

1

FRIEZA
TYRANT

S17

94,000

79,000

64,000

49,000

34,000

19,000

9,000

4,500

900

450

0

∞: When you stop an attack, you may raise your anger 1 level.

2

PUR

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FUNIMATION

2

FRIEZA
TRANSFORMED

S18

599,000

399,000

199,000

99,000

79,000

59,000

39,000

19,000

9000

900

0

✕ POWER: Discard a card from your hand to perform the last attack your opponent used this combat. That attack deals an additional +2 stages of damage.

3

PUR

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FUNIMATION

3

FRIEZA
GALACTIC CONQUERER

S19

1,000,000

700,000

400,000

200,000

100,000

50,000

25,000

10,000

5,000

1,000

0

∞: Your attacks deal +3 stages of damage and you may also use your Level 1 ∞ powers.

4

PUR

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FUNIMATION

4

FRIEZA
REVIVED

S20

1,400,000

1,200,000

1,000,000

800,000

600,000

400,000

200,000

100,000

50,000

25,000

0

POWER: Destroy the top 4 cards of your opponent's Life Deck. Search your Life Deck for a Frieza Named card and place it in your hand.
∞: You may also use your Level 2 Powers.

5

PUR

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MASTERERY

BLUE PROTECTIVE MASTERERY

S29

∞: Your opponent needs 6 anger to advance a personality level.
POWER: You may discard a Physical Combat card from your hand to stop an enemy attack or an Energy Combat card to stop a physical attack. If you discarded a Blue card, you may raise or lower a player's anger 1 level.

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FUNIMATION

BLUE STRETCH KICK

S32

SETUP

POWER: ✕ Physical attack. DAMAGE: AT +5 stages. Raise your anger 1 level.

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FUNIMATION

BLUE STRETCH KICK

S32

SETUP

POWER: ✕ Physical attack. DAMAGE: AT +5 stages. Raise your anger 1 level.

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FUNIMATION

BLUE STRETCH KICK

S32

SETUP

POWER: ✕ Physical attack. DAMAGE: AT +5 stages. Raise your anger 1 level.

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FUNIMATION

BLUE REPRIMAND

S48

EVENT

ENDURANCE 2. POWER: Return a Setup, Drill, or Dragon Ball in play to its owner's hand.

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FUNIMATION

BLUE DEFENSIVE STANCE S124



ENERGY COMBAT

ENDURANCE 1. ♥ Stops an energy attack. Raise or lower a player's anger 1 level.

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FUNIMATION

BLUE NARROW ESCAPE S125



ENERGY COMBAT

(Banish after use.) ENDURANCE 3. ♥ Stops an energy attack. Choose 2 Energy Combat cards in your discard pile and place them on top of your Life Deck.

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FUNIMATION

BLUE NARROW ESCAPE S125



ENERGY COMBAT

(Banish after use.) ENDURANCE 3. ♥ Stops an energy attack. Choose 2 Energy Combat cards in your discard pile and place them on top of your Life Deck.

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FUNIMATION

BLUE FIST SMASH S135



PHYSICAL COMBAT

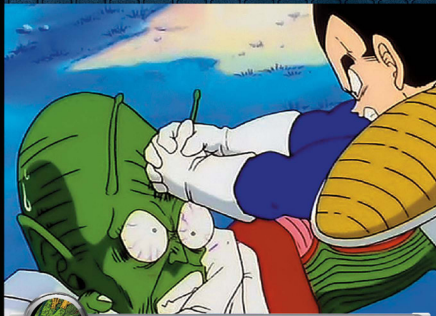
✕ Physical attack. DAMAGE: AT +2 stages. HIT: Prevent X stages and X life cards of damage from your opponent's next attack this combat. X = the number of power stages of damage dealt by this attack.

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FUNIMATION

BLUE FIST SMASH S135



PHYSICAL COMBAT

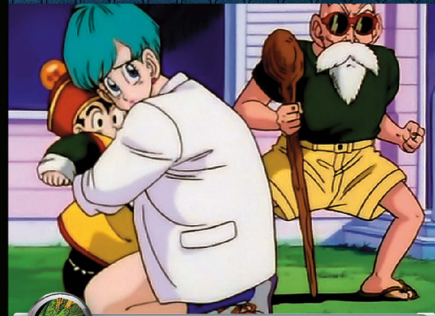
✕ Physical attack. DAMAGE: AT +2 stages. HIT: Prevent X stages and X life cards of damage from your opponent's next attack this combat. X = the number of power stages of damage dealt by this attack.

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FUNIMATION

BLUE CROUCH S143



PHYSICAL COMBAT

ENDURANCE 3. ♥ Stops a physical attack. If your MP's power level is lower than your opponent's MP's power level, place this card on top of your Life Deck after use.

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FUNIMATION

BLUE CROUCH S143



PHYSICAL COMBAT

ENDURANCE 3. ♥ Stops a physical attack. If your MP's power level is lower than your opponent's MP's power level, place this card on top of your Life Deck after use.

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FUNIMATION

BLUE SWIFT BLOCK S144



PHYSICAL COMBAT

♥ Stops a physical attack. You may discard a card from your hand to perform a copy of that attack for your next action.

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FUNIMATION

BLUE SWIFT BLOCK S144



PHYSICAL COMBAT

♥ Stops a physical attack. You may discard a card from your hand to perform a copy of that attack for your next action.

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FUNIMATION

BLUE FIST CATCH



S88



PHYSICAL COMBAT

ENDURANCE 2. ♥ Stops a physical attack.
Lower your opponent's anger 1 level.

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FUNIMATION

BLUE FIST CATCH



S88



PHYSICAL COMBAT

ENDURANCE 2. ♥ Stops a physical attack.
Lower your opponent's anger 1 level.

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FUNIMATION

BLUE WRIST BLOCK



S87



PHYSICAL COMBAT

♥ Stops a physical attack. Destroy one of
your opponent's Setups or Drills.

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FUNIMATION

BLUE WRIST BLOCK



S87



PHYSICAL COMBAT

♥ Stops a physical attack. Destroy one of
your opponent's Setups or Drills.

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FUNIMATION

BLUE POSITIONING DRILL



S87



DRILL

∞: Whenever you stop an attack, place a
Styled card from your discard pile on top of
your Life Deck.

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FUNIMATION

BLUE POSITIONING DRILL



S87



DRILL

∞: Whenever you stop an attack, place a
Styled card from your discard pile on top of
your Life Deck.

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FUNIMATION

BLUE NECK BEAM



S113



ENERGY COMBAT

(If this card is discarded from your hand
by a card effect, your MP gains 4 stages.)
ENDURANCE 1. ✕ Energy attack costing 2
stages. DAMAGE: 4 life cards. HIT: Raise or
lower your opponent's MP one personality
level at the end of combat.

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FUNIMATION

BLUE NECK BEAM



S113



ENERGY COMBAT

(If this card is discarded from your hand
by a card effect, your MP gains 4 stages.)
ENDURANCE 1. ✕ Energy attack costing 2
stages. DAMAGE: 4 life cards. HIT: Raise or
lower your opponent's MP one personality
level at the end of combat.

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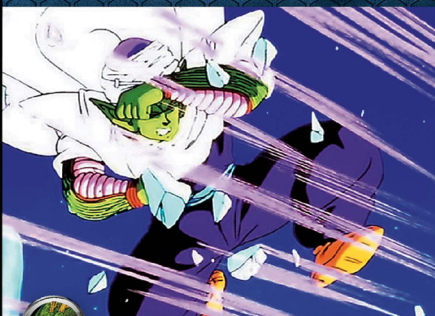
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FUNIMATION

BLUE DEFENSIVE STANCE



S124



ENERGY COMBAT

ENDURANCE 1. ♥ Stops an energy attack.
Raise or lower a player's anger 1 level.

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FUNIMATION

BLUE AVOIDANCE



S68



ENERGY COMBAT

♥ Stops an energy attack. You may discard a card from your hand to perform a copy of that attack for your next action.

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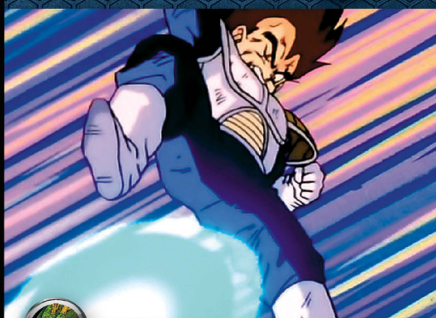
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FUNIMATION

BLUE AVOIDANCE



S68



ENERGY COMBAT

♥ Stops an energy attack. You may discard a card from your hand to perform a copy of that attack for your next action.

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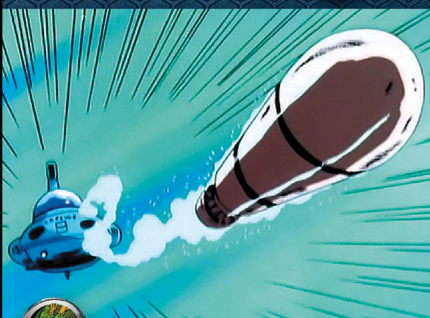
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FUNIMATION

BLUE TORPEDO



S74



PHYSICAL COMBAT

(If this card is discarded from your hand by a card effect, put the top Energy Combat card from your discard pile at the bottom of your Life Deck.) ENDURANCE 1. ✕ Physical attack. DAMAGE: AT +3 stages.

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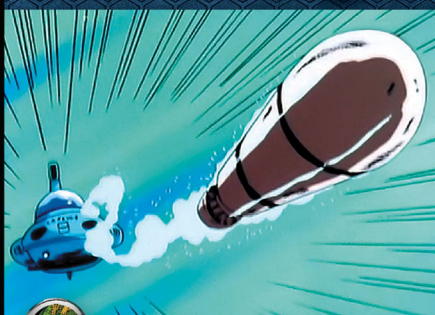
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FUNIMATION

BLUE TORPEDO



S74



PHYSICAL COMBAT

(If this card is discarded from your hand by a card effect, put the top Energy Combat card from your discard pile at the bottom of your Life Deck.) ENDURANCE 1. ✕ Physical attack. DAMAGE: AT +3 stages.

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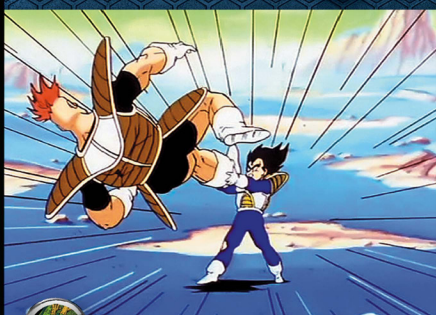
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FUNIMATION

BLUE ROUND THROW



S75



PHYSICAL COMBAT

(You may play this card to stop an energy attack instead of as an attack.) ✕ Physical attack. DAMAGE: AT +5 stages. Lower your opponent's anger 1 level.

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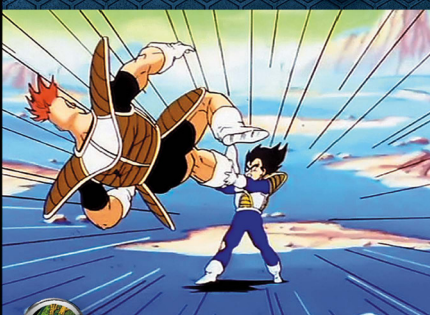
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FUNIMATION

BLUE ROUND THROW



S75



PHYSICAL COMBAT

(You may play this card to stop an energy attack instead of as an attack.) ✕ Physical attack. DAMAGE: AT +5 stages. Lower your opponent's anger 1 level.

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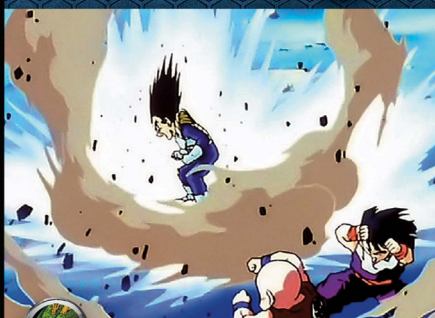
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FUNIMATION

BLUE KI BUILD UP



S91



SETUP

POWER: ✕ Energy attack costing 2 stages.
DAMAGE: 7 life cards. Lower your opponent's anger 1 level.

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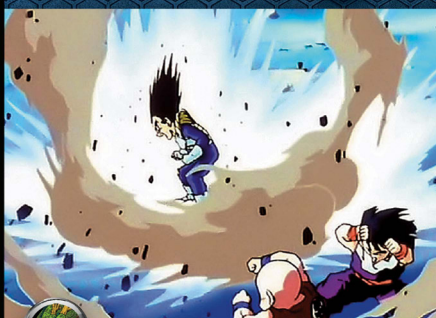
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FUNIMATION

BLUE KI BUILD UP



S91



SETUP

POWER: ✕ Energy attack costing 2 stages.
DAMAGE: 7 life cards. Lower your opponent's anger 1 level.

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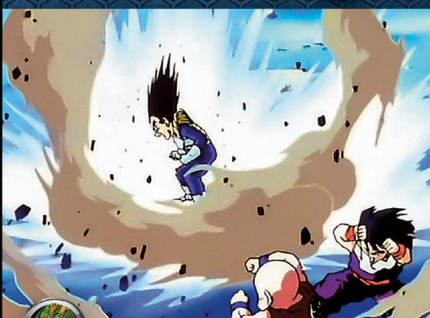
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FUNIMATION

BLUE KI BUILD UP



S91



SETUP

POWER: ✕ Energy attack costing 2 stages.
DAMAGE: 7 life cards. Lower your opponent's anger 1 level.

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FUNIMATION

BLUE MENTAL DRILL S98



DRILL

ENDURANCE 2. ∞: Your opponent plays with his hand revealed.

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FUNIMATION

BLUE MENTAL DRILL S98



DRILL

ENDURANCE 2. ∞: Your opponent plays with his hand revealed.

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FUNIMATION

BLUE ARM BLAST S53



ENERGY COMBAT

(You may play this card to stop a physical attack instead of as an attack.) ✕ Energy attack costing 2 stages. DAMAGE: 5 life cards.

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FUNIMATION

BLUE ARM BLAST S53



ENERGY COMBAT

(You may play this card to stop a physical attack instead of as an attack.) ✕ Energy attack costing 2 stages. DAMAGE: 5 life cards.

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FUNIMATION

BLUE ENERGY OVERLOAD S54



ENERGY COMBAT

(If this card is discarded from your hand by a card effect, put the top Physical Combat card from your discard pile at the bottom of your Life Deck.) ✕ Energy attack costing 2 stages. DAMAGE: 5 life cards.

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FUNIMATION

BLUE ENERGY OVERLOAD S54



ENERGY COMBAT

(If this card is discarded from your hand by a card effect, put the top Physical Combat card from your discard pile at the bottom of your Life Deck.) ✕ Energy attack costing 2 stages. DAMAGE: 5 life cards.

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FUNIMATION

BLUE GUARD S65



ENERGY COMBAT

(If this card is discarded from your hand by a card effect, you may banish it instead to draw a card.) ♥ Stops an energy attack.

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FUNIMATION

BLUE GUARD S65



ENERGY COMBAT

(If this card is discarded from your hand by a card effect, you may banish it instead to draw a card.) ♥ Stops an energy attack.

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FUNIMATION

BLUE REST S105



EVENT

ENDURANCE 2. ♥ POWER: Prevent all damage from an attack. Place at the bottom of your Life Deck after use.

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FUNIMATION