

# Unofficial New and Old Tokens Reference

condition	token	effect
<b>Bleed</b>		The character suffers 1 damage at the end of each of its activations.
<b>Hex</b>		The character doesn't roll additional dice for its critical results during attack, defense or dodge rolls.
<b>Incinerate</b>		The character rolls 1 fewer defense die when making a defense roll.
<b>Judgment</b>		The character does not gain power when suffering damage from enemy attacks.
<b>Poison</b>		The character loses 1 Power during the Power Phase.

condition	token	effect
<b>Root</b>		The character must spend 1 Power before using an Active or Reactive superpower.
<b>Shock</b>		The character rolls 1 fewer attack die when making an attack roll.
<b>Slow</b>		The character can only use the Short movement tool while advancing.
<b>Stagger</b>		When the character activates, its first action must be a Shake action. This Shake action must remove the Stagger special condition.
<b>Stun</b>		If an effect would cause the character to gain more than 1 Power, it gains only 1 Power instead.



	Non Specific Token (Elsa)		Confidence Token (Gladiator)		Weapons Stash (Tactics Card)		Life Model Decoy (Tactics Card)		Gadget Token From the Initiative (Tactics Card)		Bounty Hunters (Tactics Card)
	Devil's Deal Token (Mephisto)		Evolution Token (Apocalypse Leadership)		N'Kantu Soul Token (N'Kantu)		Séance (Tactics Card)		Wand of Watoomb (Tactics Card)		Dark Past (Tactics Card)
	Dracula's Servants (One Shot Terrain Card)		Moon Phase (Werewolf by Night Tactics Card)		Masked Menace (Tactics Card)		Astral Ring (Tactics Card)		Brother Daniel (Doctor Voodoo)		The Grand Illusion (Tactics Card)
	Psychosis Token (Cosmic Ghost Rider)		Mystic Ward (Tactics Card)		Street Smart (Tactics Card)		Inter-Dimensional Bloodhound (Lockjaw)		Genetic Samples (Mr Sinister)		Sinister Traps (Tactics Card)
	Astral Plane (Tactics Card)		Astral Fiend (Shadow King)		Strength of the New Generation (Killmonger, Usurper Leadership)		Binary Form (Captain Marvel)		Kill Count (Killmonger)		Corner the Beast (Kraven the Hunter)
	Jonathan the Unstoppable (Tactics Card)		Mind if I Cut In (Tactics Card)		Vendetta (Tactics Card)		Vengeance (Drax)		Captured Soul (Hela)		Expert Tracker (Kraven the Hunter)
	Tippy Toe Token (Squirrel Girl)		Jeff Token (Random Cute Token for whatever)		Big Dumb Hero Token (Tactics Card)		Phasing Type (Vision)		Winging It (Starlord)		Loaded Token (Bob, Agent of Hydra)
	Immortality Token (Immortal Hulk)		Gamma Drain (Tactics Card)		Mind Games (Tactics Card)		Punishment (Punisher)		Vapors of Valtorr (Tactics Card)		Dirty Work (Tactics Card)
	Armor Phase Token (Red Skull, Master of Hydra)		Memory Token (Are You Sure You Want To Remember Tactics Card)		Dossier Token (Tactics Card)		Pentagram of Farallah (Tactics Card)		Obsession (Tactics Card)		Chimichangas (Tactics Card)
	The Black Bifrost (Tactics Card)		Infiltration Flare Token (Tactics Card)		Under Your Skin Token (Tactics Card)		Magnetic Refraction (Tactics Card)		Web Barrier (Tactics Card)		To Ash and Cinder (Tactics Card)