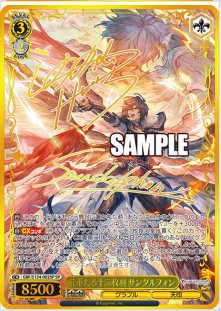
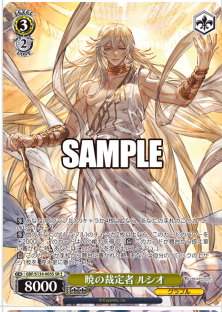
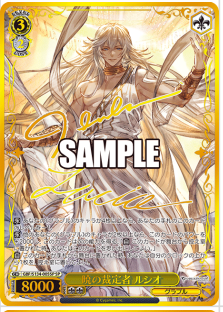
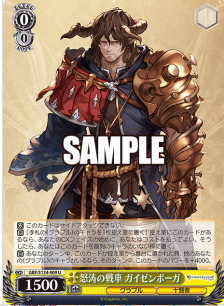
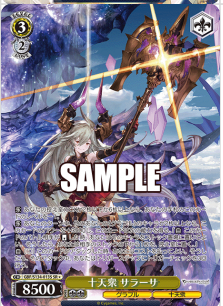


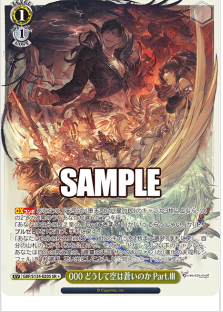
No./116:	116					
GBF/S134-001		(RR) 0/0 Galleon (Granblue/Six Dragons) CONT - This cannot be targeted by your opponent's effects. AUTO - {1 Per Turn} [(1) Send this to the bottom of your deck] While you are level 2 or higher, when you use BRAINSTORM, if you send a CX to Waiting Room by that effect, you may pay cost. If you do, deal 1 damage to your opponent. ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, choose up to 1 character from your Waiting Room, and add it to hand.				SR, SP, SSP
GBF/S134-002		(RR) 3/2 Sandalphon (Granblue/Archangel) AUTO - When this is placed on stage from hand, heal up to 1, and this turn, this gets +3000 power. AUTO - {CX Combo} [(1) Discard 1 <Granblue> character] At the end of this card's attack, if you have the Choice CX (023) in your CX Area, and you have 3 or more other <Granblue> characters, you may pay cost. If you do, choose up to X cards in your opponent's Waiting Room, place it on top of their deck in any order, then deal 4 damage to your opponent. X is equal to the number of cards with different names underneath this card as Markers.			SR & SP	
GBF/S134-003		(R) 0/0 Lu Woh (Granblue/Six Dragons) AUTO - [(1) Discard 1 card] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, search your deck for up to 1 <Granblue> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.			SR & SP	

GBF/S134-004		(R) 1/0 Lucifer (Granblue/Archangel) CONT - During your turn, if you have 2 or more other <Granblue> characters, this gets +4000 power. AUTO - {CX Combo} When this attacks, if you have the Choice CX (022) in your CX Area, and all of your characters are <Granblue>, look at up to 6 cards from the top of your deck, choose up to 1 <Granblue> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. AUTO - MEMORY - If this is in your Memory, when your {RR 3/2 Sandalphon - 002} attacks, you may place this underneath that card face-up as a Marker. <i>*Note: Has a Soul Trigger</i>		SR		
GBF/S134-005		(R) 3/2 Lucio (Granblue) CONT - If you have 4 or more <Granblue> characters, this gets -1 Level in hand. CONT - If you have 2 or more other <Granblue> characters, this gets +2000 power and the following ability, "AUTO - When this is sent from Stage to Waiting Room, you may send this to Memory." AUTO - When this is placed on stage from hand, you may Heal 1.	 	SR & SP		
GBF/S134-006		(U) 0/0 Raziel (Granblue/Archangel) AUTO - [Discard 1 CX with a Choice Trigger] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX with a Choice Trigger from your Waiting Room, and add it to hand.	 	SR & SP		
GBF/S134-007		(U) 0/0 Twayen (Granblue/Eternals) AUTO - When this is placed on stage from hand, choose 1 of your opponent's Back Row characters whose Level is higher than your opponent's Level, during your opponent's next Stand Phase, that character does not Stand. 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."		SR		

GBF/S134-008		(U) 0/0 Eahta (Granblue/Eternals) AUTO - [(1) Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 CX from your Waiting Room, and add it to hand. AUTO - When this is Reversed, if the battle opponent's level is 0 or lower, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room.		SR		
GBF/S134-009		(U) 0/0 Geisenborger (Granblue/Evokers) CONT - This cannot side attack AUTO - [Discard 1 <Granblue> character] While this is in your Waiting Room, at the start of your CX Phase, you may pay cost. If you do, place this on stage in any front row slot. AUTO - During your turn, when this is placed on stage from Waiting Room, if you have another <Granblue> character, this turn, this gets +4000 power.		SR		
GBF/S134-010		(U) 1/0 Fif (Granblue/Eternals) CONT - During your turn, all of your other <Granblue> character gets +1000 power. ACT - [(2) Rest this] Heal 1. <i>*Note: Has a Soul Trigger</i>		SR		
GBF/S134-011		(U) 1/1 Caim (Granblue/Evokers) CONT - If all of your characters are <Granblue>, this gains the following 2 abilities, - "CONT - During your turn, this gets +5000 power." - "AUTO - ENCORE [Discard 1 character]" AUTO - [(1) Discard 1 card] While this is in your Waiting Room, if you are Level 1 or higher, at the start of your CX Phase, you may pay cost. If you do, place this on stage in any front row slot.		SR		

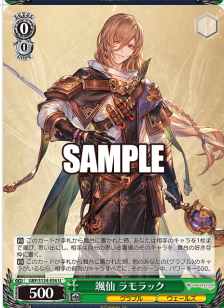
GBF/S134-012		(U) 2/0 Lobelia (Granblue/Evokers) AUTO - [Discard 1 card] While this is in your Waiting Room, if you are Level 2 or higher, at the start of your Main Phase, you may pay cost. If you do, place this on stage in any empty slot. ACT - [Send this to Waiting Room] Choose 1 of your opponent's Level 1 or higher characters, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1.		SR		
GBF/S134-013		(U) 3/2 Threo (Granblue/Eternals) CONT - If you have 2 or less or 6 or more CXes in your Waiting Room, this gets -1 Level in hand. CONT - During your turn, if you have 2 or more other <Granblue> characters, this gets +3500 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may send that character to Stock. If you do, put the bottom card of your opponent's Stock into Waiting Room." AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check three times.		SR		
GBF/S134-014		(C) 0/0 Lucifer (Granblue/Archangel) AUTO - {1 Per Turn} When your other {C 2/0 Sandalphon - 016} or {R 1/0 Lucifer - 004} is Reversed, you may send that character to Memory. ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX with a Choice Trigger among them repeat the following effect, "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."		SR		
GBF/S134-015		(C) 1/1 Halluel and Malluel (Granblue/Archangel) AUTO - When you use this card's BACKUP, if all of your characters are <Granblue>, you may put the top card of your deck into Stock. ACT - BACKUP +2000		SR & SP		

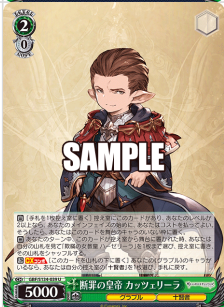
GBF/S134-016		(C) 2/0 Sandalphon (Granblue/Archangel) CONT - During your turn, this gets +6000 power. AUTO - {CX Combo} Whent his attacks, if you have the Choice CX (021) in your CX Area, and all of your characters are <Granblue>, choose up to 1 <Granblue> character in your Waiting Room, add it to hand, then choose up to 1 {copy of this} or {1/0 Lucifer - 004} in your Waiting Room, send it to Memory. AUTO - MEMORY - If this is in your Memory, when your {RR 3/2 Sandalphon - 002} attacks, you may place this underneath that card face-up as a Marker.	 	SR & SSP	
GBF/S134-017		(C) 2/1 Azrael and Israfel (Granblue/Archangel) AUTO - ALARM [Discard 1 card] If this is on top of your Clock, at the start of your CX Phase, you may pay cost. If you do, choose 1 of your opponent's Level 1 or higher characters. If you do, your opponent chooses 1 Level X or lower character from their Waiting Room, and swap them. X equals the Level of the character chosen by you -1. ACT - BACKUP +3000.		SR	
GBF/S134-018		(C) 2/1 Galleon (Granblue/Six Dragons) CONT - If you have 2 or more other <Granblue> characters, this gets +4000 power. AUTO - {CX Combo} [Discard 2 cards, Send the Choice CX (024) from your CX Area to Waiting Room] At the start of your Encore Step, if this is in your front row, and you have another <Granblue> character, 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, search your deck for up to 4 <Granblue> characters, show them to your opponent, add them to hand, and shuffle your deck afterwards.		SR	
GBF/S134-019		(C) 2/1 Lu Woh (Granblue/Six Dragons) AUTO - When this is placed on stage from hand, this turn, this gets +4500 power. AUTO - [(2) Discard 2 <Granblue> characters] At the start of your Encore Step, if this is in your front row, 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, heal up to 3.		SR	

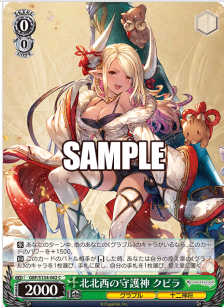
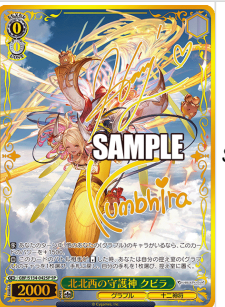
GBF/S134-020		(U) 1/1 Event {CX Combo} If you have 3 or more <Archangel> or <Fallen Angel> or <Astrals> characters, choose 1 of the following 2 effects and resolve it, a) "Choose 1 {2/0 Sandalphon's Choice CX - 021} or {1/0 Lucifer's Choice CX - 022} or {3/2 Sandalphon's Choice CX - 023} in your Waiting Room, add them to hand." b) "Choose up to 1 <Granblue> character in your Waiting Room, add it to hand, then reveal the top card of your deck. If that card is a level 2 or lower character, choose 1 {C 2/0 Sandalphon - 016} or {R 1/0 Lucifer - 004} in your Waiting Room, you may send it to Memory."		SR		
GBF/S134-021		(CR) Choice CX		RRR		
GBF/S134-022		(CR) Choice CX		RRR		
GBF/S134-023		(CR) Choice CX		RRR		
GBF/S134-024		(CR) Choice CX		RRR		
GBF/S134-025		(RR) 0/0 Anila (Granblue/Twelve Divine Generals) AUTO - [Discard 1 <Granblue> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card. 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 <Granblue> character among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.	 	SR & SP		

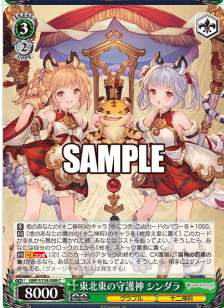
GBF/S134-026		(RR) 2/0 Vikala (Granblue/Twelve Divine Generals) CONT - If you have 2 or more other <Granblue> characters, this gets +5000 power. AUTO - {CX Combo} At the start of your Encore Step, if you have the Bar CX (053) in your CX Area, and this is in your front row, and you have another <Granblue> character, perform the following 2 effects once each in any order, - "You may mill 3." - "Search your deck for up to 1 <Twelve Divine Generals> character, show it to your opponent, add it to hand, and shuffle your deck afterwards."	 	SR & SP	
GBF/S134-027		(RR) 3/2 Seofon (Granblue/Eternals) AUTO - {CX Combo} When this is placed on stage from hand, choose up to 1 Bar CX in your Waiting Room, add it to hand or send it to Stock. AUTO - {CX Combo} {1 Per Turn} [Discard 1 {Bar CX - 051}, Discard 1 card] During your turn, when you use an ACT, if you have 3 or more other <Granblue> characters, you may pay cost. If you do, deal 3 damage to your opponent. ACT - {1 Per Turn} [Put the top card of your deck into Clock] Draw 1 card.	  	SR, SP, SSP	
GBF/S134-028		(R) 0/0 Yatima (Granblue/Moon) AUTO - [(1)Put the top card of your deck into Clock] When this is sent from stage to Waiting Room, you may pay cost. If you do, look at up to 2 cards from the top of your deck, choose up to 2 <Granblue> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room.	 	SR & SP	
GBF/S134-029		(R) 0/0 Makura (Granblue/Twelve Divine Generals) CONT - During your turn, if there is a Marker underneath this, this gets +2000 power. AUTO - When this is placed on stage from hand, reveal the top card of your deck. If that card is a <Granblue> character, you may put it underneath this card face-down as a Marker. AUTO - When this card's battle opponent is Reversed, if you have a CX in your CX Area, you may put 1 card from the top of your deck into Stock.	 	SR & SP	

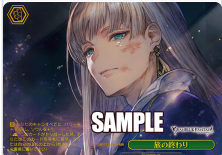
GBF/S134-030		(R) 0/0 Sandira (Granblue/Twelve Divine Generals) AUTO - [Put 1 card from hand into Clock] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Twelve Divine Generals> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.	 	SR & SP	
GBF/S134-031		(R) 1/1 Varja (Granblue/Twelve Divine Generals) CONT - If you have 2 or more other <Twelve Divine Generals> characters, this gains the following 2 abilities, - "CONT - During your turn, this gets +5000 power." - "AUTO - ENCORE [(1) Send 1 of your characters on stage to Waiting Room]" AUTO - [Send 1 CX with a Bar Trigger from your CX Area to Waiting Room] At the start of your Encore Step, if you have another <Twelve Divine Generals> character, you may pay cost. If you do, look at up to 4 cards from the top of your deck, choose up to 1 <Twelve Divine Generals> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.	 	SR & SP	
GBF/S134-032		(R) 2/0 Ewiyar (Granblue/Six Dragons) CONT - If you have 4 or more <Granblue> characters, this gets -1 Level in hand. CONT - For each of your other <Granblue> characters, this gets +500 power. AUTO - (1) At the start of your opponent's Attack Phase, you may pay cost. If you do, choose 1 of your <Granblue> characters and this card, Stand and swap them.	 	SR & SP	
GBF/S134-033		(R) 2/1 Mahira (Granblue/Twelve Divine Generals) AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Granblue> character in your Waiting Room, add it to hand. ACT - [Send this to Waiting Room] Choose 1 of your opponent's characters, return it to hand.	 	SR & SP	

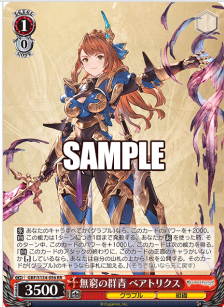
GBF/S134-034		(R) 3/2 Catura (Granblue/Twelve Divine Generals) CONT - If you have 3 or more CXes with a Bar Trigger in your Waiting Room, this gets -1 level in hand. CONT - If you have 2 or more other <Twelve Divine Generals> characters, this gets +3000 power. AUTO - When this is placed on stage from hand, you may Heal 1.	 	SR & SP	
GBF/S134-035		(R) 3/2 Cassius (Granblue/Moon) AUTO - This ability activates up to once per turn. During your turn, when you use an ACT ability, put up to 1 card from the top of your deck into Stock, and this turn, this gets +1500 power. AUTO - {CX Combo} [(2) Discard 1 card] When this attacks, if you have the Bar CX (052) in your CX Area, you may pay cost. If you do, deal 2 damage to your opponent. If that damage is cancelled, you may deal 2 damage to your opponent.	 	SR & SP	
GBF/S134-036		(U) 0/0 Lamorak (Granblue/Wales) AUTO - When this is placed on stage from hand, choose up to 1 of your opponent's characters, send it to Memory, then your opponent places that character on stage in any slot. AUTO - When this is placed on stage from hand, if you have another <Granblue> characters, this turn, all of your opponent's front row characters gets -500 power.		SR	
GBF/S134-037		(U) 0/0 Estarriola (Granblue/Evokers) AUTO - [Discard 1 card] While this is in your Waiting Room, at the start of your Main Phase, you may pay cost. If you do, place this on stage in any empty slot. ACT - [(1) Send this to Waiting Room] Look at up to 4 cards from the top of your deck, choose up to 1 <Granblue> character from among them, show it to your opponent, add it to hand, and send the rest to Waiting Room.		SR	

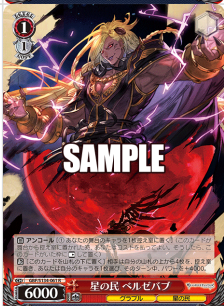
GBF/S134-038		(U) 0/0 Isaac (Granblue/Moon)			
		AUTO - When this is placed on stage from hand, choose 1 card from your hand, you may send it to Stock. AUTO - [Discard 1 CX] When this is placed on stage from hand, you may pay cost. If you do, choose 1 <Granblue> character from your Waiting Room, and add it to hand.		SR	
GBF/S134-039		(U) 2/0 Katzelia (Granblue/Evokers)			
		AUTO - [Discard 1 card] While this is in your Waiting Room, if you are Level 2 or higher, at the start of your Main Phase, you may pay cost. If you do, place this on stage in any empty slot. AUTO - During your turn, when this is placed on stage from Waiting Room, search your deck for up to 1 {U 2/1 Haaselia - 102}, send it to Waiting Room, and shuffle your deck afterwards. ACT - {CX Combo} [Send this to the bottom of your deck] If you have another <Granblue> character, choose 1 {Pants CX - 113} in your Waiting Room, add it to hand.		SR	
GBF/S134-040		(U) 2/1 Niyon (Granblue/Eternals)			
		CONT - ASSIST +2000 to level 3 or higher characters. ACT - [Discard 1 CX, Rest this] Choose 1 <Granblue> character in your Waiting Room, add it to hand.		SR	
GBF/S134-041		(C) 0/0 Payila (Granblue/Twelve Divine Generals)			
		AUTO - [(1) Discard 1 <Twelve Divine Generals> character] When this is placed on stage from hand, you may pay cost. If you do, search your deck for up to 1 <Twelve Divine Generals> character, show it to your opponent, add it to hand, and shuffle your deck afterwards, then look at up to 2 cards from the top of your deck, and put them back on top in any order. ACT - [Discard 1 card, Send this to Waiting Room] Draw 1 card.	 	SR & SP	

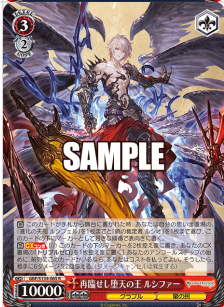
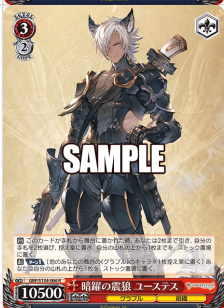
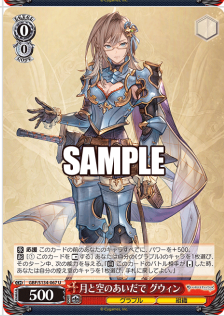
GBF/S134-042		(C) 0/0 Kumbhira (Granblue/Twelve Divine Generals) CONT - During your turn, if you have another <Granblue> character, this gets +1500 power. AUTO - When this card's battle opponent is Reversed, choose 1 <Granblue> character in your Waiting Room, add it to hand, then discard 1 card.	 	SR & SP	
GBF/S134-043		(C) 0/0 Indala (Granblue/Twelve Divine Generals) CONT - ASSIST +500 During your turn, to level 1 or higher characters. ACT - [(1) Rest this] If you have 2 or more other <Twelve Divine General> characters, look at up to 3 cards from the top of your deck, choose up to 1 <Twelve Divine Generals> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.	 	SR & SP	
GBF/S134-044		(C) 1/0 Ewiyar (Granblue/Six Dragons) CONT - During your turn, if you have 2 or more other <Granblue> characters, this gets +2000 power. AUTO - [(1) Discard 1 card] When this is placed on stage from hand or sent from Stage to Waiting Room, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand.		SR	
GBF/S134-045		(C) 1/0 Vikala (Granblue/Twelve Divine Generals) CONT - During your turn, if you have 2 or more other <Granblue> characters, this gets +2000 power and the following ability, "AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice>" AUTO - CHANGE [Send this to Waiting Room] At the start of your CX Phase, if you are level 2 or higher, you may pay cost. If you do, choose 1 {RR 2/0 Vikala - 026} or {PR 2/0 Vikala - P02} in your Waiting Room, place it on stage in this card's former slot.		SR	

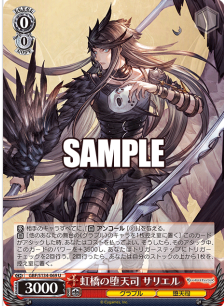
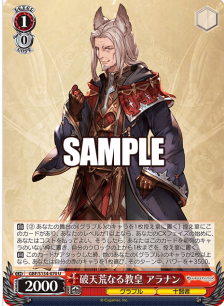
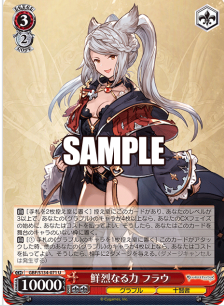
GBF/S134-046		(C) 1/1 Andira (Granblue/Twelve Divine Generals) CONT - During your turn, all of your other <Twelve Divine Generals> characters get +1000 power. AUTO - [Discard 1 card] When you trigger a CX with a Bar Trigger, you may pay cost. If you do, choose 1 character in your Waiting Room, add it to hand. ACT - [Put 1 <Twelve Divine Generals> characters in your hand to the bottom of your deck, Rest this] Heal 1.	 	SR & SP	
GBF/S134-047		(C) 2/1 Cassius (Granblue/Moon) 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		SR	
GBF/S134-048		(C) 3/2 Cidala (Granblue/Twelve Divine Generals) CONT - For each of your other <Twelve Divine Generals> characters, this gets +1000 power. AUTO - [Send 1 of your other <Twelve Divine Generals> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, put the top card of your Clock into Stock. AUTO - {CX Combo} (2) At the end of this card's attack, if you have the Bar CX (054) in your CX Area, you may pay cost. If you do, deal 2 damage to your opponent.	 	SR & SP	
GBF/S134-049		(C) 3/2 Basara (Granblue/Twelve Divine Generals) AUTO - When this is placed on stage from hand, put up to 1 card from the top of your deck into Stock, then choose up to 2 of your characters, this turn, they get +2000 power. AUTO - {CX Combo} [Discard 1 card] When the Bar CX (054) is placed in your CX Area, if you have 2 or more other <Twelve Divine Generals> characters, you may pay cost. If you do, choose 1 of your characters, this turn, it gains the following ability, "AUTO - {1 Per Turn} When this card's damage is cancelled, you may deal 2 damage to your opponent."		SR	

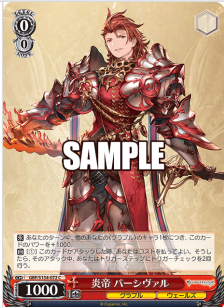
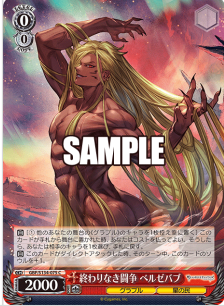
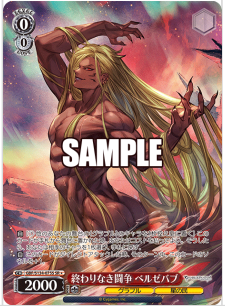
GBF/S134-050		(U) 1/1 Event If you have 2 or less <Twelve Divine Generals> character, this cannot be played from hand. Choose up to 2 characters in your Waiting Room, add them to hand, then discard 1 card.		SR		
GBF/S134-051		(CR) Bar CX		RRR		
GBF/S134-052		(CR) Bar CX		RRR		
GBF/S134-053		(CR) Bar CX		RRR		
GBF/S134-054		(CR) Bar CX		RRR		
GBF/S134-055		(RR) 0/0 Belial (Granblue/Fallen Angel) CONT - During your turn, this gets +2000 power. AUTO - [(1) Put the top card of your deck into Clock] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it, a) "Search your deck for up to 1 Level 1 or lower character, show it to your opponent, add it to hand, and shuffle your deck afterwards." b) "Choose 1 <Granblue> character in your Waiting Room, add it to hand, and this turn, this gets +1000 power."				SR, SP, SSP

GBF/S134-056		(RR) 1/0 Beatrix (Granblue/Society) CONT - If all of your characters are <Granblue>, this gets +2000 power. AUTO - This ability activates up to once per turn. When you use an ACT ability, this turn, this gets +1000 power and the following ability, "AUTO - At the end of this card's attack, if the slot across from this has either no character or a Reversed character, reveal the top card of your deck. If that card is a <Granblue> character, add it to hand.	 	SR & SP	
GBF/S134-057		(RR) 1/0 Zeta (Granblue/Society) AUTO - This ability activates up to once per turn. When you use an ACT, this turn, this gets +3000 power. AUTO - {CX Combo} When this attacks, if you have the Door CX (086) in your CX Area, and you have 3 or more other <Granblue> characters, mill up to 3, choose up to 1 Level X or lower <Granblue> character from your Waiting Room, add it to hand, then choose 1 of your opponent's front row characters, this turn, it gets -500 power. X equals the number of <Granblue> characters sent to Waiting Room by this effect.	  	SR, SP, SSP	
GBF/S134-058		(RR) 3/2 Percival (Granblue/Wales) AUTO - When this is placed on stage from hand or by the AUTO effect of {3/2 Siegfried - 064}, choose 1 of the following 2 effects and resolve it, a) "Choose 1 character in your Waiting Room, you may add it to hand." b) "Your opponent sends all of their Stock to their deck and shuffles their deck, then puts an equal number of cards from the top of their deck into Stock, and this turn, this gets +1000 power." AUTO - [(1) Discard 2 cards] When this card's battle opponent is Reversed, you may pay cost. If you do, mill 4, then deal 2 damage to your opponent X times. X is equal to the number of CXes milled.	 	SR & SP	
GBF/S134-059		(R) 0/0 Vaseraga (Granblue/Society) 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." ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 <Granblue> character from your Waiting Room, add it to hand.	 	SR & SP	

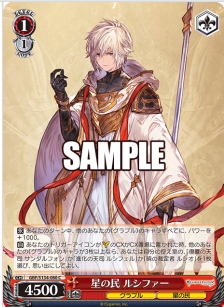
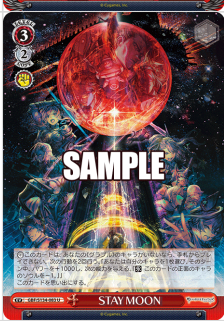
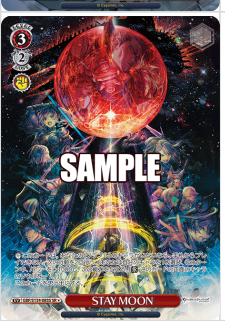
GBF/S134-060		(R) 0/0 Wilnas (Granblue/Six Dragons) AUTO - [(3) Discard 2 cards] At the end of this card's attack, you may cost. If you do, deal 4 damage to your opponent.	 	SR & SP	
GBF/S134-061		(R) 1/1 Beelzebub (Granblue/Astral) AUTO - ENCORE [(1) Send 1 of your characters from stage to Waiting Room] ACT - [Send this to the bottom of your deck] Your opponent mills 4, then choose 1 of your characters, this turn, it gets +4000 power.	 	SR & SP	
GBF/S134-062		(R) 2/1 Helel ben Shalem (Granblue) AUTO - [(1) Discard 1 card, Send 1 of your characters from stage to Waiting Room] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters whose Level is higher than your opponent's Level, and send it to Waiting Room. ACT - BACKUP +2500	 	SR & SP	
GBF/S134-063		(R) 2/1 Ilsa (Granblue/Society) CONT - If you have 2 or more other <Granblue> characters, this gains the following 2 abilities, - "CONT - During your turn, this gets +3000 power." - "AUTO - ENCORE [Discard 1 <Granblue> character.] ACT - {1 Per Turn} [Discard 1 <Granblue> character] This turn, this gains the following ability, "AUTO - When his card's battle opponent is Reversed, you may heal 1."	 	SR & SP	

GBF/S134-064		(R) 3/2 Siegfried (Granblue/Feendrache) AUTO - When this placed on stage from hand, search your deck for up to 2 <Granblue> characters, send them to Waiting Room, and shuffle your deck afterwards, then put up to 1 card from the top of your deck into Stock. AUTO - {CX Combo} [(1) Discard 2 <Granblue> characters] During your CX Phase, when the Door CX (085) is placed on your CX Area, if this is in your front row, and all of your characters are <Granblue>, you may pay cost. If you do, choose up to 1 {3/2 Percival - 058} and up to 1 {3/2 Lancelot - 109} and up to 1 {3/2 Vane - 108} from your Waiting Room, place them on stage in separate slots.	 	SR & SP	
GBF/S134-065		(R) 3/2 Lucilius (Granblue/Astral) AUTO - When this is placed on stage from hand, choose up to 1 {R 1/0 Lucifer - 004} and up to 1 {R 3/2 Lucio - 005} in your Memory, place them underneath this card in any order face-up as Markers. AUTO - {CX Combo} [(2) Send 2 Markers underneath this to Waiting Room, Send the Choice CX (023) from your CX Area to Waiting Room] At the start of your Encore Step, if this is in your front row, you may pay cost. If you do, deal 6 damage to your opponent twice. <i>*Same CX as RR 3/2 Sandalphon</i>		SR	
GBF/S134-066		(R) 3/2 Eustace (Granblue/Society) AUTO - When this is placed on stage from hand, draw up to 2 cards, discard 2 cards, then put up to 1 card from the top of your deck into Stock. ACT - {1 Per Turn} [Send 1 of your other <Granblue> characters on stage to Waiting Room] Put 1 card from the top of your deck into Stock.	 	SR & SP	
GBF/S134-067		(U) 0/0 Gwynne (Granblue/Society) CONT - ASSIST +500. ACT - [(1) Rest this] Choose 1 of your <Granblue> characters, this turn, it gains the following ability, "AUTO - When this card's battle opponent is Reversed, choose 1 character in your Waiting Room, you may add it to hand."		SR	

GBF/S134-068		(U) 0/0 Tien (Granblue/Eternals) AUTO - {CX Combo} [Discard 1 card, Send the Door CX (084) from your CX Area to Waiting Room] At the start of your Encore Step, you may pay cost. If you do, look at up to 3 cards from the top of your deck, choose up to 3 <Granblue> characters from among them, show them to your opponent, add them to hand, and send the rest to Waiting Room. ACT - [Rest this] Choose 1 of your opponent's front row characters, this turn, it gets -1000 power.		SR		
GBF/S134-069		(U) 0/0 Sariel (Granblue/Fallen Angel) CONT - All of your opponent's characters get "AUTO - ENCORE (2)". AUTO - [Send 1 of your other <Granblue> characters on stage to Waiting Room] When this attacks, you may pay cost. If you do, this attack, this gets +3500 power, and during the Trigger Step of this attack, perform Trigger Check twice. If you triggered twice, put the top card of your Stock to Waiting Room.		SR		
GBF/S134-070		(U) 1/0 Alanaan (Granblue/Evokers) AUTO - [(2) Send 1 of your <Granblue> characters from stage to Waiting Room] While this is in your Waiting Room, if you are level 1 or higher, at the start of your CX Phase, you may pay cost. If you do, place this on stage in any front row slot, then heal up to 1. AUTO - When this attacks, if you have 2 or more other <Granblue> characters, choose 1 of your Red characters, this turn, it gets +3500 power.		SR		
GBF/S134-071		(U) 3/2 Fraux (Granblue/Evokers) AUTO - [Discard 2 cards] While this is in your Waiting Room, if you are level 3 or higher, and you have 4 or more <Granblue> characters, at the start of your CX Phase, you may pay cost. If you do, place this on stage in any empty slot. AUTO - [(1) Discard 1 <Granblue> character] When this attacks, if you have 4 or more other <Granblue> characters, you may pay cost. If you do, deal 2 damage to your opponent.		SR		

GBF/S134-072		(C) 0/0 Percival (Granblue/Wales) CONT - During your turn, for each of your other <Granblue> characters, this gets +1000 power. AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice.		SR		
GBF/S134-073		(C) 0/0 Ilsa (Granblue/Society) ACT - [Rest this] If you have 3 or more other <Granblue> characters, draw 1 card, then discard 1 card. ACT - BRAINSTORM [(1) Rest this] Flip over the top 4 cards of your deck, then send them to Waiting Room. For each CX among them, search your deck for up to 1 <Granblue> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		SR		
GBF/S134-074		(C) 0/0 Vaseraga (Granblue/Society) CONT - During your turn, if all of your characters are <Granblue>, this gets +8000 power and +1 soul. AUTO - When this is Reversed, put the top card of your deck into Clock, Rest this.		SR		
GBF/S134-075		(C) 0/0 Beelzebub (Granblue/Astral) AUTO - [(1) Send 1 of your other <Granblue> characters on stage to Waiting Room] When this is placed on stage from hand, you may pay cost. If you do, choose 1 of your opponent's characters, return it to hand. AUTO - When this direct attacks, this turn, this gets +1 soul.		SR		

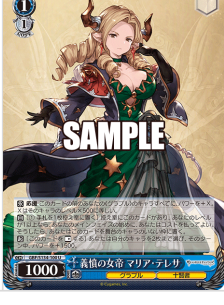
GBF/S134-076		(C) 1/0 Beatrix (Granblue/Society) AUTO - {1 Per Turn} When you use an ACT ability, if all of your characters are <Granblue>, you may draw 1 card. If you do, discard 1 card. ACT - [Rest this] Choose 1 of your characters, this turn, it gains the following ability, "AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice." <i>*Note: Has a Soul Trigger</i>		SR		
GBF/S134-077		(C) 1/0 Siegfried (Granblue/Feendrache) CONT - During your turn, all of your other <Granblue> characters get +1000 power. ACT - [Send this to Waiting Room] If you are level 3 or higher, choose up to 1 {R 3/2 Siegfried - 064} from your hand, place it on stage in this card's former slot. <i>*Note: Has a Soul Trigger.</i>		SR		
GBF/S134-078		(C) 1/0 Belial (Granblue/Fallen Angel) CONT - If you have another back row {C 1/1 Lucilius - 080}, this gets +3500 power and the following ability, "AUTO - When this attacks, during the Trigger Step of this attack, perform Trigger Check twice. If you triggered twice, put the top card of your Stock to Waiting Room." AUTO - [Discard 1 <Granblue> character] When this is placed on stage from hand, you may pay cost. If you do, choose 1 {C 1/1 Lucilius - 080} in your Waiting Room, place it on stage in any slot. <i>*Note: Has a Soul Trigger</i>		SR		
GBF/S134-079		(C) 1/1 Eustace (Granblue/Society) AUTO - When you use this card's BACKUP, if your opponent has a CX in their CX Area, choose 1 of your battling <Granblue> characters, this turn, it gets +2000 power. ACT - BACKUP +2000		SR		

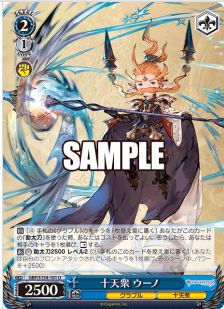
GBF/S134-080		(C) 1/1 Lucilius (Granblue/Astral) CONT - During your turn, all of your other <Granblue> characters get +1000 power. AUTO - When a CX with a Choice Trigger is placed in your CX Area, if you have 3 or more other <Granblue> characters, choose 1 {C 2/0 Sandalphon - 016} or {R 1/0 Lucifer - 004} or {R 3/2 Lucio - 005} in your Waiting Room, you may send it to Memory.		SR		
GBF/S134-081		(C) 3/2 Zeta (Granblue/Society) CONT - If you or your opponent has 2 or less CXes in your Waiting Room, this gets -1 Level in hand. AUTO - When this is placed on stage from hand, you may Heal 1. AUTO - This ability activates up to once per turn. When you use an ACT ability, if you have another <Granblue> character, this turn, this gets +3000 power.		SR		
GBF/S134-082		(C) 3/2 Wilnas (Granblue/Six Dragons) AUTO - When this is placed on stage from hand, this turn, this gets +3000 power. AUTO - [(3) Discard 3 cards] During the turn this was placed on stage from hand, at the start of your Encore Step, if this is in your front row, 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, send all of your opponent's front row characters to Clock in any order.		SR		
GBF/S134-083		(U) 3/2 Event COUNTER - If you don't have a <Granblue> character, this cannot be played from hand. Perform the following effect twice, "Choose 1 of your characters, this turn, it gets +1000 power and the following ability, "CONT - The character across from this gets -1 soul."" Send this to Memory.		SR		

GBF/S134-084		(CR) Door CX		RRR		
GBF/S134-085		(CR) Door CX		RRR		
GBF/S134-086		(CR) Door CX		RRR		
GBF/S134-087		(RR) 1/0 Lancelot (Granblue/Feendrach) CONT - During your turn, if all of your characters are <Granblue>, this gets +4000 power. AUTO - {CX Combo} (1) When this card's battle opponent is Reversed, if you have the Pants CX (114) in your CX Area, and you have 2 or more other <Granblue> characters, you may pay cost. If you do, look at up to 3 cards from the top of your deck, and put them back on top in any order, then draw up to 1 card, and put up to 1 card from the top of your deck into the bottom of your Stock. <i>*Note: Has a Soul Trigger</i>	 	SR & SP		
GBF/S134-088		(RR) 3/2 Fediel (Granblue/Six Dragons) CONT - If you have 4 or more <Granblue> characters, this gets -1 Level in hand. AUTO - When this is placed on stage from hand, choose 1 of the following 2 effects and resolve it, a) "You may Heal 1." b) "Your opponent chooses 1 CX from their Waiting Room, and shuffles all other cards from their Waiting Room into their deck., and this turn, this gets +1000 power." <i>*Note: Has 1 Soul</i>	 	SR & SP		

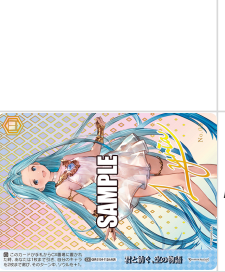
GBF/S134-089	
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GBF/S134-093		(R) 0/0 Orologia (Granblue) AUTO - When this is placed on stage from hand, look at up to 2 cards from the top of your deck, and put them back on top in any order. AUTO - [Discard 1 <Granblue> character] When this is placed on stage from hand, you may pay cost. If you do, draw 1 card. <i>*Note: Has the same card name as the 3/2 Orologia (096), so you can only run up to 4 copies of the 2 of them in 1 deck.</i>	 	SR & SP	
GBF/S134-094		(R) 0/0 Protagonist (Male) (Granblue/Grancypher) CONT - During your turn, if all of your characters are <Granblue>, this gets +1 level and +1500 power. AUTO - [(1) Send this to Waiting Room] When your other <Granblue> character is Front Attacked, you may pay cost. If you do, return that character to hand.		SR	
GBF/S134-095		(R) 0/0 Protagonist (Female) (Granblue/Grancypher) AUTO - When this attacks, during the Trigger Step of this attack, perform Trigger Check twice. If you triggered twice, put the top card of your Stock to Waiting Room. AUTO - [(1) Discard 1 card] At the end of this card's attack, you may pay cost. If you do, search your deck for up to 1 <Granblue> character, show it to your opponent, add it to hand, and shuffle your deck afterwards.		SR	
GBF/S134-096		(R) 3/2 Orologia (Granblue) AUTO - When this is placed on stage from hand, search your deck for up to 1 <Granblue> character, show it to your opponent, add it to hand, and shuffle your deck afterwards. AUTO - {CX Combo} [(1) Discard 1 card] When this attacks, if you have the Draw Splitsoul Book CX (115) in your CX Area, you may pay cost. If you do, choose 1 of the following 2 effects and resolve it, a) "Choose up to 2 cards in your Waiting Room, shuffle them in your deck." b) "Choose up to 3 cards in your Opponent's Waiting Room, your opponent shuffles them into their deck, then deal 1 damage to your opponent." <i>*Note: Has the same card name as the 0/0 Orologia (093), so you can only run up to 4 copies of the 2 of them in 1 deck.</i>	 	SR & SP	

GBF/S134-097		(U) 0/0 Feower (Granblue/Eternals) CONT - During your turn, this gets +3000 power. AUTO - When this is sent from Stage to Waiting Room, if you have a <Granblue> character, mill 2. If there is a CX milled, you may return this to hand or send this to Stock.		SR		
GBF/S134-098		(U) 1/0 Aglovale (Granblue/Wales) AUTO - When this attacks, reveal the top card of your deck. If that card is a <Granblue> character, this turn, all of your characters get +2000 power. AUTO - When this attacks, if the Level of the character across from this is 2, this turn, this gets +6000 power.		SR		
GBF/S134-099		(U) 1/0 Seox (Granblue/Eternals) CONT - During your turn, if you have 2 or more other <Granblue> characters, this gets +3000 power and the following ability, "AUTO - When this card's battle opponent is Reversed, you may mill 6." AUTO - [(4) Discard 2 cards] At the end of this card's attack, if you have 4 or more other <Granblue> characters, you may pay cost. If you do, Stand this.		SR		
GBF/S134-100		(U) 1/1 Maria Theresa (Granblue/Evokers) CONT - ASSIST Level x 500 to <Granblue> characters. AUTO - [(1) Discard 1 card] While this is in your Waiting Room, if you are level 1 or higher, at the start of your Main Phase, you may pay cost. If you do, place this on stage in any empty slot. ACT - [Rest this] Choose up to 2 of your characters, this turn, they get +1500 power.		SR		

GBF/S134-101		(U) 2/1 Anre (Granblue/Eternals) AUTO - [(4) Discard 1 <Granblue> character] When you use this card's BACKUP, you may pay cost. If you do, choose 1 of your opponent's characters, and Rest it. ACT - BACKUP +2500		SR		
GBF/S134-102		(U) 2/1 Haaselia (Granblue/Evokers) CONT - During your turn, all of your Blue characters gets +2000 power. AUTO - {CX Combo} (1) While this is in your Waiting Room, if you are Level 2 or higher, during your CX Phase, when the Pants CX (113) is placed in your CX Area, you may pay cost. If you do, place this on stage in any empty slot. AUTO - During your turn, when this card's battle opponent is Reversed, if you have 3 or more other <Granblue> characters, until the end of your opponent's next turn, this gains the following ability, "CONT - The character across from this gets -1 soul."		SR		
GBF/S134-103		(U) 2/1 Arthur & Mordred (Granblue/Feendrache) AUTO - When this is placed on stage from hand, choose 1 of your characters, this turn, it gets +3000 power. ACT - [Send this to the bottom of your deck] Choose 1 of your opponent's characters, this turn, it gets -3000 power.		SR		
GBF/S134-104		(C) 0/0 Protagonist (Female) (Granblue/Grancypher) AUTO - When this attacks, reveal the top card of your deck. If that card is a <Granblue> character, this turn, all of your characters get +2000 power.		SR		

GBF/S134-105		(C) 0/0 Protagonist (Male) (Granblue/Grancypher) CONT - All of your opponent's characters get "AUTO - ENCORE (2)".		SR		
GBF/S134-106		(C) 1/2 Wamdus (Granblue/Six Dragons) AUTO - When this placed on stage from hand, choose 1 of your characters, this turn, it gets +3000 power. ACT - [Send this to the bottom of your deck] Search your deck for up to 1 CX, show it to your opponent, add it to hand, and shuffle your deck afterwards.		SR		
GBF/S134-107		(C) 2/1 Fediel (Granblue/Six Dragons) AUTO - When this is placed on stage from hand, choose up of 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 send that character to the bottom of your opponent's deck."		SR		
GBF/S134-108		(C) 3/2 Vane (Granblue/Feendrache) CONT - All of your other <Granblue> characters get +1500 power. AUTO - [(1) Discard 1 card, Rest this] At the start of your Attack Phase, if you have another {3/2 Siegfried - 064} and {3/2 Percival - 058} and {3/2 Lancelot - 109}, you may pay cost. If you do, deal 4 damage to your opponent.		SR		

GBF/S134-109		(C) 3/2 Lancelot (Granblue/Feendrache) AUTO - When this is placed on stage from hand, or by the AUTO effect of {3/2 Siegfried - 064}, look at up to 3 cards from the top of your deck, choose up to 2 <Granblue> character or {Blue 2/0 Event - 111} from among them, show them to your opponent, add them to hand, send the rest to Waiting Room. AUTO - (3) When this card's battle opponent is Reversed, if you have another {3/2 Siegfried - 064} and {3/2 Percival - 058} and {3/2 Vane - 108}, you may pay cost. If you do, deal 1 damage to your opponent twice.		SR		
GBF/S134-110		(U) 1/0 Event COUNTER - [Discard 1 <Granblue> character] You may pay cost. If you do, choose up to 1 <Granblue> character in your Waiting Room, add it to hand, then choose 1 of your characters, this turn, it gains the following ability, "AUTO - When this is sent from Stage to Waiting Room, you may return this to hand."		SR		
GBF/S134-111		(U) 2/0 Event {CX Combo} If you have a <Feendrache> or <Wales> character, choose 1 of the following 4 effects and resolve it, a) "Look at up to 4 cards from the top of your deck, choose up to 1 <Granblue> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room" b) "Choose 1 {R 3/2 Siegfried - 064} in your Waiting Room, add it to hand." c) "Choose 1 {RR 1/0 Lancelot - 087} in your Waiting Room, place it on stage in any slot, and this turn, it gets +2000 power." "(1) You may pay cost. If you do, choose 1 {Door CX for Siegfried - 085} in your Waiting Room, add it to hand."		SR		
GBF/S134-112		(CR) Draw Splitsoul Book CX	 		RRR & AGR	

GBF/S134-113		(CR) Pants CX		RRR		
GBF/S134-114		(CR) Pants CX		RRR		
GBF/S134-115		(CR) Draw Splitsoul Book CX		RRR		
GBF/S134-116		(CR) Pants CX		RRR		
GBF/S134-P01 July/August Shop Tournament PR		(PR) 1/0 Narmaya (Granblue) CONT - This card can be played without meeting Color requirement. ACT - [Discard 1 card, Send this to Waiting Room] Choose 1 character from your Waiting Room, add it to hand. ACT - [Rest this] Choose 1 of your characters, until the end of your opponent's next turn, it gets +1000 power.	 	Base, Foil & PR +		

GBF/S134-P02

CX Challenge
PR



(PR) 2/0 Vikala (Granblue/Twelve Divine Generals)

CONT - You can only run up to 4 copies of this card or {BP 2/0 Vikala - 026}.

CONT - If you have 2 or more other <Granblue> characters, this gets +5000 power.

AUTO - {CX Combo} At the start of your Encore Step, if you have the Bar CX (053) in your CX Area, and this is in your front row, and you have another <Granblue> character, perform the following 2 effects once each in any order,

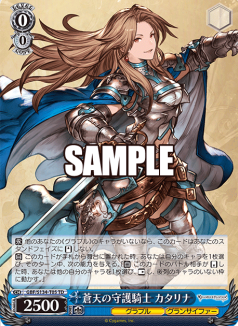
- "You may mill 3."

- "Search your deck for up to 1 <Twelve Divine Generals> character, show it to your opponent, add it to hand, and shuffle your deck afterwards."



Foil & PR +

No./15:	15				
GBF/S134-T01		(TD) 0/0 Vyrn (Granblue/Grancypher) CONT - All of your other <Granblue> characters get +500 power. AUTO - [(1) Send this to Waiting Room] When your other <Granblue> character is Front Attacked, you may pay cost. If you do, choose 1 of your battling characters, this turn, it gets +3000 power.		TDP	
GBF/S134-T02		(TD) 0/0 Charlotta (Granblue/Grancypher) CONT - During your turn, all of your other <Granblue> characters get +500 power. ACT - BRAINSTORM [(1) Rest this] Flip over the top 5 cards of your deck, then send them to Waiting Room. For each CX among them, draw up to 1 card.		TDP	
GBF/S134-T03		(TD) 0/0 Vira (Granblue/Grancypher) AUTO - [Discard 1 card] When this is placed on stage from hand, you may pay cost. If you do, reveal the top card of your deck, then choose 1 Level X or lower character from your Waiting Room, and add it to hand. X equals the Level of the revealed card.		TDP	

GBF/S134-T04		(TD) 0/0 Noa (Granblue/Grancypher) AUTO - At the start of your CX Phase, choose 1 of your {TD 1/0 Rackam Vanilla - T08}, this turn, it gets +3000 power, +1 soul and the following ability, " AUTO - When this attacks, look at up to 2 cards from the top of your deck, and put them back on top in any order." AUTO - BOND [Discard 1 card] to {TD 1/0 Rackam Vanilla - T08}		TDP	
GBF/S134-T05		(TD) 0/0 Katalina (Granblue/Grancypher) CONT - If you do not have another <Granblue> character, this does not Stand during your Stand Phase. AUTO - When this is placed on stage from hand, choose 1 of your characters, this turn, it gains the following ability, " AUTO - When this card's battle opponent is Reversed, choose 1 of your other characters, Rest it, and move it to an empty Back Row slot."		TDP	
GBF/S134-T06		(TD) 1/0 Eugen (Granblue/Grancypher) AUTO - When you use this card's BACKUP, if you have an <Granblue> character, choose 1 of your battling characters, this turn, it gets +1000 power. ACT - BACKUP +1000		TDP	
GBF/S134-T07		(TD) 1/0 Protagonist (Male) (Granblue/Grancypher) CONT - If you have 2 or more other <Granblue> characters, this gets +2000 power. AUTO - {CX Combo} When this attacks, if you have the Pants CX (T14) in your CX Area, and you have 2 or more other <Granblue> characters, look at up to 4 cards from the top of your deck, choose up to 1 <Granblue> character or an Event from among them, show it to your opponent, add it to hand, send the rest to Waiting Room.	 	TDP & TDSP	

GBF/S134-T08		(TD) 1/0 Rackam Vanilla (Granblue/Grancypher)		TDP	
GBF/S134-T09		(TD) 2/1 Rosetta (Granblue/Grancypher) CONT - All of your other <Granblue> characters get +1000 power. AUTO - [Discard 1 <Granblue> character] When this is placed on stage from hand, you may pay cost. If you do, choose 1 {TD 2/1 lo - T10} in your Waiting Room, place it on stage in any slot.		TDP	
GBF/S134-T10		(TD) 2/1 Io (Granblue/Grancypher) CONT - If you have another back row {TD 2/1 Rosetta - T09}, this gets +3000 power and the following ability, " AUTO - (1) When this attacks, you may pay cost. If you do, during the Trigger Step of this attack, perform Trigger Check twice." AUTO - [Discard 1 <Granblue> character] When this is placed on stage from hand, you may pay cost. If you do, choose 1 {TD 2/1 Rosetta - T09} in your Waiting Room, place it on stage in any slot.		TDP	
GBF/S134-T11		(TD) 3/2 Lyria (Granblue/Grancypher) CONT - All of your other <Granblue> characters get +1500 power. AUTO - When this is placed on stage from hand, choose up to 1 character from your hand whose Level is equal or lower than your Level, place it on stage in any slot, and this turn, it gets +2000 power. AUTO - At the start of your opponent's Encore Step, if you do not have another character with "Protagonist (Male)" or "Protagonist (Female)" in its name, send this to Waiting Room.	 	TDP & TDSP	

GBF/S134-T12		(TD) 3/2 Protagonist (Female) (Granblue/Grancypher) AUTO - When this is placed on stage from hand, you may Heal 1. AUTO - {CX Combo} [(1) Discard 1 card] When this attacks, if you have the Pants CX (T15) in your CX Area, and you have another <Granblue> character, you may pay cost. If you do, deal 1 damage to your opponent, then look at up to 2 cards from the top of your opponent's deck, choose up to 2 cards from among them, put them on top of your opponent's deck in any order, and send the rest to Waiting Room.	 	TDP & TDSP
GBF/S134-T13		(TD) 1/0 Event COUNTER - Look at up to 4 cards from the top of your deck, choose up to 1 <Granblue> character from among them, show it to your opponent, add it to hand, send the rest to Waiting Room. Send this to the bottom of your deck.		TDP
GBF/S134-T14		(TD) Pants CX		TDP
GBF/S134-T15		(TD) Pants CX		TDP