



Power Tokens:



Hitback: When you are attacked, you may discard this token to Avert Harm  and have the attacker take .



Reset: Discard this token to remove up to three Cooldown Tokens from any one of your Abilities.




Overcharge: You may spend this token as though it were an extra charge on any of your Charge Abilities.

Debuff Tokens:





Stun: On a Hero, this token causes the figure to skip their next Action then discard all their Stun Tokens. On all other figures, it causes the figure to skip their next turn then discard all their Stun Tokens.



Weaken: When this figure attacks, reduce its damage by  for each Weaken Token it has, then discard all its Weaken Tokens.

Power Tokens:



Hitback: When you are attacked, you may discard this token to Avert Harm  and have the attacker take .



Reset: Discard this token to remove up to three Cooldown Tokens from any one of your Abilities.




Overcharge: You may spend this token as though it were an extra charge on any of your Charge Abilities.

Debuff Tokens:



Stun: On a Hero, this token causes the figure to skip their next Action then discard all their Stun Tokens. On all other figures, it causes the figure to skip their next turn then discard all their Stun Tokens.



Weaken: When this figure attacks, reduce its damage by  for each Weaken Token it has, then discard all its Weaken Tokens.

Power Tokens:



Shield: Discard this token to reduce damage from any source by **2**.



Toughness: Discard this token to prevent one instance of damage.



Evade: Discard this token after taking damage from an Attack. You Avert Harm and may Leap **2**.



Damage Boost: Discard this token after determining damage for your Attack to increase its damage by **1**.

Power Tokens:



Shield: Discard this token to reduce damage from any source by **2**.



Toughness: Discard this token to prevent one instance of damage.



Evade: Discard this token after taking damage from an Attack. You Avert Harm and may Leap **2**.



Damage Boost: Discard this token after determining damage for your Attack to increase its damage by **1**.