Action =
=====

Description: During an attack, this card prevents you from using Attack Action cards and prevents the opponent from using Defense Action cards.

Where found?: Yasminkov 2000H, Inferno Bazooka, Battle Verge, Gillchich, La Dimenian.

=====
= Link: AP Boost =
=====

Description: During battle, this Item gains # AP if equipped together with "??".

Additional Information: The "??" states the card name of the ability on the card that benefits from this ability, and the "#" states the number from the ability on the current card, as different cards have different values.

Where found?: DB's Saber, Custom Ray V00.

=====
= Link: AP Speedup =
=====

Description: This card gains 1 AP for every attack on any opponent, if equipped with "??".

Additional Information: The "??" states the card name of the ability on the card that benefits from this ability, as different cards have different values.

Where found?: Delsaber's Buster.

=====
= Link: EXP Decoy =
=====

Description: During defense, instead of receiving damage on yourself, lose an equal number of EXP, if this Item is equipped with "??".

Additional Information: The "??" states the card name of the ability on the card that benefits from this ability, as different cards have different

values.

Where found?: Custom Barrier V.00.

=====
= Link: Heal =
=====

Description: Before each turn, this Item recovers 1 HP, if equipped with "??".

Additional Information: The "??" states the card name of the ability on the card that benefits from this ability, as different cards have different values. Also, This ability only works at the start of the card owner's turn.

Where found?: DB's Shield.

=====
= Link: Inherit =
=====

Description: When this card is destroyed, gain EXP equal to the Max HP of this card, if equipped with "??".

Additional Information: The "??" states the card name of the ability on the card that benefits from this ability, as different cards have different values.

Where found?: Shield of Delsaber.

=====
= Link: Return =
=====

Description: This card returns to the hand instead of the Discard Pile after being destroyed, if equipped together with "??". If six or more cards are already on hand, it moves to the Discard Pile.

Additional Information: The "??" states the card name of the ability on the card that benefits from this ability, as different cards have different values.

Where found?: Flowen's Shield.

=====
= Link: Snatch =
=====

Description: Absorbs EXP from the opponent, if equipped together with "??". The amount absorbed is half of the damage that your physical attack inflicted.

Additional Information: The "??" states the card name of the ability on the card that benefits from this ability, as different cards have different values.

Where found?: Flowen's sword.

=====
= Low-cost AP Boost =
=====

Description: All Field Characters (Items and Creatures) that cost 3 or less action points gain 2 AP while this card is on the field.

Where found?: March of the Meek.

=====
= Low-cost Damager =
=====

Description: Inflicts 4 damage to characters on the field that cost 3 or less action points. No effect against characters that cost 4 or more action points or Story Characters.

Where found?: Virus.

=====
= Low-cost Guard =
=====

Description: Receive 5 less damage when attacked by characters that cost 3 or less action points. No effect if the character is a Story Character or costs 4 or more action points.

Where found?: Avert.

=====
= Low-cost Halfguard =
=====

Description: Receive half damage from attacks by characters that cost 3 or less action points.

Where found?: Saligun, Red Saber.

=====
= Low-cost Slayer =
=====

Description: Inflicts 1.5x damage when attacking characters that cost 3 or less action points. No effect on Story Characters.

Where found?: Sange.

=====
= Machine AP Boost =
=====

Description: All Machine Creatures gain 2 AP while this card is on the field.

Where found?: Mine Brightness.

=====
= Machine AP Count =
=====

Description: During battle, the AP of this card temporarily changes to one plus # the number of all Machine Creatures on the field, including itself.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Dubchic, Canune.

=====
= Machine Attack =
=====

Description: Machine Creatures that attack with this card inflict 1.5x damage.

Where found?: MC Attack.

=====
= Machine Halfguard =
=====

Description: During defense, receive half damage from attacks by Machine Creatures.

Where found?: S-Beat's Blade, Red Slicer, Anti-Android Rifle, Storm Wand: Indra, Churel.

=====
= Machine Influence =
=====

Description: This Item temporarily loses 2 AP if the opponent attacker is a Machine Creature.

Where found?: Black King Bar, Justy-23ST.

=====
= Machine Shield =
=====

Description: Blocks all attacks by and on Machine Creatures. This effect is valid even if the user of this card is an Machine Creature.

Where found?: MC Guard.

=====
= Machine Slayer =
=====

Description: Inflicts 1.5x damage when attacking Machine Creatures.

Where found?: Demolition Comet, S-Beat's Blade, Anti-Android Rifle, Burning Visit, MC Attack.

=====
= Mag =
=====

Description: Equipping this Item increases a Story Character's AP and TP.

Additional Information: The increase of AP and TP depends on the mag, but you can increase the numbers with Action and Assist cards e.g "Grow Guard", "Muscular", etc.

Where found?: (Basically, any item that is considered a mag in this game is a mag.)

=====
= Major Damager =
=====

Description: Inflicts 8 damage to all characters of both parties who have 8 or more HP. No effect against characters with 7 or less HP.

Where found?: Tempest.

=====
= Major Death =
=====

Description: Destroys the opponent if the opponent still has 8 or more HP after your successful physical attack. No effect on Story Characters.

Additional Information: This also applies if a card does damage that takes the opponent down to 8 or more HP, because abilities are usually applied AFTER the damage is inflicted. However, cards like the Mil Lily will have a hard time killing the enemy, because of the abilities-after-damage rule (For example, an opponent with 8 HP will have their HP taken down to 7 because of the damage by the Mil Lily, completely avoiding the ability!).

Where found?: Mil Lily, Silence Claw, Evil Curst.

=====
= Major Halfguard =
=====

Description: During battle, receive half damage from attacks by characters with 8 HP or more.

Where found?: S-Red's Blade, Divinity Barrier, Morfos.

=====
= Major Pierce =
=====

Description: An attack pierces any Guard Creature or equipped Item, directly inflicting damage to an opponent Story Character, if the SC has over half of Max HP.

Where found?: Twin Brand, Drill Launcher, Bulclaw, Rafoie.

=====
= Major Rampage =
=====

Description: An attack against a Hunters-side Story Character will also inflict an equal amount of damage to equipped Items, if the SC has over half of Max HP.

Where found?: Stag Cutlery, Red Mechgun, Brave Hammer, Gobooma, Punch, Razonde, Delbiter.

=====
= Major Slayer =
=====

Description: Inflicts 1.5x damage when attacking characters with 8 or more HP.
No effect on Story Characters.

Where found?: Melqueek, Chain Sword, Asuka, Suppressed Gun, Bartle.

=====
= Mental Focus =
=====

Description: This card gains TP equal to the amount of damage (Max HP - current HP) this card receives when attacking.

Where found?: Dark Bridge.

=====
= Meteor Shower =
=====

Description: All Field Characters (Items and Creatures) of both parties on the field lose 1 HP.

Additional Information: No, this is not a typo; The description is wrong as well in the game. This card actually sets the HP of every Field Character on the field to 1.

Where found?: Meteor.

=====
= Minor Death =
=====

Description: Destroys the opponent if the opponent has 3 or less HP after your successful physical attack. No effect on Story Characters.

Additional Information: This also applies if a card does damage that takes the opponent down to 3 HP, because abilities are usually applied AFTER the damage is inflicted.

Where found?: Slicer of Assassin, Ob Lily, Zamba, Yamigarasu.

=====
= Minor Death = ("Tornado" Card Version)
=====

Description: An attack destroys all characters of both parties having 3 (or less) HP.

Where found?: Tornado.

=====
= Minor Halfguard =
=====

Description: During battle, receive half damage from attacks by characters with 3 HP or less.

Where found?: Tripolic Shield, The Sigh of a God.

=====

= Minor Slayer =
=====

Description: Inflicts 1.5x damage when attacking characters with 3 or less HP.
No effect on Story Characters.

Where found?: Musashi, Yamato, Mechgun, Savage Wolf.

=====

= Multiple Strike =
=====

Description: Attack the opponent multiple times with the same attack. The number of times is half the dice roll before the attack.

Where found?: Rush.

=====

= Mutual Death =
=====

Description: Destroys the character having the same AP as the user of this card. Increased AP by Action cards are not counted.

Where found?: Duel Strike.

=====

= MV=1 =
=====

Description: Limits the movement rangr of all active characters (Creatures and Story Characters) on your team to 1 (MV = 1). (Action points are deducted normally.)

Where found?: Snail Pace.

=====

= MV=9 =
=====

Description: The MV of all active characters (Creatures and Story Characters) on your own team will be set to 9. (Action points are deducted normally.)

Where found?: Stamina.

=====

= Mylla & Youlla =
=====

Description: Increases AP of your own and your team's Field Characters (items and creatures) by 4 Points.

Where found?: Mylla Youlla.

=====

= Native AP Boost =
=====

Description: All Native Creatures gain 2 AP while this card is on the field.

Where found?: Forest Rain.

=====
= Native AP Count =
=====

Description: During battle, the AP of this card temporarily changes to one plus # the number of all Native Creatures on the field, including itself.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Barble, Zol Gibbon.

=====
= Native Attack =
=====

Description: Native Creatures that attack with this card inflict 1.5x damage.

Where found?: NA Attack.

=====
= Native Halfguard =
=====

Description: During defense, receive half damage from attacks by Native Creatures.

Where found?: Amore Rose, Bhirava.

=====
= Native Influence =
=====

Description: This Item temporarily loses 2 AP if the opponent attacker is a Native Creature.

Where found?: Red Slicer.

=====
= Native Shield =
=====

Description: Blocks all attacks by and on Native Creatures. This effect is valid even if the user of this card is an Native Creature.

Where found?: NA Guard.

=====
= Native Slayer =
=====

Description: Inflicts 1.5x damage when attacking Native Creatures.

Where found?: Dragon's Claw, Hildeblue's Cane, Dragon Slayer, Booma's Claw, Wand, NA Attack.

=====
= No chain connecting =

=====
Description: You cannot connect two "Connect only" cards together.

Additional Information: This is not an ability. It's basically a note that tells you what the card can and can't do.

Where found?: (Generally, only applies to "Connect only" cards.)

=====
= Offering =
=====

Description: The player with this card exchanges the most recently drawn card with the most recently discarded card.

Where found?: Necromancer.

=====
= Paralysis =
=====

Description: Roll a # or higher after a successful physical attack to paralyze the opponent for # turns. Able to move, but unable to attack while in paralysis condition.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Gi Gue Bazooka, Gobooma's Claw, T-Assassin's Sabers, Visk-235W, Holy Ray, LK14 Combat, Poison Lily, Merillia, Arlan, Bind, Meteor Smash +, Mericarol +.

=====
= Paralyzed Death =
=====

Description: A physical attack destroys an opponent who has the paralysis condition. No effect against Story Characters.

Where found?: Egg Blaster, Kamui, Death Ray, Booma's Claw, Bind Kill, Merikle.

=====
= Parry =
=====

Description: Reflect damage to a random Field Character chosen from characters within one block of this card (excluding this card's user or the attacker). No effect if there is no target character.

Where found?: Parry.

=====
= Physical Attack Block =
=====

Description: All characters on the field will block any physical attack.

Where found?: AP Absorption.

=====
= Photon Blast =
=====

Description: To use this PB, # ATK Pts are needed from one ally player and yourself, each.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: All Photon Blasts.

=====
= Pierce =
=====

Description: A physical attack pierces any Guard Creature or equipped Item, directly inflicting damage to opponent Story Characters.

Where found?: Red Scorpio, Estlla, Reiz, Double Cannon, Holy Ray, Crimson Assassin, Garanz, Grants, Penetrate, Nano Dragon +.

=====
= Pierce Block =
=====

Description: Blocks any Pierce attack from the opponent.

Where found?: Penetrate Guard.

=====
= Pierce Reflect =
=====

Description: Reflect the damage from a Pierce attack back at the opponent.

Where found?: Penetrate Return.

=====
= Protector =
=====

Description: Equipping this card limits the opponent to only selecting Guard Items when attacking. Opponent may select among Guard Items to attack.

Where found?: (Basically, any shield in the game automatically has this ability.)

=====
= Quake =
=====

Description: Inflicts 3 damage to all characters of both parties on the field except Aerial Creatures.

Where found?: Earthquake.

=====
= Rampage =
=====

Description: A physical attack inflicts an equal amount of damage to all Items equipped by the opponent, if any are equipped.

Where found?: Pilla, Endu, Panzer Faust, Battle Verge, Sinow Zoa, Madness, Right Heavy Punch, Del Rappy, Hildelt, Overswing, Amplum Umbla.

=====
= Rampage AP Loss =
=====

Description: The opponent loses 3 AP if the opponent does a rampage attack. Otherwise receive two less damage if the opponent does a normal attack.

Additional Information: This applies even if the opponent used a card like "Earthquake" and it gets destroyed by "Action Disruptor", because the game treats the resulting attacks as a "Rampage" attack.

Where found?: Punch Guard.

=====
= Rampage Reflect =
=====

Description: Reflect the damage from a Rampage attack back to the opponent.

Where found?: Punch Reflect.

=====
= Random AP =
=====

Description: During a physical attack, gain AP equal to the dice roll + #.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values. Castor's "Wave Motion" card gives an additional 1.5x. Also, this ability does not cancel out any extra AP of the user, unlike "Equal Damager" or any ability with the words "AP count".

Where found?: Wave Motion, Toy Hammer, Del-D, Split Boost, El Rappy, Dark Meteor.

=====
= Random Assist =
=====

Description: Randomly sets an Assist Card from your hand without costing any Action Point, while this card is on the field. No effect if no Assist Cards are on hand.

Where found?: Squeeze.

=====
= Random TP =
=====

Description: This card gains TP equal to the dice roll at the time of a Tech attack.

Where found?: Storm Wand: Indra, Magical Piece, Del-D, Hitogata Kosiki.

=====
= Reaction Slowdown =
=====

Description: During defense, damage you receive increases by one if the opponent attacker does not use any Attack Action card.

Where found?: Standstill Shield.

=====
= Rebirth =
=====

Description: When this card is destroyed, it moves to the bottom of the deck instead of the Discard Pile.

Where found?: Naga, Yasminkov 7000V.

=====
= Reborn =
=====

Description: All ?? return to the hand instead of the Discard Pile if destroyed, while this card is on the field.

Additional Information: The "??" states the card name of the ability on the current card, as different cards have different values.

Where found?: Dubwitch, Duvuik.

=====
= Remedy =
=====

Description: Cures Abnormal Conditions for all allies, including yourself.

Where found?: Anti.

=====
= Requiem =
=====

Description: Gain EXP equal to two times the number of characters that were destroyed when this card is set. (When this card is in effect, the number of dead characters becomes zero.)

Where found?: Requiem.

=====
= Return =
=====

Description: When this card is destroyed, it returns to the hand instead of the Discard Pile. (If 6 or more cards are already on hand, it moves to the Discard Pile.)

Where found?: Baranz Launcher, Pitri.

=====
= Return Home =
=====

Description: Roll four or lower after an attack to return this card to your hand. Roll five or higher to return an opponent Field Character to the opponent's hand. If six or more cards are already on hand, it moves to the Discard Pile. No effect on Story Characters.

Additional Information: This ability applies even if you deal enough damage to destroy that card, meaning you won't gain any EXP or make the opponent lose HP. On the other hand, you won't lose any HP because your cards are being sent to your hand and do not count as being destroyed.

Where found?: Harisen Battle Fan, Sonic Knuckle.

=====
= Return = (Homesick Card version)
=====

Description: Items or Creatures that are destroyed return to the hand instead of the Discard Pile, while this card is on the field. No effect if six or more cards are already on hand.

Where found?: Homesick.

=====
= Revenge =
=====

Description: During an attack, this card temporarily gains AP equal to ## the number of ally Field Characters destroyed (Items or Creatures) since the time this card was first set.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Gigabooma's Claw, Rio, Brionac, Meteor Cudgel, Pal Shark, Chaos Bringer, Heaven Punisher.

=====
= Reverse Tech =
=====

Description: Blocks the opponent's Tech attack, but damage from any attack afterward increases by two.

Additional Information: I don't know whether this ability is glitched on tech attacks. I once attacked an opponent while this ability was in play, and the opponent got damaged from the attack!

Where found?: AP Absorption.

=====
= Revolt =
=====

Description: Swaps the HP, TP, and AP of all Field Characters (items and creatures) of both parties on the field after an attack.

Where found?: Revolt.

=====
= Rigid =
=====

Description: After a successful physical attack, this card's user becomes Immobile for 3 turns.

Where found?: Overswing.

=====
= Ripple =
=====

Description: During a physical attack, inflict equal damage to all (ally or opponent) characters within one block of this card. Pierces any equipped Item on Hunters-side characters.

Additional Information: The "Madness" card is not treated as a Pierce or a Rampage attack. Therefore, it cannot be guarded by "Pierce Block", reflected with "Pierce Reflect", or guarded by "Rampage Block".

Where found?: Double Cannon, Garanz, Madness.

=====
= Russian Roulette =
=====

Description: The dice roll before an attack determines your fate. 4 or higher: Death to the user of this card. 3 or lower: Death to the opponent.

Where found?: Double-Edged Dice.

=====
= Same AP Block =
=====

Description: Completely blocks any attack from an opponent who has the same AP as you. Not counting increases by Action cards.

Where found?: Duel Guard.

=====
= Same Card Banned =
=====

Description: All players may not set any new card if there is already one of the same card on the field.

Where found?: Territory.

=====
= SC Block =
=====

Description: No effect against Story Characters.

Additional Information: This is not an ability. It's basically a note that tells you what the card can and can't do.

=====
= SC Only =
=====

Description: Only Story Characters can use this card.

Additional Information: This is not an ability. It's basically a note that tells you what the card can and can't do.

=====
= SC Recovery =
=====

Description: Before each turn, the Story Character who set this card recovers 1 HP while this card is on the field.

Additional Information: This ability only works at the start of the card owner's turn.

Where found?: Mericus, Halo Rappy +.

=====
= SC Slayer =
=====

Description: Inflicts 2 damage more when attacking Story Characters.

Where found?: Durandal, Morning Glory, Yasha, Merlan, Lavis Cannon, Mericus.

=====
= Shadow Bind =
=====

Description: After an attack, MV of the opponent Story Character will be set to 1 for 4 turns. (All equipped items equipped by a hunter-side character will also be affected.)

Where found?: Crack.

=====
= Shield Weapon =
=====

Description: This is a guard item that can also be used for physical attacks.

Where found?: Combat Gear.

=====
= Shock Wave =
=====

Description: Inflicts 8 damage to all characters of both parties that have the Freeze Condition. No effect against other characters in normal condition.

Where found?: Shock Wave.

=====
= Shuffle =
=====

Description: The cards of all players return to the main deck after the Set Phase of this turn for shuffling. After the Deck shuffles, draw five cards.

Where found?: Shuffle All, Shuffle Group.

=====
= Skip Act =
=====

Description: The Act Phase (includes Defence Phase) of this team will be skipped when this card is set. The effect begins two turns after the Set Phase of setting this card.

Where found?: Skip Act.

=====
= Skip Draw =
=====

Description: The Draw Phase of both parties will be skipped when this card is set. (Players will not be able to draw new cards.)

Where found?: Skip Draw.

=====
= Skip Move =
=====

Description: The Move Phase of both parties will be skipped when this card is set.

Where found?: Skip Move.

=====
= Skip Set =
=====

Description: The Set Phase of both parties will be skipped while this card is on the field. The effect begins two turns after the Set Phase of setting this card.

Where found?: Skip Set.

=====
= Skip Turn =
=====

Description: On the 5th turn after setting this card, characters with this card are prevented from performing any action for one turn.

Where found?: Skip Turn.

=====
= Snatch =
=====

Description: Absorbs EXP from the opponent. The amount absorbed is ## the damage that your physical attack inflicted. Absorbs no EXP if the opponent has 0 EXP.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values. When Memoru uses this ability, she needs to do a Tech attack in order for the ability to work.

Where found?: Memoru, Grass Assassin, Ancient Saber, Flight Fan, Guilty Light, Final Impact, Indi Belra, Snatch.

=====
= Special Attack Block =
=====

Description: Completely blocks all types of attacks from the opponent. Also blocks all connected Action card attacks.

Where found?: Cancel, Aegis Guard.

=====
= Special Reflect =
=====

Description: After you receive damage, the attacker has a 50 percent chance of receiving Paralysis, Freeze, or both for four turns.

Where found?: SP Counter.

=====
= Stall =
=====

Description: During Move Phase, MV of all characters of both parties within one block left or right of this card will be set to 2, excluding this card itself. When receiving multiple MV change effects, the effect with the highest MV value applies.

Where found?: Barbarous Wolf, Govulmer, Death Gunner, Toy Rappy, Chaos Bringer, Epsilon, Madam's Umbrella +, Game Informer.

=====
= Steady Damage =
=====

Description: Before each turn, the Story Character who equips this card loses # HP.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values. This ability only works at the start of the card owner's turn.

Where found?: Cross Scar, Chameleon Scythe, Soul Eater, Soul Banish, Dark Gunner, Evil Curst, Silence Claw, Yamigarasu, Flower cane, Famitsu.

=====
= Steady Damage Mod =
=====

Description: Before each turn, the Story Character loses 1 HP if this character has 10 or more HP.

Additional Information: This ability only works at the start of the card

owner's turn.

Where found?: Castor.

=====
= Suicide =
=====

Description: During an attack, this card self-destructs, destroying the opponent with a # percentage chance. No effect on Story Characters.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Bulk, Flower Bouquet.

=====
= Summon =
=====

Description: Summoning a ?? costs zero action points while this card is on the field.

Additional Information: The "??" states the card name of the ability on the current card, as different cards have different values. Basically, you summon the listed card.

Where found?: Recobox, Mothvist, Monest.

=====
= Survival =
=====

Description: If the character with this card has 4 or more HP at the time of the defense, this card completely blocks the opponent's attack. But HP will be set to one afterwards.

Where found?: Survival.

=====
= Survival Decoys =
=====

Description: When characters of both parties simultaneously attacked, the character with this card receives their damage for them instead. But if all attacked characters die, the remaining attacks will be targeted to a random character.

Where found?: Gather.

=====
= Survivor AP Boost =
=====

Description: The character with this card gains 1 AP after battle.

Where found?: Grow Guard.

=====
= Survivor Recovery =

=====
Description: The character with this card recovers to Max HP if the character remains alive after battle.

Where found?: Exist.

=====
= Sword AP Boost =
=====

Description: All Sword-type Items gain 2 AP while this card is on the field.

Where found?: Saber Dance.

=====
= Sword AP Count =
=====

Description: During battle, this card temporarily gains AP equal to # the number of Sword-type Items on the field, including itself.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Bloody Art, Gae Bolg.

=====
= Sword Attack =
=====

Description: Sword-type items that attack with this card inflict 1.5x damage.

Where found?: SW Attack.

=====
= Sword Bonus =
=====

Description: During a physical attack, damage inflicted temporarily increases by half the number of sword-type items on the field.

Where found?: Orland.

=====
= Sword Halfguard =
=====

Description: During defense, receive half damage from physical attacks by Sword-type Items.

Where found?: Red Sword, Yasminkov 9000M, Sinow Blue.

=====
= Sword Shield =
=====

Description: Blocks all attacks by and on Sword-type Items. This effect is valid even if the user of this card is a Sword-type Item.

Where found?: SW Guard.

=====
= Tech =
=====

Description: Using Tech cards costs one less action point.

Additional Information: This ability does not stack. There is also a different description when this ability is on Story Characters. It says: "Using Tech Cards costs 1 less Action Pt. (This effect also occurs if any item is used with Tech.)"

Where found?: Madam's Umbrella, Hildebear's Cane, Dark Bridge, Psycho Wand, Gran Sorcerer, Chaos Sorcerer, Ino'lis, Peko.

=====
= Tech Enable =
=====

Description: Connecting this card enables "No Tech" characters to use Tech.

Where found?: Technique.

=====
= Tech Enable = (Permission Card Version)
=====

Description: Enables all Items and Creatures that are on the field to use Tech. All Items that do not show a Tech increase will be treated as TP +0.

Where found?: Permission.

=====
= Tech Halfguard =
=====

Description: During defense, receive half damage from Tech attacks.

Where found?: Hildetorr, Handgun: Guld, C-Sorcerer's Cane, Fire Specter: Agni, Magical Piece, Soul Barrier, Preta.

=====
= Tech Reflect =
=====

Description: During defense, reflect a Tech attack back to the opponent with a ## percent chance. Physical attacks are not reflected.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values.

Where found?: Reflection.

=====
= Tech x2 =
=====

Description: During a Tech attack, the TP of a Tech card doubles if it is connected with this card.

Where found?: Nei's Claw, Concentration.

=====
= Time Bomb =
=====

Description: On the #th turn after placing this card, it self-destructs, giving all opponent Field Characters (Items or Creatures) 3 damage. No effect if this card is destroyed early.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Dubwitch, Nar Lily, Hildebear's Cane +, Chu Chu, Recon +, Game Gather.

=====
= Timed AP Sacrifice =
=====

Description: On the #th turn after placing this card, it self-destructs, increasing the AP of all ally characters on the field by #. No effect if this card is destroyed early.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Gillchic, Pushan.

=====
= Timed EXP Sacrifice =
=====

Description: On the #th turn after placing this card, it self-destructs, increasing your EXP by #. No effect if this card is destroyed early.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Hildebear's Cane +, EGM, Gee, Dreamcast.

=====
= Timed Frozen Death =
=====

Description: On the #th turn after setting this card, all characters of both parties (except story characters) on the field that have Freeze are destroyed.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Diva.

=====
= Timed HP Sacrifice =
=====

Description: On the #th turn after placing this card, it self-destructs, increasing the HP of all ally characters on the field by #. No effect if this

card is destroyed early.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Diwari, Nintendo Kids.

=====
= Timed Paralyzed Death =
=====

Description: On the #th turn after setting this card, all characters of both parties (except story characters) on the field that have Paralysis are destroyed.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Naga, Talis.

=====
= Timed Pierce =
=====

Description: The Pierce effect of this card activates 8 turns after the first time this card was set on the field.

Where found?: Pollux (Boss Version).

=====
= Timed TP Sacrifice =
=====

Description: On the #th turn after placing this card, it self-destructs, increasing the TP of all ally characters on the field by #. No effect if this card is destroyed early.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Duvuik, Pal Rappy, Pian.

=====
= TP Assist =
=====

Description: Before each Attack Act Phase, the equipper of this card and all ally characters (Story Characters and Creatures) within one block of this card temporarily gain 1 TP.

Where found?: Dengeki, Summit Moon.

=====
= TP Boost =
=====

Description: A Tech attack by all characters with this card inflicts 2 more damage than usual while this card is on the field.

Where found?: Tech Field.

=====
= TP Growth =
=====

Description: This card gains # TP each time it destroys any opponent(s) with a single attack. It gains # even if multiple opponents are destroyed.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Chaos Sorcerer, Mahu, Rika's Claw, Elysion, Prophets of Motav.

=====
= TP Loss =
=====

Description: TP of the Story Character equipping this Item is set to zero. No effect on Mag and Action card increases.

Where found?: Victor Axe, MA60 Vise, Hildebear's Cane, Ravana, Huge Battle Fan.

=====
= TP Power =
=====

Description: Increases physical attack damage that you inflict by # of the sum of the TP of this card and the TP of the Story Character equipping this card.

Additional Information: The "#" states the multiplier of the ability on the current card, as different cards have different values. Technically, the sum should be like this: (TP of equipped card) + (TP of Story Character) Divided by (Fraction of ability) = (AP gained).

Where found?: Hildebear's Cane, Twin Psychogun, Rod, Plantain Leaf, Fatsia, Alive Aghu, Brave Hammer, Caduceus, C-Sorcerer's Cane, Rabbit Wand, Gal Wind, Dark Bridge, Hildeblue's Cane, Psycho Wand, Hildeblue's Cane.

=====
= TP Silence =
=====

Description: After an attack, TP of the opponent decreases by 3 for 2 turns. The status returns to normal after 2 turns.

Where found?: Guardianna, Plantain Huge Fan.

=====
= Trash 1 =
=====

Description: Randomly selects one card from each player and moves it to the Discard Pile after the Set Phase ends.

Where found?: Trash 1.

=====
= Traitor =
=====

Description: Inflicts 5 damage to your Field Characters on the field. And, your own story characters recover HP equal to half the total sum of damages inflicted. No damage given to opponents.

Where found?: Traitor.

=====
= Triple Strike =
=====

Description: Attacks the opponent thrice with the same attack.

Additional Information: This ability does not treat the attack as three strikes (so that the opponent has to use a defence action card three times), nor does it combine the total amount of damage dealt (so that the opponent has to use a defence action card that nullifies or reduces the damage). Therefore, an opponent can use "Guard" once, and it will block a "Triple Strike" attack that does 4 or less damage (even when it would total up to 12).

Where found?: Guld Milla.

=====
= Ultimate AP Growth =
=====

Description: Before each turn, this card gains 1 AP.

Where found?: Pollux (Both Boss and Canned version).

=====
= Unfilial =
=====

Description: When this card is destroyed, the Story Character who summoned it loses # HP.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Barble, Pan Arms, Bulk, Sinow Berill (It loses 2 HP, not 1 HP!), Merikle, Dubchich.

=====
= Unlimited Summoning =
=====

Description: This character can summon up to 4 Field Characters without the 8 Action Point total cost limitation.

Additional Information: This ability also limits the character to summoning only 4 Field Characters at any one time.

Where found?: Pollux (Canned Unlockable character version), Amplum Umbla.

=====
= Use on ally OK =
=====

Description: You can also set this card when any ally is attacked.

Additional Information: This is not an ability. It's basically a note that tells you what the card can and can't do.

=====
= Value Rise =
=====

Description: The action point cost for setting any card will cost 1.5x while this card is on the field. No other points are affected.

Where found?: Land Price.

=====
= Vengeance =
=====

Description: Field Characters gain AP equal to 1/3 of the number of all ally Field Characters (Items or Creatures) that were destroyed, while this card is on the field.

Where found?: Vengeance.

=====
= Warp =
=====

Description: During a move, skip over any (ally or opponent) character up to 9 blocks, as long as you have action points. Can't land on already occupied blocks.

Where found?: Sinow Berill, Sinow Spigell, Sinow Zoa, Sinow Zele, Chaos Sorcerer, Gran Sorcerer.

=====
= Waste =
=====

Description: After attacking with this Item, the equipper loses # EXP. No effect on those with 0 EXP.

Additional Information: The "#" states the number from the ability on the current card, as different cards have different values.

Where found?: Vjaya, Berdysh.

=====
= Weak Hit Block =
=====

Description: During defense, this card blocks all attacks of 3 or less damage.

Where found?: Safety Heart, Pollux (Boss Version), Berdysh, Ravana, Pan Arms, Morfos, Solid.

=====
= Weak Spot =
=====

Description: During a physical attack on an opponent Story Character, this

card temporarily loses # ??.

Additional Information: The "#" states the number from the ability on the current card, and the "??" states either AP or TP of the ability on the current card, as different cards have different values.

Where found?: Gulgus-gue, Elysion, Ancient Saber, Lavis Blades, Double Saber, Bravace, Plantain Fan, Guil Shark, Claw, Il Gil, Mighty Knuckle, Berserk, Gifoie, Rafoie, Hildelt.

=====
= Zero Damage =
=====

Description: Inflicts no damage, regardless of AP or any Action card used or of the attacker.

Additional Information: This is not an ability. It's basically a note that tells you what the card can and can't do.

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Unfortunately, like in all games, you may find glitches in this game. Here is a list of all known glitches you may encounter in the game.

=====
= 1. "Concentration" card glitch =
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This glitch prevents story characters from using this card to connect with the "Grants" card. However, Leukon Knight can use "Concentration" as well as "Grants" at any time.

=====
= 2. Sinow Red/Zoa colour glitch =
=====

This glitch happens when you summon a "Sinow Red" and a "Sinow Zoa" card on the field, or vice-versa. The colours of either card would glitch up for some reason, giving those cards weird colours; Sinow Zoa would look like a Sinow Zele!

=====
= 3. Grow Guard Glitch =
=====

Sometimes, this happens when you use this card to guard against an opponent's attack that affects both you and your teammate. When using "Grow Guard" to defend, you gain 2 AP instead of 1!

=====
= 4. "Grants" card Glitch =
=====

I don't know whether I should list this. Anyway, the "Arkz" story character of the "Scandal" Missions in Free Battle mode can use "Grants" to hit two different opponents at once.

=====
= 5. "Weakness" card glitch =
=====

This one is increasingly annoying to the point where I even doubt this card's ability. It seems that "Weakness" cannot guard against all mags or assist cards.

One time, I played the same card when the opponent (Kylria) attacked my "Red Saber" with a "Rifle" that had 2 AP and "Bullet Storm" on the field. It would deal 7 damage, but "Red Saber"'s ability took it down to 3. I took 1 point of damage instead of nullifying any damage, even though there was no other card used in the process.

XX
XXXXXXXXXXXXXXXXXXXXXXXXX FREQUENTLY ASKED QUESTIONS XXXXXXXXXXXXXXXXXXXXXXXX
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NOTE: this may also serve as a questions bank for questions already answered, should you feel the need to contact me for a question that's not on the list.

Q1: Wait...how come you listed card abilities and/or cards I've never heard of? How did you find them?!

A: I wanted to list every ability the game has to offer, so it's natural to have every ability there is. I used action replay codes to get the rest of the abilities.

Q2: Why did you list glitches as well?

A: This is mostly because I have encountered some glitches, and making a guide about them is too small a guide to publish.

Q3: Can I contact you for help regarding gameplay/content/other?

A: Yes you can. I can help as much as I can, but not to the extent of knowing this game inside-out! Just don't spam my e-mail!

Q4: Do you need help regarding gameplay/passwords/content/other?

A: Yes I do. Any extra information I missed in this game is needed to make this guide more complete and more accurate.

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XXXXXXXXXXXXXXXXXXXXXXXXX VERSION HISTORY XXXXXXXXXXXXXXXXXXXXXXXX
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Version 1.0: Everything's new!

