Steven Universe Gem Card Deck – Full Remake (Batches 1–10)

## 🔷 Batch 1 – The Crystal Gems

**💎 Garnet (Ruby + Sapphire)**- Level: 8 | Speed: 70 | Damage: 85 | Health: 95  
- Weapon: Gauntlets  
- Abilities: Future vision, shockwave punch, electricity channeling  
- Traits: Tactical, stable fusion, fearless, enhanced strength

**💎 Pearl**- Level: 7 | Speed: 90 | Damage: 60 | Health: 60  
- Weapon: Spear  
- Abilities: Hologram projection, advanced swordplay, agility  
- Traits: Graceful, loyal, strategic, perfectionist

**💎 Amethyst**- Level: 6 | Speed: 65 | Damage: 70 | Health: 75  
- Weapon: Whip  
- Abilities: Shapeshifting, spin dash, burrowing  
- Traits: Wild, adaptive, durable, unpredictable

**💎 Rose Quartz (Pink Diamond)**- Level: 9 | Speed: 60 | Damage: 80 | Health: 100  
- Weapon: Sword and shield  
- Abilities: Healing, shield projection, plant control  
- Traits: Charismatic, compassionate, mysterious, rebel leader

**💎 Steven Universe (Rose Quartz + Human)**- Level: 7 | Speed: 60 | Damage: 55 | Health: 95  
- Weapon: Shield  
- Abilities: Healing saliva, bubble, empathy projection  
- Traits: Kindhearted, hybrid, emotionally strong, adaptable

**💎 Opal (Amethyst + Pearl)**- Level: 8 | Speed: 75 | Damage: 90 | Health: 80  
- Weapon: Bow  
- Abilities: Fusion synergy, long-range attacks, accuracy  
- Traits: Focused (when stable), elegant, coordination-based

**💎 Sugilite (Amethyst + Garnet)**- Level: 9 | Speed: 50 | Damage: 100 | Health: 95  
- Weapon: Giant flail  
- Abilities: Raw power, shockwaves, wrecking attacks  
- Traits: Unstable, fierce, destructive, short-tempered

**💎 Alexandrite (Garnet + Amethyst + Pearl)**- Level: 10 | Speed: 65 | Damage: 95 | Health: 100  
- Weapon: Fusion of all weapons  
- Abilities: Fire breath, weapon sync, multi-combat  
- Traits: Overwhelming, unstable, intimidating

**💎 Ruby**- Level: 4 | Speed: 55 | Damage: 50 | Health: 65  
- Weapon: Gauntlet  
- Abilities: Heatproof, explosive strength  
- Traits: Loyal, aggressive, emotional

**💎 Sapphire**- Level: 5 | Speed: 35 | Damage: 30 | Health: 55  
- Weapon: None  
- Abilities: Future vision, cold aura  
- Traits: Calm, thoughtful, predictive

## 🔷 Batch 2 – Homeworld Gems

**💎 Blue Diamond**- Level: 10 | Speed: 30 | Damage: 85 | Health: 100  
- Weapon: Aura  
- Abilities: Emotional suppression, sorrow wave  
- Traits: Powerful, sorrowful, commanding

**💎 Yellow Diamond**- Level: 10 | Speed: 40 | Damage: 90 | Health: 100  
- Weapon: Electric burst  
- Abilities: Lightning strikes, energy discharge  
- Traits: Commanding, fierce, destructive

**💎 White Diamond**- Level: 10 | Speed: 35 | Damage: 95 | Health: 100  
- Weapon: Light control  
- Abilities: Mind control, aura projection  
- Traits: Perfect, eerie, dominant

**💎 Pink Diamond**- Level: 9 | Speed: 50 | Damage: 80 | Health: 90  
- Weapon: None  
- Abilities: Emotional manipulation, stealth identity  
- Traits: Secretive, naive, royal

**💎 Jasper**- Level: 8 | Speed: 60 | Damage: 90 | Health: 85  
- Weapon: Gem helmet  
- Abilities: Headbutt, brute force  
- Traits: Aggressive, loyalist, strong-willed

## 🔷 Batch 3 – Off-Colors & Misfits

**💎 Rutile Twins**- Level: 5 | Speed: 55 | Damage: 40 | Health: 60  
- Weapon: Twin daggers  
- Abilities: Team tactics, dual coordination  
- Traits: Curious, cooperative, two-in-one

**💎 Padparadscha Sapphire**- Level: 3 | Speed: 25 | Damage: 15 | Health: 45  
- Weapon: None  
- Abilities: Backward vision (predicts past), insight  
- Traits: Polite, sweet, hilariously delayed

**💎 Fluorite (Multi-Gem Fusion)**- Level: 9 | Speed: 20 | Damage: 40 | Health: 100  
- Weapon: None  
- Abilities: Fusion stability, size tank  
- Traits: Gentle, ancient, slow-moving

**💎 Rhodonite (Ruby + Pearl)**- Level: 7 | Speed: 55 | Damage: 65 | Health: 75  
- Weapon: Twin arms  
- Abilities: Fusion reflexes, emotional boost  
- Traits: Nervous, loyal, unpredictable

**💎 Rhodochrosite (Speculative)**- Level: 6 | Speed: 60 | Damage: 50 | Health: 70  
- Weapon: Crystal discs  
- Abilities: Bounce attacks, gem-enhanced dodging  
- Traits: Resilient, defensive, vibrant

**💎 Centipeetle (Nephrite – Corrupted)**- Level: 5 | Speed: 70 | Damage: 60 | Health: 65  
- Weapon: Acid spit  
- Abilities: Wall crawling, acidic projectiles  
- Traits: Loyal, damaged, beastlike

**💎 Nephrite (Uncorrupted)**- Level: 6 | Speed: 65 | Damage: 60 | Health: 70  
- Weapon: Radio staff  
- Abilities: Communications, short-range shock  
- Traits: Dutiful, brave, recovered