



### SHOCK

The character removes one die from its attack rolls.



### STUN

If an effect would cause the character to gain more than 1 Power (⚙️), it gains only 1 Power (⚙️) instead.



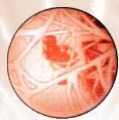
### STAGGER

When the character activates its first action must be a Shake action. This Shake action must remove the Stagger special condition.



### BLEED

The character suffers 1 damage (🎲) at the end of each of its activations.



### SLOW

The character can only use the Short (S) movement tool while advancing.



### INCINERATE

The character removes one die from its defense rolls.



### HEX

The character doesn't roll additional dice for its critical (🎲) results during attack, defense or dodge rolls.



### JUDGMENT

The character does not gain power when suffering damage from enemy attacks.



### POISON

The character loses 1 Power (⚙️) during the Power Phase.



### ROOT

The character must spend 1 ⚙️ before using an ⚙️ or ⚙️ superpower.

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