



3
LEVEL

GOHAN
DETERMINED



S11



HERO

400,000

350,000

300,000

250,000

200,000

150,000

100,000

75,000

7,500

750

0



✖ **POWER:** Physical attack. **DAMAGE:** 6 stages. You may lower your anger any amount. This attack deals +X life cards of damage. X = 2 times the amount lowered.



4
PUR

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FUNIMATION

RED ENERGY SHIELD



S129



ENERGY COMBAT

(Banish after use.) ♥ Stops an energy attack. Raise a personality to their highest power stage.

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FUNIMATION

RED ENERGY SHIELD



S129



ENERGY COMBAT

(Banish after use.) ♥ Stops an energy attack. Raise a personality to their highest power stage.

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FUNIMATION

RED ENERGY SHIELD



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ENERGY COMBAT

(Banish after use.) ♥ Stops an energy attack. Raise a personality to their highest power stage.

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FUNIMATION

RED RIGHT CROSS



S139



PHYSICAL COMBAT

✖ Physical attack costing 4 stages. DAMAGE: AT +4 stages. Raise your anger 2 levels.

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FUNIMATION

RED POWER RUSH



S140



PHYSICAL COMBAT

(Banish after use.) ✖ Physical attack. DAMAGE: AT +3 stages. Raise your anger 1 level. If you have 3 or more anger, this attack cannot be stopped or have its damage prevented by Physical Combat cards.

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FUNIMATION

RED POWER RUSH



S140



PHYSICAL COMBAT

(Banish after use.) ✖ Physical attack. DAMAGE: AT +3 stages. Raise your anger 1 level. If you have 3 or more anger, this attack cannot be stopped or have its damage prevented by Physical Combat cards.

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FUNIMATION

RED BLOCKING HAND



S148



PHYSICAL COMBAT

♥ Stops a physical attack. Raise your anger 2 levels. Gain 2 stages.

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FUNIMATION

RED BLOCKING HAND



S148



PHYSICAL COMBAT

♥ Stops a physical attack. Raise your anger 2 levels. Gain 2 stages.

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FUNIMATION

RED BLOCKING HAND



S148



PHYSICAL COMBAT

♥ Stops a physical attack. Raise your anger 2 levels. Gain 2 stages.

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FUNIMATION

RED BLAZE



S94



SETUP

POWER: Raise your anger 1 level. Rejuvenate 2. You may use a critical damage effect.

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FUNIMATION

RED BLAZE



S94



SETUP

POWER: Raise your anger 1 level. Rejuvenate 2. You may use a critical damage effect.

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FUNIMATION

RED INTIMIDATION DRILL



S102



DRILL

∞: Once per turn when you deal critical damage, you may draw a card.

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FUNIMATION

RED INTIMIDATION DRILL



S102



DRILL

∞: Once per turn when you deal critical damage, you may draw a card.

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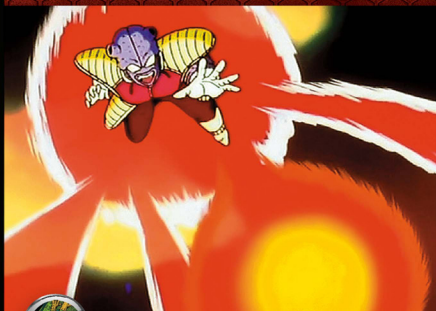
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FUNIMATION

RED FRENZIED BLASTS



S118



ENERGY COMBAT

✕ Energy attack costing 2 stages. **DAMAGE:** 4 life cards. **HIT:** Raise your anger 2 levels.

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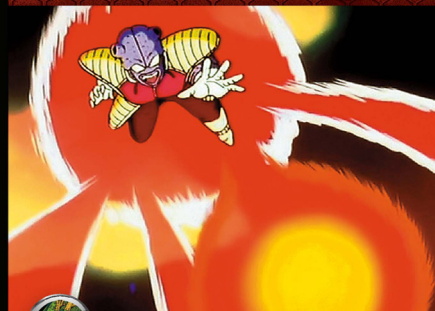
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FUNIMATION

RED FRENZIED BLASTS



S118



ENERGY COMBAT

✕ Energy attack costing 2 stages. **DAMAGE:** 4 life cards. **HIT:** Raise your anger 2 levels.

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FUNIMATION

RED SURROUNDED BEAMS



S119



ENERGY COMBAT

✕ Energy attack costing 2 stages. **DAMAGE:** 5 life cards. Raise your anger 1 level. If you advance a personality level with this card, this attack cannot be stopped.

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FUNIMATION

RED SURROUNDED BEAMS



S119



ENERGY COMBAT

✕ Energy attack costing 2 stages. **DAMAGE:** 5 life cards. Raise your anger 1 level. If you advance a personality level with this card, this attack cannot be stopped.

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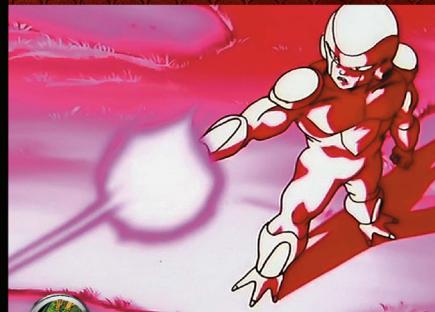
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FUNIMATION

RED STATIC SHOT



S120



ENERGY COMBAT

✕ Energy attack costing 2 stages. **DAMAGE:** 5 life cards. Your opponent cannot use Endurance on your Styled attacks this combat. **HIT:** Raise your anger 2 levels.

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FUNIMATION

RED ENERGY DEFENSIVE STANCE

S89



ENERGY COMBAT

ENDURANCE 2. ♥ Stops an energy attack.
Raise your anger 1 level.

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FUNIMATION

RED ENERGY DEFENSIVE STANCE

S89



ENERGY COMBAT

ENDURANCE 2. ♥ Stops an energy attack.
Raise your anger 1 level.

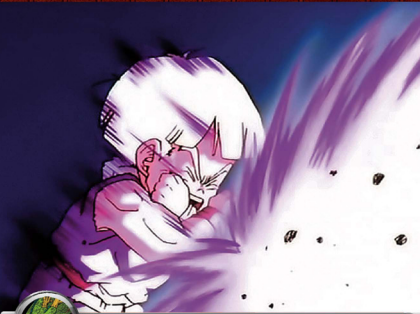
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FUNIMATION

RED ENERGY DEFENSIVE STANCE

S89



ENERGY COMBAT

ENDURANCE 2. ♥ Stops an energy attack.
Raise your anger 1 level.

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FUNIMATION

RED POWER LIFT

S80



PHYSICAL COMBAT

ENDURANCE 1. ✕ Physical attack. DAMAGE:
AT +3 stages. Stops the next physical attack
performed against you this combat.

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FUNIMATION

RED POWER LIFT

S80



PHYSICAL COMBAT

ENDURANCE 1. ✕ Physical attack. DAMAGE:
AT +3 stages. Stops the next physical attack
performed against you this combat.

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FUNIMATION

RED CATCH

S90



PHYSICAL COMBAT

ENDURANCE 2. ♥ Stops a physical attack.
Banish X cards from your opponent's discard
pile. X = your anger level.

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FUNIMATION

RED CATCH

S90



PHYSICAL COMBAT

ENDURANCE 2. ♥ Stops a physical attack.
Banish X cards from your opponent's discard
pile. X = your anger level.

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FUNIMATION

RED CATCH

S90



PHYSICAL COMBAT

ENDURANCE 2. ♥ Stops a physical attack.
Banish X cards from your opponent's discard
pile. X = your anger level.

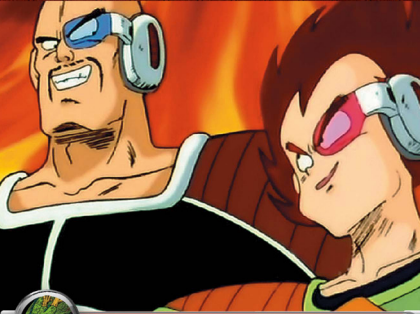
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FUNIMATION

RED BURNING STANCE

S108



PHYSICAL COMBAT

✕ Physical attack. DAMAGE: AT stages.
Raise your anger 1 level. HIT: Banish a
Setup or Drill.

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FUNIMATION

RED BLAZING AURA



S49



EVENT

(Banish after use.) **POWER:** Raise your anger 1 level. For the remainder of combat, your opponent's attacks deal -3 stages and -3 life cards of damage.

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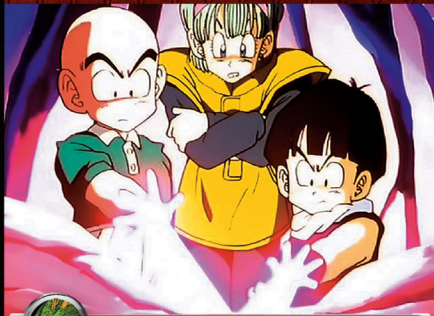
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FUNIMATION

RED HEATING BEAMS



S59



ENERGY COMBAT

(Banish after use.) **ENDURANCE 1.** ✕ Energy attack costing 1 stage. **DAMAGE:** 3 life cards. You may lower your anger 1 level to draw a card.

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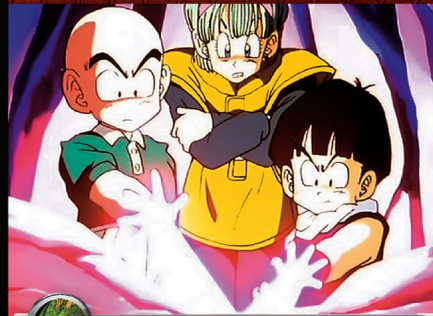
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FUNIMATION

RED HEATING BEAMS



S59



ENERGY COMBAT

(Banish after use.) **ENDURANCE 1.** ✕ Energy attack costing 1 stage. **DAMAGE:** 3 life cards. You may lower your anger 1 level to draw a card.

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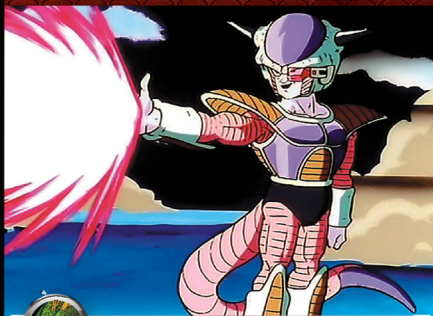
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FUNIMATION

RED ENERGY BLAST



S60



ENERGY COMBAT

✕ Energy attack costing 2 stages. **DAMAGE:** 4 life cards. Raise your anger 1 level. Banish a Drill or Ally.

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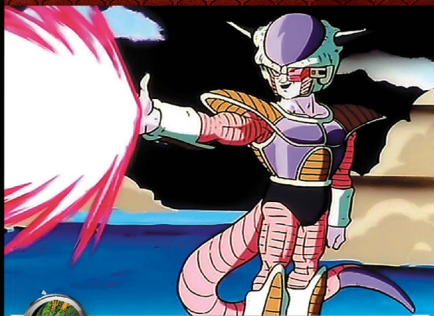
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FUNIMATION

RED ENERGY BLAST



S60



ENERGY COMBAT

✕ Energy attack costing 2 stages. **DAMAGE:** 4 life cards. Raise your anger 1 level. Banish a Drill or Ally.

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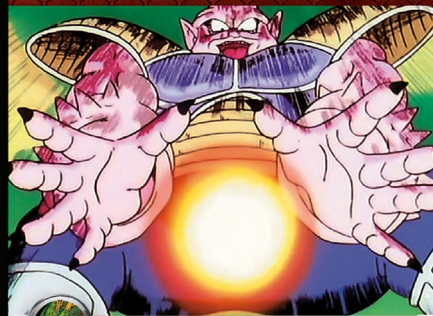
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FUNIMATION

RED ENERGY OUTBURST



S61



ENERGY COMBAT

✕ Energy attack costing 2 stages. **DAMAGE:** 4 life cards. **HIT:** If you have dealt critical damage this combat, raise your anger 2 levels.

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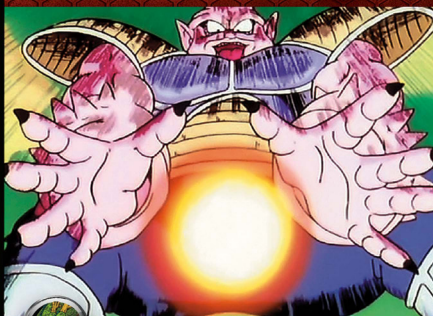
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FUNIMATION

RED ENERGY OUTBURST



S61



ENERGY COMBAT

✕ Energy attack costing 2 stages. **DAMAGE:** 4 life cards. **HIT:** If you have dealt critical damage this combat, raise your anger 2 levels.

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FUNIMATION

RED LIFTING KICK



S79



PHYSICAL COMBAT

✕ Physical attack. **DAMAGE:** AT +3 stages. You may lower your anger 1 level to have this attack deal +6 stages instead of +3.

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FUNIMATION

RED LIFTING KICK



S79



PHYSICAL COMBAT

✕ Physical attack. **DAMAGE:** AT +3 stages. You may lower your anger 1 level to have this attack deal +6 stages instead of +3.

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FUNIMATION