



Seven-Colored Puppeteer
ALICE MARGATROID

Alice does not need to discard
♥Powerup cards when she loses life.

During her turn, Alice may discard an
♥Item card from play to activate her
♣Spell Card. *You can only activate one
♣Spell Card per round.*

War Sign
“Doll’s War”

Reveal cards from the top of the deck
until you reveal an ♥Item card, then
put that card into play. Put all other
cards revealed this way into the
discard pile.

You may attack a player in range.

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Fairy of the Ice
CIRNO

Cirno has +2 Range.

Cirno cannot attack players at a
distance of 1 if there are two or more
other players. *She may still attack a
player by going around the circle.*

Freeze Sign
“Perfect Freeze”

Attack a player in range. They must
skip their next turn.

*Players cannot skip two turns in a row,
but you may still target them.*

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Shrine Maiden of Paradise
HAKUREI REIMU

Players must discard an additional
card in order to play a ♣Dodge card
against Reimu’s attacks.

Spirit Sign
“Fantasy Seal”

Choose ♠Danmaku, ♣Dodge,
♣Invocation, or ♥Item cards.
Until your next turn, players may not
play cards of the chosen type.

You may attack a player in range.

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The Sealed Great Magician
HIJIRI BYAKUREN

Whenever another player attacks,
Byakuren may discard a ♠Danmaku
card. If she does, she attacks the
attacker, regardless of range.

Super Human
“Hijiri Byakuren”

You gain +5 Range and +5 Distance
until your next turn.

You may attack a player in range.

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Young Mistress of Bhavagra
HINANAWI TENSHI

Tenshi may draw an additional card each time she loses life.

Swordplay
"Sword of Swagger"

Gain 1 life. *You cannot go above your max life.*

Choose another player, regardless of range. Starting with that player, take turns discarding ♠ Danmaku cards until one player passes. The player who passes loses 1 life. *This does not count as an attack.*

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Colorful Rainbow Gatekeeper
HONG MEILING

During other players' turns, Meiling's max hand size is 7.

Meiling may choose to skip her turn. When Meiling skips her turn, she may draw four cards. *You cannot skip two turns in a row.*

Colorful Sign
"Extreme Color Typhoon"

Activate this when another player attacks.

Draw two cards.

Attack the attacker, regardless of range.

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Free-Spirited Oni
IBUKI SUIKA

Suika has +1 Range.

Suika can play one additional ♠ Danmaku cards per round.

Mist Sign
"Gathering and Dissipating"

Choose a number from 1 to 5. Until your next turn, all players use that number as the distance to each other, ignoring other modifiers.

You may attack a player in range.

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Perfect and Elegant Maid
IZAYOI SAKUYA

Sakuya can play two additional ♠ Danmaku cards per round.

Illusion World
"The World"

Activate this when any player is attacked.

That player avoids the attack. Attack the attacker, regardless of range.

The current turn ends immediately.

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History-Eating Half Beast
KAMISHIRASAWA KEINE

During Keine's draw step, she draws an additional card, then puts any card from her hand on the top or the bottom of the deck.



Ending Sign
"Phantasmal Emperor"

Activate this when another player plays an ➔Action card.

Cancel that card.

You may attack a player in range.



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Aquatic Engineer
KAWASHIRO NITORI

Nitori has +1 Distance.

On her turn, Nitori may discard an ♣Item card to draw a card.



Water Sign
"Kappa's Flash Flood"

Choose a player. Until your next turn, their ♣Item cards have no effect.

You may attack that player if they are in range.



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Flower Master of the Four Seasons
KAZAMI YUUKA

When Yuuka damages another player, she may draw a card.



Flower Sign
"The Reflowering of Gensokyo"

Attack all other players.



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Ordinary Magician
KIRISAME MARISA

During her draw step, Marisa may choose to draw one less card. If she does, she may gain control of any ♣Item card in play.



Love Sign
"Master Spark"

Attack a player in range. This attack deals 1 damage, plus 1 damage for each ♣Powerup card you have in play.



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Newbie Goddess of the Mountain
KOCHIYA SANAЕ

When Sanae plays a Danmaku card, she may look at the top card of the deck.

If she does, she may place that card back on the top of the deck, into the discard pile, or into another player's hand.

Miracle
"Miracle Fruit"

Choose a player in range. That player must reveal their hand.

Attack that player once, then attack them once for each Danmaku card revealed this way beyond the first.

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The Girl Even the Evil Spirits Fear
KOMEIJI SATORI

When Satori is attacked, she may flip the top card of the deck. If that card is a Winter, she avoids the attack.

Satori may look at any player's hand once per round.

Recollection
"Terrifying Hypnotism"

Choose another player's character and activate their Spell Card as if it were your own. *You may choose a defeated player's character.*

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Half-Human Half-Phantom Gardener
KONPAKU YOUMU

When Youmu plays a Danmaku card, she may attack an additional different player in range.

Hell Realm Sword
"200 Yojana in One Slash"

Until your next turn, all players are considered in range for you.

Attack a player. You may also attack an additional different player.

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Shikaisen from Ancient Japan
MONONOBE NO FUTU

Futo does not need to discard Powerup cards when she loses life.

Futo may discard an Item card in play to avoid an attack.

Saint Girl
"Oomonoimi's Dinner"

You may choose two other players and force them to swap hands.

You may attack a player in range.

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The Unmoving Great Library
PATCHOULI KNOWLEDGE

Patchouli's max hand size 7.

Patchouli starts the game with seven cards in her hand.

Fire Water Wood Metal Earth Sign
"Philosopher's Stone"

Draw 2 cards.

You may attack a player in range.

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Lunatic Moon Rabbit
REISEN UDONGEIN INABA

When a player avoids one of Reisen's attacks, Reisen may attack another, different player in range.

Use this ability only once per card played.

Pale Moon Illusion
"Lunatic Red Eyes"

Activate this when another player plays a  Danmaku card or activates a  Spell Card.

Cancel that card. You may copy that card with new targets.

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Scorching, Troublesome Divine Flame
REIUJI UTSUHO

During her turn, Utsuho may discard two cards to activate her  Spell Card. *You can only activate one  Spell Card per round.*

Atomic Fire
"Nuclear Excursion"

Choose a player in range. Attack that player three times.

You lose 1 life.

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The Scarlet Devil
REMILIA SCARLET

When Remilia avoids an attack, she may draw a card.

Divine Spear
"Spear the Gungnir"

Attack a player regardless of range.

This cannot be canceled or avoided.

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Traditional Reporter of Fantasy
SHAMEIMARU AYA

Aya may discard a ⚡Danmaku card to cancel any ⚡Danmaku card as it is being played.

Whirlwind
“Wind God Girl”

Reveal the top five cards of the deck. Place any ⚡Danmaku cards revealed this way into your hand and the rest into the discard pile.

You may attack a player in range.

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Shoutoku Taoist
TOYOSATOMIMI NO MIKO

During her turn, Miko may give another player any number of cards from her hand.

Whenever Miko's hand is empty, she may immediately activate her ⚡Spell Card. *You can only activate one ⚡Spell Card per round.*

Secret Treasure
“Armillary Sphere of Ikaruga-dera”

Choose a player. That player must discard their hand and draw three cards.

You may attack a player in range.

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Brain of the Moon
YAGOKORO EIRIN

Eirin may play ➤Reaction and ⚡Item cards on behalf of other players.

Forbidden Arcanum
“Hourai Elixir”

Gain 1 life. You may have another player of your choice gain 1 life. *You cannot go above your max life.*

You may attack a player in range.

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Youkai of Boundaries
YAKUMO YUKARI

When Yukari avoids an attack, she may attack a player in range.

Evil Spirits
“Yakumo Yukari's Spiriting Away”

Choose any player. You may look at their hand, then take a card of your choice from it, or take an ⚡Item that player has in play.

You may attack that player if they are in range.

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