LEADER FRONT
Towa
Activate:Main Once per turn Burst 3 Look at up to 5 cards from the top of your deck, choose up to 1 《Mira》 or 《Fu》 card among them, add it to your hand, then shuffle your deck.
Awaken When you have 10 or more black cards in your Warp : You may draw 1 card, choose up to 1 of your energy and switch it to Active Mode, then flip this card over.
POWER 10000
Character Towa
Special Trait Demon Realm Race
Era Dark Demon Realm Saga
EX06-29 EX

Awaken
LEADER BACK
Towa, Chaosbringer
Activate:Main Once per turn Choose 3 black cards in your Warp and place them in your Drop Area : Choose up to 1 《Mira》 card in your Battle Area and 《Fusion》 for the duration of the turn.
Activate:Battle Once per turn ①, choose 1 card in your hand and place it in your Drop Area : Choose up to 1 keyword skill on an opponent's Battle Card and negate it for the duration of the turn.
POWER 15000
Character Kid Trunks
Special Trait Saiyan
Era Dark Demon Realm Saga
EX06-29 EX

1
Son Goku, the Adventure Begins
BATTLE
0 + 5000
Activate:Main Once per turn Choose up to 1 (Four Star Ball) from your deck or Drop Area and add it to your hand, then shuffle your deck if you looked through it.
Activate:Main Once per turn ② : If your Leader Card is black, choose up to 1 skill-less Battle Card with an energy cost of 3 or less from your deck or Drop Area and play it, then shuffle your deck if you looked through it.
POWER 5000
Character Son Goku : Childhood
Special Trait Saiyan
Era Curse of the Blood Rotten Saga
BT6-107 SR

1
Son Goku, the Adventure Begins
BATTLE
0 + 5000
Activate:Main Once per turn Choose up to 1 (Four Star Ball) from your deck or Drop Area and add it to your hand, then shuffle your deck if you looked through it.
Activate:Main Once per turn ② : If your Leader Card is black, choose up to 1 skill-less Battle Card with an energy cost of 3 or less from your deck or Drop Area and play it, then shuffle your deck if you looked through it.
POWER 5000
Character Son Goku : Childhood
Special Trait Saiyan
Era Curse of the Blood Rotten Saga
BT6-107 SR

1
Son Goku, the Adventure Begins
BATTLE
0 + 5000
Activate:Main Once per turn Choose up to 1 (Four Star Ball) from your deck or Drop Area and add it to your hand, then shuffle your deck if you looked through it.
Activate:Main Once per turn ② : If your Leader Card is black, choose up to 1 skill-less Battle Card with an energy cost of 3 or less from your deck or Drop Area and play it, then shuffle your deck if you looked through it.
POWER 5000
Character Son Goku : Childhood
Special Trait Saiyan
Era Curse of the Blood Rotten Saga
BT6-107 SR

1
Supreme Kai of Time, Time Disruptor
BATTLE
0 + 5000
Counter:Play Play this card, and Battle Cards with energy costs of 2 or less cannot attack until the start of your opponent's next turn.
Auto When you play this card, draw 1 card.
POWER 4000
Character Supreme Kai of Time
Special Trait God
Era Dark Demon Realm Saga
EX06-31 EX

1
Supreme Kai of Time, Time Disruptor
BATTLE
0 + 5000
Counter:Play Play this card, and Battle Cards with energy costs of 2 or less cannot attack until the start of your opponent's next turn.
Auto When you play this card, draw 1 card.
POWER 4000
Character Supreme Kai of Time
Special Trait God
Era Dark Demon Realm Saga
EX06-31 EX

2
Super Saiyan Trunks
BATTLE
0 + 0
POWER 20000
Character Trunks : Xeno
Special Trait Saiyan/Earthling
Era Dark Demon Realm Saga
©BS/S, TA
BANDAI MADE IN JAPAN EN
BT7-102 C

2
Super Saiyan Trunks
BATTLE
0 + 0
POWER 20000
Character Trunks : Xeno
Special Trait Saiyan/Earthling
Era Dark Demon Realm Saga
©BS/S, TA
BANDAI MADE IN JAPAN EN
BT7-102 C

2 Super Saiyan Trunks BATTLE
0 + 0
POWER 20000
Character Trunks : Xeno
Special Trait Saiyan/Earthling
Era Dark Demon Realm Saga
©B.S./S. TA
BANDAI MADE IN JAPAN EN
BT7-102 C
2 Vegeta, Time Regulator BATTLE
0 + 5000
Auto Once per turn When you play a Battle Card using Over Realm, choose up to 2 black Battle Cards with energy costs of 7 or less in your Warp and place them at the bottom of your deck in any order. If you placed a Battle Card at the bottom of your deck, draw 1 card.
POWER 15000
Character Vegeta : Xeno
Special Trait Saiyan
Era Dark Demon Realm Saga
NOT FOR SALE
P-142 PR
2 Vegeta, Time Regulator BATTLE
0 + 5000
Auto Once per turn When you play a Battle Card using Over Realm, choose up to 2 black Battle Cards with energy costs of 7 or less in your Warp and place them at the bottom of your deck in any order. If you placed a Battle Card at the bottom of your deck, draw 1 card.
POWER 15000
Character Vegeta : Xeno
Special Trait Saiyan
Era Dark Demon Realm Saga
NOT FOR SALE
P-142 PR
2 Vegeta, Time Regulator BATTLE
0 + 5000
Auto Once per turn When you play a Battle Card using Over Realm, choose up to 2 black Battle Cards with energy costs of 7 or less in your Warp and place them at the bottom of your deck in any order. If you placed a Battle Card at the bottom of your deck, draw 1 card.
POWER 15000
Character Vegeta : Xeno
Special Trait Saiyan
Era Dark Demon Realm Saga
NOT FOR SALE
P-142 PR
2 Vegeta, Time Regulator BATTLE
0 + 5000
Auto Once per turn When you play a Battle Card using Over Realm, choose up to 2 black Battle Cards with energy costs of 7 or less in your Warp and place them at the bottom of your deck in any order. If you placed a Battle Card at the bottom of your deck, draw 1 card.
POWER 15000
Character Vegeta : Xeno
Special Trait Saiyan
Era Dark Demon Realm Saga
NOT FOR SALE
P-142 PR
3 Dark Absorption Mira BATTLE
0 + 5000
Over Realm 3 If you have at least 3 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can only be activated once per turn)
Union-Absorb 4, place 1 <Towa> from your Warp under this card : If your Leader Card is an (Android) or <Towa>, choose 1 <Mira> with an energy cost of 7 in your hand or Warp and play it on top of this card in Active Mode.
POWER 15000
Character Mira
Special Trait Android
Era Dark Demon Realm Saga
BT4-110 C
3 Dark Absorption Mira BATTLE
0 + 5000
Over Realm 3 If you have at least 3 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can only be activated once per turn)
Union-Absorb 4, place 1 <Towa> from your Warp under this card : If your Leader Card is an (Android) or <Towa>, choose 1 <Mira> with an energy cost of 7 in your hand or Warp and play it on top of this card in Active Mode.
POWER 15000
Character Mira
Special Trait Android
Era Dark Demon Realm Saga
BT4-110 C
3 Dimension Support Trunks BATTLE
0 + 5000
Over Realm 3 1
Auto When you play this card using Over Realm, choose up to 1 skill-less Battle Card with an energy cost of 2 or less from your deck and play it, then shuffle your deck. Then, it gains Critical for the duration of the turn.
POWER 15000
Character Trunks : Xeno
Special Trait Saiyan/Earthling
Era Dark Demon Realm Saga
BT4-102 C
3 Dimension Support Trunks BATTLE
0 + 5000
Over Realm 3 1
Auto When you play this card using Over Realm, choose up to 1 skill-less Battle Card with an energy cost of 2 or less from your deck and play it, then shuffle your deck. Then, it gains Critical for the duration of the turn.
POWER 15000
Character Trunks : Xeno
Special Trait Saiyan/Earthling
Era Dark Demon Realm Saga
BT4-102 C

3
Dimension Support Trunks
BATTLE
0 + 5000
Over Realm 3 ①
Auto When you play this card using Over Realm, choose up to 1 skill-less Battle Card with an energy cost of 2 or less from your deck and play it, then shuffle your deck. Then, it gains Critical for the duration of the turn.
POWER 15000
Character Trunks : Xeno
Special Trait Saiyan/Earthling
Era Dark Demon Realm Saga
BT4-102 C

3
Relentless Destruction Mira
BATTLE
0 + 5000
Over Realm 3 If you have at least 3 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can be activated once per turn)
Auto When you play this card using Over Realm, your opponent chooses 1 card in their hand and places it in the Drop Area.
POWER 15000
Character Mira
Special Trait Android
Era Dark Demon Realm Saga
BT3-117 UC

3
Relentless Destruction Mira
BATTLE
0 + 5000
Over Realm 3 If you have at least 3 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can be activated once per turn)
Auto When you play this card using Over Realm, your opponent chooses 1 card in their hand and places it in the Drop Area.
POWER 15000
Character Mira
Special Trait Android
Era Dark Demon Realm Saga
BT3-117 UC

3
Relentless Destruction Mira
BATTLE
0 + 5000
Over Realm 3 If you have at least 3 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can be activated once per turn)
Auto When you play this card using Over Realm, your opponent chooses 1 card in their hand and places it in the Drop Area.
POWER 15000
Character Mira
Special Trait Android
Era Dark Demon Realm Saga
BT3-117 UC

3
Relentless Destruction Mira
BATTLE
0 + 5000
Over Realm 3 If you have at least 3 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can be activated once per turn)
Auto When you play this card using Over Realm, your opponent chooses 1 card in their hand and places it in the Drop Area.
POWER 15000
Character Mira
Special Trait Android
Era Dark Demon Realm Saga
BT3-117 UC

3
Trunks, Time Regulator
BATTLE
0 + 5000
Over Realm 3 If you have at least 3 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can be activated once per turn.)
Auto When you play this card using Over Realm, draw 2 cards, then choose 1 card in your hand and send it to your Warp.
POWER 15000
Character Trunks : Xeno
Special Trait Saiyan/Earthling
Era Dark Demon Realm Saga
BT7-103 C

3
Trunks, Time Regulator
BATTLE
0 + 5000
Over Realm 3 If you have at least 3 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can be activated once per turn.)
Auto When you play this card using Over Realm, draw 2 cards, then choose 1 card in your hand and send it to your Warp.
POWER 15000
Character Trunks : Xeno
Special Trait Saiyan/Earthling
Era Dark Demon Realm Saga
BT7-103 C

4
Time Ruler Towa
BATTLE
0 + 5000
Over Realm 4 (If you have at least 4 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can be activated once per turn)
Auto When you play this card using Over Realm, choose up to 1 opponent Battle Card with an energy cost of 2 or less and gain control of it (Move the chosen card to your Battle Area in the same mode).
POWER 10000
Character Towa
Special Trait Demon Realm Race
Era Dark Demon Realm Saga
EX02-04 EX

4
Time Ruler Towa
BATTLE
0 + 5000
Over Realm 4 (If you have at least 4 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can be activated once per turn)
Auto When you play this card using Over Realm, choose up to 1 opponent Battle Card with an energy cost of 2 or less and gain control of it (Move the chosen card to your Battle Area in the same mode).
POWER 10000
Character Towa
Special Trait Demon Realm Race
Era Dark Demon Realm Saga
EX02-04 EX

4
Time Ruler Towa
BATTLE
0 + 5000
Over Realm 4 (If you have at least 4 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can be activated once per turn)
Auto When you play this card using Over Realm, choose up to 1 opponent Battle Card with an energy cost of 2 or less and gain control of it (Move the chosen card to your Battle Area in the same mode).
POWER 10000
Character Towa
Special Trait Demon Realm Race
Era Dark Demon Realm Saga
EX02-04 EX

4
Umbral Invitation Towa
BATTLE
0 + 5000
Dark Over Realm 4 (If you have at least 4 black cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. Over Realm and Dark Over Realm can only be activated once per turn)
Auto When you play this card, choose up to 1 of the Battle Cards in your opponent's Battle Area with an energy cost of 3 or less and gain control of it.
POWER 15000
Character Towa
Special Trait Demon Realm Race
Era Dark Demon Realm Saga
OR
BT4-111 C

4
Umbral Invitation Towa
BATTLE
0 + 5000
Dark Over Realm 4 (If you have at least 4 black cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. Over Realm and Dark Over Realm can only be activated once per turn)
Auto When you play this card, choose up to 1 of the Battle Cards in your opponent's Battle Area with an energy cost of 3 or less and gain control of it.
POWER 15000
Character Towa
Special Trait Demon Realm Race
Era Dark Demon Realm Saga
OR
BT4-111 C

4
Umbral Invitation Towa
BATTLE
0 + 5000
Dark Over Realm 4 (If you have at least 4 black cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. Over Realm and Dark Over Realm can only be activated once per turn)
Auto When you play this card, choose up to 1 of the Battle Cards in your opponent's Battle Area with an energy cost of 3 or less and gain control of it.
POWER 15000
Character Towa
Special Trait Demon Realm Race
Era Dark Demon Realm Saga
OR
BT4-111 C

5
Dimensional Banisher Fu
BATTLE
0 + 5000
Over Realm 5 (1)
Double Strike
Auto When you play this card with Over Realm, choose up to 1 of your opponent's Battle Cards and send it to their Warp.
POWER 20000
Character Fu
Special Trait Scientist
Era Dark Demon Realm Saga
OR
BT4-118 R

5
Dimensional Banisher Fu
BATTLE
0 + 5000
Over Realm 5 (1)
Double Strike
Auto When you play this card with Over Realm, choose up to 1 of your opponent's Battle Cards and send it to their Warp.
POWER 20000
Character Fu
Special Trait Scientist
Era Dark Demon Realm Saga
OR
BT4-118 R

5
Masked Saiyan, the Mysterious Warrior
BATTLE
1 + 10000
Over Realm 5 (1) (If you have at least 5 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can be activated once per turn)
Double Strike
Auto When you play this card using Over Realm, choose any number of opponent Battle Cards without Blocker for which the total cost adds up to 5 or less and send them to their Warp.
POWER 20000
Character Masked Saiyan
Special Trait Saiyan
Era Dark Demon Realm Saga
EX02-02 EX

5
Masked Saiyan, the Mysterious Warrior
BATTLE
1 + 10000
Over Realm 5 (1) (If you have at least 5 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can be activated once per turn)
Double Strike
Auto When you play this card using Over Realm, choose any number of opponent Battle Cards without Blocker for which the total cost adds up to 5 or less and send them to their Warp.
POWER 20000
Character Masked Saiyan
Special Trait Saiyan
Era Dark Demon Realm Saga
EX02-02 EX

5
Mira, Self Reformation
BATTLE
0 + 5000
Double Strike
Union Absorb Choose 1 〈Towa〉 card in your Warp and place it under this card : If your Leader Card is a 〈Towa〉 or 〈Android〉 card, choose up to 1 〈Mira〉 card in your deck with an energy cost of 7, play it in Active Mode on top of this card, then shuffle your deck.
Defect
Permanent If you have 10 or more black cards in your Warp, reduce the energy cost of this card in your hand by 1.
POWER 20000
Character Mira
Special Trait Android
Era Dark Demon Realm Saga
EX06-33 EX

5
Mira, Self Reformation
BATTLE
0 + 5000
Double Strike
Union Absorb Choose 1 〈Towa〉 card in your Warp and place it under this card : If your Leader Card is a 〈Towa〉 or 〈Android〉 card, choose up to 1 〈Mira〉 card in your deck with an energy cost of 7, play it in Active Mode on top of this card, then shuffle your deck.
Deflect
Permanent If you have 10 or more black cards in your Warp, reduce the energy cost of this card in your hand by 1.
POWER 20000
Character Special Trait Era
Mira
Android
Dark Demon Realm Saga
SR
EX06-33 EX

5
Mira, Self Reformation
BATTLE
0 + 5000
Double Strike
Union Absorb Choose 1 〈Towa〉 card in your Warp and place it under this card : If your Leader Card is a 〈Towa〉 or 〈Android〉 card, choose up to 1 〈Mira〉 card in your deck with an energy cost of 7, play it in Active Mode on top of this card, then shuffle your deck.
Deflect
Permanent If you have 10 or more black cards in your Warp, reduce the energy cost of this card in your hand by 1.
POWER 20000
Character Special Trait Era
Mira
Android
Dark Demon Realm Saga
SR
EX06-33 EX

5
Mira, Self Reformation
BATTLE
0 + 5000
Double Strike
Union Absorb Choose 1 〈Towa〉 card in your Warp and place it under this card : If your Leader Card is a 〈Towa〉 or 〈Android〉 card, choose up to 1 〈Mira〉 card in your deck with an energy cost of 7, play it in Active Mode on top of this card, then shuffle your deck.
Deflect
Permanent If you have 10 or more black cards in your Warp, reduce the energy cost of this card in your hand by 1.
POWER 20000
Character Special Trait Era
Mira
Android
Dark Demon Realm Saga
SR
EX06-33 EX

7
Mira, Creator Absorbed
BATTLE
1 +10000
Over Realm 4 1
Deflect (this card isn't affected by Counter/Play skills)
Auto When you play this card using Union, your opponent chooses 3 cards from their hand and sends them to their Warp, and this card gains Double Strike for the duration of the turn.
Auto When this card attacks, this card gains +5000 power for each card in your Warp.
POWER 30000
Character Special Trait Era
Mira
Android
Dark Demon Realm Saga
OR
BT4-108 SR

7
Mira, Creator Absorbed
BATTLE
1 +10000
Over Realm 4 1
Deflect (this card isn't affected by Counter/Play skills)
Auto When you play this card using Union, your opponent chooses 3 cards from their hand and sends them to their Warp, and this card gains Double Strike for the duration of the turn.
Auto When this card attacks, this card gains +5000 power for each card in your Warp.
POWER 30000
Character Special Trait Era
Mira
Android
Dark Demon Realm Saga
OR
BT4-108 SR

7
Mira, Creator Absorbed
BATTLE
1 +10000
Over Realm 4 1
Deflect (this card isn't affected by Counter/Play skills)
Auto When you play this card using Union, your opponent chooses 3 cards from their hand and sends them to their Warp, and this card gains Double Strike for the duration of the turn.
Auto When this card attacks, this card gains +5000 power for each card in your Warp.
POWER 30000
Character Special Trait Era
Mira
Android
Dark Demon Realm Saga
OR
BT4-108 SR

7
Mira, Creator Absorbed
BATTLE
1 +10000
Over Realm 4 1
Deflect (this card isn't affected by Counter/Play skills)
Auto When you play this card using Union, your opponent chooses 3 cards from their hand and sends them to their Warp, and this card gains Double Strike for the duration of the turn.
Auto When this card attacks, this card gains +5000 power for each card in your Warp.
POWER 30000
Character Special Trait Era
Mira
Android
Dark Demon Realm Saga
OR
BT4-108 SR

2
Supreme Kai of Time, World's Protector
BATTLE
0 + 0
Super Combo You can only include up to 4 cards with Super Combo in your deck.
Auto When you combo with this card, if there are 5 or more cards in your Warp, draw 1 card, and this card gains +10000 combo power for the duration of the turn.
POWER 12000
Character Supreme Kai of Time
Special Trait God
Era Dark Demon Realm Saga
OR
BT3-113 C

2
Supreme Kai of Time, World's Protector
BATTLE
0 + 0
Super Combo You can only include up to 4 cards with Super Combo in your deck.
Auto When you combo with this card, if there are 5 or more cards in your Warp, draw 1 card, and this card gains +10000 combo power for the duration of the turn.
POWER 12000
Character Supreme Kai of Time
Special Trait God
Era Dark Demon Realm Saga
OR
BT3-113 C

2
Supreme Kai of Time, World's Protector
BATTLE
0
+0
Super Combo (You can only include up to 4 cards with Super Combo in your deck)
Auto When you combo with this card, if there are 5 or more cards in your Warp, draw 1 card, and this card gains +10000 combo power for the duration of the turn.
POWER 12000
Character Supreme Kai of Time
Special Trait God
Era Dark Demon Realm Saga
OR
BT3-113 C

2
Supreme Kai of Time, World's Protector
BATTLE
0
+0
Super Combo (You can only include up to 4 cards with Super Combo in your deck)
Auto When you combo with this card, if there are 5 or more cards in your Warp, draw 1 card, and this card gains +10000 combo power for the duration of the turn.
POWER 12000
Character Supreme Kai of Time
Special Trait God
Era Dark Demon Realm Saga
OR
BT3-113 C

1
Power Burst
EXTRA
Counter Attack Your Leader Card is black: Negate the attack, then choose up to 1 black Battle Card from your Drop Area or Warp with an energy cost of 1 and add it to your hand.
Permanent Sparking 5 (While skill takes effect when you have 5 or more cards in your Drop Area) You can activate this card's Counter skill from your hand by adding a card from your life to your hand instead of paying its energy cost.
BT5-115 C

1
Power Burst
EXTRA
Counter Attack Your Leader Card is black: Negate the attack, then choose up to 1 black Battle Card from your Drop Area or Warp with an energy cost of 1 and add it to your hand.
Permanent Sparking 5 (While skill takes effect when you have 5 or more cards in your Drop Area) You can activate this card's Counter skill from your hand by adding a card from your life to your hand instead of paying its energy cost.
BT5-115 C

0
Four-Star Ball
EXTRA
Dragon Ball
Activate Battle Choose up to 1 of your Battle Cards or Leader Cards, it gets +5000 power for the duration of the battle, and if it's a skill-less Battle Card it gets an additional +5000 power for the duration of the battle.
BT6-117 R

0
Four-Star Ball
EXTRA
Dragon Ball
Activate Battle Choose up to 1 of your Battle Cards or Leader Cards, it gets +5000 power for the duration of the battle, and if it's a skill-less Battle Card it gets an additional +5000 power for the duration of the battle.
BT6-117 R

0
Four-Star Ball
EXTRA
Dragon Ball
Activate Battle Choose up to 1 of your Battle Cards or Leader Cards, it gets +5000 power for the duration of the battle, and if it's a skill-less Battle Card it gets an additional +5000 power for the duration of the battle.
BT6-117 R

1
Dark Power Black Masked Saiyan
BATTLE
0 +5000
Auto When you attack with this card, you may add 1 card from your life to your hand. If you do, this card gets +10000 power for the duration of the turn.
Auto When your opponent plays a Battle Card with 15000 power or less using a non-keyword skill, your opponent chooses 2 cards from their hand and places them in their Drop Area.
POWER 5000
Character Black Masked Saiyan
Special Trait Saiyan
Era Dark Demon Realm Saga
BT5-112 UC

1
Dark Power Black Masked Saiyan
BATTLE
0 +5000
Auto When you attack with this card, you may add 1 card from your life to your hand. If you do, this card gets +10000 power for the duration of the turn.
Auto When your opponent plays a Battle Card with 15000 power or less using a non-keyword skill, your opponent chooses 2 cards from their hand and places them in their Drop Area.
POWER 5000
Character Black Masked Saiyan
Special Trait Saiyan
Era Dark Demon Realm Saga
BT5-112 UC

SAMPLE

Dark Power Black Masked Saiyan
BATTLE
1
0 + 5000
Auto: When you attack with this card, you may add 1 card from your life to your hand. If you do, this card gets +10000 power for the duration of the turn.
Auto: When your opponent plays a Battle Card with 15000 power or less using a non-keyword skill, your opponent chooses 2 cards from their hand and places them in their Drop Area.
POWER 5000
Character: Black Masked Saiyan
Special Trait: Saiyan
Era: Dark Demon Realm Saga
BT5-112 UC
Dende, New to the Job
BATTLE
1
0 + 5000
Defiance: (This card isn't affected by Counter:Play skills.)
Auto: When you play this card, draw 1 card.
Activate:Main (2), place this card in your Drop Area : If your opponent placed a card in their energy using a skill during this game, choose 1 of your opponent's energy and place it in its owner's Drop Area.
POWER 3000
Character: Dende
Special Trait: Namekian/God
Era: Majin Buu Saga
BT5-109 C
Dende, New to the Job
BATTLE
1
0 + 5000
Defiance: (This card isn't affected by Counter:Play skills.)
Auto: When you play this card, draw 1 card.
Activate:Main (2), place this card in your Drop Area : If your opponent placed a card in their energy using a skill during this game, choose 1 of your opponent's energy and place it in its owner's Drop Area.
POWER 3000
Character: Dende
Special Trait: Namekian/God
Era: Majin Buu Saga
BT5-109 C
Kami, Global Unifier
BATTLE
1
0 + 5000
Defiance: (This card isn't affected by Counter:Play skills.)
Auto: When you play this card, draw 1 card.
Activate:Main (2), your opponent has 4 or more Battle Cards in play : Choose all of your and your opponent's Battle Cards with energy costs of 4 or less ignoring Barrier and KO them.
POWER 3000
Character: Kami
Special Trait: Namekian/God
Era: Android Cell Saga
BT5-108 C
Kami, Global Unifier
BATTLE
1
0 + 5000
Defiance: (This card isn't affected by Counter:Play skills.)
Auto: When you play this card, draw 1 card.
Activate:Main (2), your opponent has 4 or more Battle Cards in play : Choose all of your and your opponent's Battle Cards with energy costs of 4 or less ignoring Barrier and KO them.
POWER 3000
Character: Kami
Special Trait: Namekian/God
Era: Android Cell Saga
BT5-108 C
No Escape Son Goku
BATTLE
1
0 + 5000
Defiance: (This card isn't affected by Counter:Play skills.)
Auto: When you play this card, draw 1 card, and players can't use non-keyword skills to return Battle Cards in the Battle Area to their own hands during their turn for the duration of the game.
POWER 3000
Character: Son Goku
Special Trait: Saiyan
Era: Frieza Saga
TB3-065 C
No Escape Son Goku
BATTLE
1
0 + 5000
Defiance: (This card isn't affected by Counter:Play skills.)
Auto: When you play this card, draw 1 card, and players can't use non-keyword skills to return Battle Cards in the Battle Area to their own hands during their turn for the duration of the game.
POWER 3000
Character: Son Goku
Special Trait: Saiyan
Era: Frieza Saga
TB3-065 C
Power Burst
EXTRA
1
Counter:Attack: Your Leader Card is black : Negate the attack, then choose up to 1 black Battle Card from your Drop Area or Warp with an energy cost of 1 and add it to your hand.
Permanent: Sparking 5 (This skill takes effect when you have 5 or more cards in your Drop Area.) You can activate this card's Counter skill from your hand by adding a card from your life to your hand instead of paying its energy cost.
BT5-115 C
Power Burst
EXTRA
1
Counter:Attack: Your Leader Card is black : Negate the attack, then choose up to 1 black Battle Card from your Drop Area or Warp with an energy cost of 1 and add it to your hand.
Permanent: Sparking 5 (This skill takes effect when you have 5 or more cards in your Drop Area.) You can activate this card's Counter skill from your hand by adding a card from your life to your hand instead of paying its energy cost.
BT5-115 C

1
Tokitoki, Time Creator
BATTLE
0 + 5000
Deflect (this card isn't affected by Counter/Play skills)
Auto When you play this card, you may place it on the top of your deck. If you do so, choose up to 1 black Battle Card with 3000 power from your deck and play it, then shuffle your deck.
POWER 1000
Character Tokitoki
Special Trait God
Era Dark Demon Realm Saga
SR
BT4-110 C

1
Tokitoki, Time Creator
BATTLE
0 + 5000
Deflect (this card isn't affected by Counter/Play skills)
Auto When you play this card, you may place it on the top of your deck. If you do so, choose up to 1 black Battle Card with 3000 power from your deck and play it, then shuffle your deck.
POWER 1000
Character Tokitoki
Special Trait God
Era Dark Demon Realm Saga
SR
BT4-110 C

4
Trunks, Power Overseeing-Time
BATTLE
0 + 5000
Over Realm 4 (If you have at least 4 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can be activated once per turn)
Double Strike
Auto When you play this card using Over Realm, choose up to 1 Battle Card in your Warp and add it to your hand.
POWER 20000
Character Trunks, Xeno
Special Trait Saiyan/Earthling
Era Dark Demon Realm Saga
SR
BT3-111 SR

4
Trunks, Power Overseeing-Time
BATTLE
0 + 5000
Over Realm 4 (If you have at least 4 cards in your Drop Area, you can play this card by sending all cards in your Drop Area to your Warp. At the end of that turn, send this card from the Battle Area to your Warp. Over Realm can be activated once per turn)
Double Strike
Auto When you play this card using Over Realm, choose up to 1 Battle Card in your Warp and add it to your hand.
POWER 20000
Character Trunks, Xeno
Special Trait Saiyan/Earthling
Era Dark Demon Realm Saga
SR
BT3-111 SR