









No./60:	60				
JJ/SE41-01		<p>(N) 0/0 Dio (Stand User)</p> <p>AUTO - [Put the top card of your deck into Clock] When this is Reversed, you may pay cost. If you do, mill 2, then choose 1 Level X or lower <Stand User> or <Stand> character from your Waiting Room, and add it to hand. X equals the sum of Levels of cards milled by this effect.</p>		JJR	
JJ/SE41-02		<p>(N) 0/0 Pet Shop (Stand User/Stand)</p> <p>AUTO - When this is placed on stage from hand, choose 1 of your opponent's characters, until the end of your opponent's next turn, it gains the following ability: "CONT - This cannot move to other slots."</p>		JJR	
JJ/SE41-03		<p>(N) 0/0 Alessi (Stand User)</p> <p>AUTO - When this is placed on stage from hand, you may mill 3.</p> <p>ACT - [Discard 1 card, send this to Waiting Room] Choose 1 <Stand User> or <Stand> character in your Waiting Room, add it to hand.</p>		JJR	
JJ/SE41-04		<p>(N) 0/0 Telence T. D'Arby & Atum (Stand User/Stand)</p> <p>CONT - During your turn, if you have 5 or more hand, this gets +2000 power.</p> <p>AUTO - At the start of your opponent's Draw Phase, perform <i>Bet on Your "Soul" Game</i>.</p> <p>"REPLAY" - Bet on Your "Soul" Game - Reveal the top card of your deck. If that card is Level 1 or higher, you may return this card to hand. If it was not, send this to Waiting Room."</p>		JJR	

JJ/SE41-05



(N) 0/0 Dio (Stand User)

AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 Yellow character among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.



JJR

JJ/SE41-06



(N) 0/0 Vanilla Ice (Stand User/Stand)

CONT - During this card's battle, you cannot play Events or BACKUPS from hand.

AUTO - When this card's battle opponent is Reversed, send that character to Memory.



JJR

JJ/SE41-07



(N) 1/0 Hol Horse (Stand User/Stand)

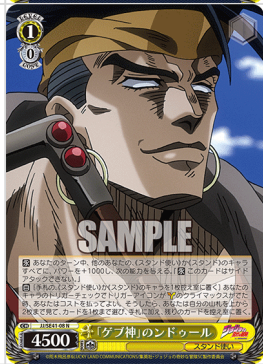
AUTO - At the start of your Attack Phase, choose 1 of your <Stand User> or <Stand> characters, this turn, it gets +1500 power.

AUTO - {CX COMBO} When the **Choice CX (19)** is placed in your climax area, choose 1 of your other <Stand User> or <Stand> characters, this turn, it gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, choose 1 <Stand User> or <Stand> character in your Waiting Room, you may add it to hand."



SP & JJR

JJ/SE41-08



(N) 1/0 N'Doul (Stand User)

CONT - During your turn, all of your other <Stand User> or <Stand> characters gets +1000 power and the following ability, "**CONT** - This cannot Side Attack."

AUTO - [Discard 1 <Stand User> or <Stand> character] When your character's Trigger Check reveals a Climax with a Choice Trigger Icon, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 1 card from among them, add it to hand, and send the rest to Waiting Room



JJR

LEVEL 1
1
Energy

SAMPLE

バスマテ女神のマフィア
本名の女はマフィア

このカードは「1」以上のこのカードのレベルのエネルギーコストが必要となるが、またそのかわりにこのカードの攻撃力が増える。そして、またそれは相手のエネルギーの攻撃力も減らす。また、また……

3500 **バスマテ女神のマフィア** **ドラゴンボール超**
バスマテ女神のマフィア

AUTO - When this is Reversed, if the battle opponent's Cost is 1 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.

[illegible]

AUTO - ENCORE [Discard 1 character]



Aspis Bishamon
Spirit of the Gods
4000

AUTO - When this attacks, if all of your characters are <Stand User> or <Stand>, you may look at the top card of your deck. If you do, place it underneath this card face-down as a Marker.



"REPLAY - Bet on Your "Soul" Game - All players choose 1 of their characters, then mill 1. If the level of the card you sent to the Waiting Room by this effect is lower than the level of the card your opponent sent to the Waiting Room by this effect, send your chosen character to Waiting Room. If it was not, your opponent sends their chosen character to Waiting Room."



JJR

JJ/SE41-13



(N) 2/1 Dio (Stand User)

CONT - During your turn, if you have 4 or more other <Stand User> or <Stand> characters, this gets +6000 power.

AUTO - When this is placed on stage from hand, if oyu have 2 or more other <Stand User> or <Stand> characters, you may draw 2 cards. If you do, discard 2 cards.

AUTO - When this is placed on stage from hand, if you have 4 or more other <Stand User> or <Stand> characters, choose 1 <Stand User> or <Stand> character in your Waiting Room, you may send it to Stock.



JJR

JJ/SE41-14



(N) 2/1 Dio (Stand User)

CONT - **ASSIST** +1500 to Yellow characters.

AUTO - When this is placed on stage from hand, choose 1 {3/2 DIO & The World - 17} in your Waiting Room, you may put it underneath this card Face-up as a Marker.

ACT - [(2) Discard 1 character] If you are Level 3 or higher, choose 1 {3/2 DIO & The World - 17} underneath this card as a Marker, place it on stage in any slot. At the end of your turn, you may put that character underneath this card Face-up as a Marker.



JJR

JJ/SE41-15



(N) 2/1 Dio (Stand User)

CONT - If you have 2 or more other <Stand User> or <Stand> character, this gets +4000 power.

AUTO - {CX Combo} [Discard 1 card] While this card is in your Waiting Room, when the **Choice CX (20)** is placed in your Climax Area, if you are level 2 or higher, and all of your characters are <Stand User> or <Stand>, you may pay cost. If you do, place this on stage in any slot, and this turn, this gets +1000 power and the following ability, "**AUTO** - When this card's battle opponent is Reversed, you may send that character to the top of their deck."



JJR

JJ/SE41-16



(N) 3/2 Dio (Stand User)

CONT - If your opponent has a Level 3 or higher character, this gets -1 Level in hand.

CONT - If you have 2 or more other <Stand User> or <Stand> characters, this gets +2500 power and "**AUTO** - **ENCORE** [Discard 1 Yellow card]"

AUTO - When this is placed on stage from hand, you may Heal 1.



JJR

JJ/SE41-17



(N) 3/2 DIO & The World (Stand User/Stand)

CONT - During your turn, this gets +2000 power.

AUTO - When this card is placed on stage from hand, you may heal 1.

AUTO - {CX Combo} [(2) Discard 2 cards] At the start of your Encore Step, If you have the **Choice CX (21)** in your Climax Area, and all of your opponent's Front Row slots are empty, or if all of your opponent's Front Row characters are Reversed, you may pay cost. If you do, your opponent sends the top 2 cards of their deck to Clock.



SP & JJR

JJ/SE41-18



(N) 1/0 Event

[Send 1 of your characters from stage to Waiting Room] You may pay cost. If you do, search your deck for up to 1 <Stand User> or <Stand> character, show it to your opponent, add it to hand, and shuffle your deck afterwards, then choose 1 of your characters, this turn, it gets +1000 power.



JJR

JJ/SE41-19



(N) Choice CX



JJR

JJ/SE41-20



(N) Choice CX



JJR

JJ/SE41-21



(N) Choice CX



JJR

JJ/SE41-22



(N) 0/0 Avdol (Stand User)

AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 1 card among them, add it to hand, and send the rest to Waiting Room.

AUTO - [Discard 1 <Stand User> or <Stand> character] When this is placed on stage from hand, you may pay cost. If do, draw 1 card.



JJR

JJ/SE41-23



(N) 0/0 Iggy (Stand User)

CONT - During your turn, for each of your other <Stand User> or <Stand> characters, this gets +1000 power.

AUTO - (1) At the start of your opponent's attack phase, you may pay the cost. If you do, move this to an open position in your back row.



JJR

JJ/SE41-24



(N) 0/0 Polnareff (Stand User)

AUTO - When this is placed on stage from hand, choose 1 of your opponent's front row characters, this turn, it gets -1000 power.

AUTO - When this attacks, choose 1 of your other <Stand User> or <Stand> characters, this turn, it gets +1000 power.



JJR

JJ/SE41-25



(N) 0/0 Joseph & Hermit Purple (Stand User/Ripple)

AUTO - When your other characters are placed on stage from a Marker Area, choose 1 of your characters, this turn, it gets +2000 power.

ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each Climax among them, search your deck for up to 1 <Stand User> or <Stand> or <Ripple> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



JJR

JJ/SE41-26



(N) 0/0 Avdol (Stand User)

AUTO - [(1) Send this to Memory] St the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your other characters, return it to hand.



JJR

JJ/SE41-27



(N) 0/0 Jotaro (Stand User)

AUTO - At the start of your opponent's Attack Phase, you may move this to your empty Front Row Center Slot.

AUTO - [Discard 1 card] When this is sent from Stage to Waiting Room, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.



JJR

JJ/SE41-28



(N) 0/0 Jotaro (Stand User)

AUTO - [Put the top card of your Stock to Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 Cost 0 <Stand User> or <Stand> character whose Level is equal or lower than your Level, place it on stage in any slot, and shuffle your deck afterwards.

AUTO - During this card's battle, when the damage you take is cancelled, you may send this to Stock.



JJR

JJ/SE41-29



(N) 0/0 Kakyoin (Stand User)

AUTO - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, and put them back on top in any order.

AUTO - [(1) Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Stand User> or <Stand> character from your Waiting Room, add it to hand, then choose 1 of your other <Stand User> or <Stand> characters, this turn, it gets +1000 power.



JJR

JJ/SE41-30



(N) 0/0 Jotaro & Star Platinum (Stand User/Stand)

AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Stand User> or <Stand> character, this turn, this gets +2000 power.

ACT - [(1) Send this to Waiting Room] Choose 1 {3/2 Jotaro & Star Platinum - 53} in your Waiting Room, add it to hand.



JJR

JJ/SE41-31



(R) 0/0 Kakyoin (Stand User)

AUTO - [Put the top card of your deck into Clock] When a Climax is placed in your Climax Area, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 Level 1 or higher card among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.

AUTO - {CX Combo} [Return this to hand, send the Standby CX (57) in your Climax Area to Waiting Room] At the start of your Attack Phase, you may pay cost. If you do, choose 1 of your other <Stand User> or <Stand> character, Stand it.



JJR

JJ/SE41-32



(N) 0/0 Joseph (Stand User/Ripple)

AUTO - [(1) Discard 2 card] During the turn this was placed on stage from hand, when this attacks, you may pay cost. If you do, search your deck for up to 2 <Stand User> or <Stand> or <Ripple> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.



JJR

JJ/SE41-33



(N) 0/0 Polnareff & Silver Chariot (Stand User/Stand)

AUTO - At the start of your Attack Phase, until the end of your opponent's turn, you may have this card get -1000 power. If you do, until the end of your opponent's next turn, this gains the following ability, "**AUTO** - At the start of your opponent's Attack Phase, you may move this to an empty Front Row slot."



JJR

JJ/SE41-34



(N) 1/0 Jotaro (Stand User)

AUTO - [(1) Discard 1 Climax] When this is placed on stage from hand, you may pay cost. If you do, choose 1 Climax from your Waiting Room, and add it to hand.

AUTO - When this is Reversed, if the battle opponent's Level is 1 or lower, you may Reverse that character.



JJR

JJ/SE41-35



(N) 1/0 Kakyoin (Stand User)

CONT - During your turn, if all of your characters are <Stand User> or <Stand>, this gets +2000 power and the following ability, "**AUTO** - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power."

AUTO - [Discard 1 card] While this is in your Waiting Room, when your {1/0 Jotaro - 34} is placed on stage from hand, you may pay cost. If you do, place this on stage in any slot.



JJR

JJ/SE41-36



(N) 1/0 Iggy (Stand User/Stand)

CONT - MEMORY - If you have a {0/0 Avdol - 26} in Memory, this gets +3000 power.

AUTO - When this is Reversed, if you have 2 or less Memory, you may send this to Memory.



JJR

JJ/SE41-37



(N) 1/0 Jotaro (Stand User)

AUTO - (1) When this is placed on stage from hand, you may pay cost. If you do, perform *Bet on Your "Soul" Game*.

"REPLAY - Bet on Your "Soul" Game - Shuffle your deck, then reveal the top card of your deck. If that card is a <Stand User> or <Stand> character, choose 1 character in your Waiting Room, add it to hand, and this turn, this gets +3000 power. If it was not, send this to Waiting Room."



JJR

JJ/SE41-38



(N) 1/0 Polnareff & Silver Chariot (Stand User/Stand)

CONT - During your turn, if you have another <Stand User> or <Stand> character, this gets +3000 power.

AUTO - **{CX Combo}** [Discard 1 card] When this card's battle opponent is Reversed, if you have the **Door CX (58)** in your Climax Area, and you have 2 or more other <Stand User> or <Stand> characters, you may pay cost. If you do, search your deck for up to 2 <Stand User> or <Stand> characters, show it to your opponent, add it to hand, and shuffle your deck afterwards.



SP & JJR

JJ/SE41-39



(N) 1/0 Avdol (Stand User)

AUTO - When your other <Stand User> or <Stand> character attacks, this turn, this gets +1000 power.

AUTO - [(1) Discard 1 <Stand User> or <Stand> character] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's front row cost 1 or lower characters, send it to Waiting Room.



JJR

JJ/SE41-40



(N) 1/0 Polnareff (Stand User)

CONT - This cannot side attack.

AUTO - This ability can only be activated up to once per turn. When you use an ACT ability, this turn, this gains the following ability, "**AUTO** - When this card's battle opponent is Reversed, you may put the top card of your deck into Stock."



JJR

JJ/SE41-41



(N) 1/1 Joseph (Stand User/Ripple)

AUTO - When you use this card's BACKUP, reveal the top card of your deck. If that card is a <Stand User> or <Stand> or <Ripple> character, add it to hand and discard 1 card.

ACT - **BACKUP** +2000



JJR

JJ/SE41-42



(N) 1/1 Jotaro (Stand User)

CONT - If you have 2 or more other <Stand User> or <Stand> characters, this gets +2000 power.

AUTO - **ENCORE** [Discard 1 character]



JJR

JJ/SE41-43



(N) 2/1 Jotaro (Stand User)

AUTO - When you use this card's BACKUP, choose 1 of your battling characters, this turn, it gains the following ability: "**AUTO** - When this card's battle opponent is Reversed, send it to Memory."

ACT - **BACKUP** +3000



JJR

JJ/SE41-44



(N) 2/1 Kakyoin (Stand User)

CONT - During your turn, all of your other <Stand User> or <Stand> characters get +2000 power.

AUTO - When this is placed on stage from hand, choose 1 {2/1 Hierophant Green - 47} in your Waiting Room, you may put it underneath this card Face-up as a Marker.

ACT - [Discard 1 character] Choose 1 {2/1 Hierophant Green - 47} underneath this card as a Marker, place it on stage in any slot. At the end of your turn, you may put that character underneath this card Face-up as a Marker.



JJR

JJ/SE41-45



(N) 2/1 Joseph (Stand User/Ripple)

CONT - **ASSIST** +2000 to Level 3 or higher characters.

ACT - [Rest this] Look at up to 2 cards from the top of your opponent's deck, and put them back on top in any order.



JJR

JJ/SE41-46



(N) 2/1 Jotaro (Stand User)

AUTO - When this is placed on stage from hand, choose up to 2 of your characters, this turn, they gain the following ability, "**AUTO** - When this is Reversed, if the battle opponent's Level is higher than your opponent's Level, you may Reverse that character."



JJR

JJ/SE41-47



(N) 2/1 Hierophant Green (Stand)

CONT - During your turn, for each of your other <Stand User> or <Stand> characters, this gets +1500 power.

AUTO - When this card's battle opponent is Reversed, you may send that character to Memory.



JJR

JJ/SE41-48



(C) 2/1 Polnareff (Stand User)

CONT - MEMORY - If you have a {0/0 Avdol - 26} and {1/0 Iggy - 36} in Memory, this gets +3500 power and +1 Soul.



JJR

JJ/SE41-49



(N) 2/2 Avdol & Magician's Red (Stand User/Stand)

CONT - During your turn, if all of your characters are <Stand User> or <Stand> this gets +6000 power.

AUTO - [Discard 1 <Stand User> or <Stand> character, Send this to Memory] When this is Reversed, you may pay cost. If you do, at the start of your next Draw Phase, choose 1 {this card} from your Memory, and place it on stage in any slot.



SP & JJR

JJ/SE41-50



(N) 3/2 Jotaro (Stand User)

CONT - During your turn, for each of your other <Stand User> or <Stand> characters, this gets +1000 power.

AUTO - When this is placed on stage from hand, you may Heal 1.

AUTO - {CX Combo} [(1) Send the **Standby CX (59)** from your Climax Area to Waiting Room] At the start of your Attack Phase, you may pay cost. If you do, Stand this, and until the end of your opponent's next turn, this gains the following ability, "**CONT** - This cannot be Reversed."



JJR

JJ/SE41-51



(N) 3/2 Kakyoin & Hierophant Green (Stand User/Stand)

CONT - If you have 2 or more other <Stand User> or <Stand> characters, this gets +2000 power.

AUTO - When this is placed on stage from hand, you may Heal 1.

AUTO - [Discard 2 cards] When this attacks, you may pay cost. If you do, send the bottom 4 cards of your opponent's deck to Waiting Room, then deal X damage to your opponent. X equals the number of Climaxes sent to Waiting Room by this effect.



SP & JJR

JJ/SE41-52



(N) 3/2 Iggy & The Fool (Stand User/Stand)

CONT - If this is in the Front Row, all of your <Stand User> and <Stand> characters get +1500 power.

AUTO - [(2) Discard 2 cards] When this attacks, you may pay cost. If you do, deal 2 damage to your opponent.

AUTO - ENCORE [Discard 1 <Stand User> or <Stand> character]



SP & JJR

JJ/SE41-53



(N) 3/2 Jotaro & Star Platinum (Stand User/Stand)

AUTO - [Send 1 of your other <Stand User> or <Stand> character from your stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, send the top card of your Clock to Stock.

AUTO - {CX Combo} At the start of your Attack Phase, if you have the **Door CX (60)** in your Climax Area, and you have no other characters in your front row, this turn, this gets +11000 power and the following ability, "**AUTO** - [Discard 2 {Copies of this}, and discard 4 cards] At the end of this card's attack, you may pay cost. If you do, deal 1 damage to your opponent 7 times, then deal 7 damage to your opponent."



SP & JJR

JJ/SE41-54



(N) 3/2 Polnareff (Stand User)

CONT - If you have 2 or less Climaxes in your Waiting Room, this gets -1 Level in hand.

CONT - If you do not have another <Stand User> or <Stand> character, this does not Stand during your Stand Phase.

AUTO - When this is placed on stage from hand, choose 1 <Stand User> or <Stand> character from your Clock, you may put it on the bottom of your deck.



JJR

JJ/SE41-55



(N) 1/1 Event

Discard your entire hand, then draw X cards. X equals the number of cards discarded +1.



JJR

JJ/SE41-56



(N) 3/6 Event

[Discard 2 cards] You may pay cost. If you do, deal 4 damage to your opponent twice.



JJR

JJ/SE41-57



(N) Standby CX



JJR

JJ/SE41-58



(N) Door CX



JJR

JJ/SE41-59



(N) Standby CX



JJR

JJ/SE41-60



(N) Door CX



JJR