BUFFED

While attacking, this champion has **+2 Attack**.

Expended: [After this champion completes an attack] ➜ Remove this condition.

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Expended: [After this champion completes an attack] ➜ Remove this condition.

DISARMED

This champion's equipment is considered exhausted.

Recover: ⚓-1◎ ➜ Remove this condition.

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DISARMED

This champion's equipment is considered exhausted.

Recover: ⚓-1◎ ➜ Remove this condition.

EMPOWERED

This champion has **+1 Attack** and **+1 Defense**.

This champion may have up to two copies of the Empowered condition.

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This champion has **+1 Attack** and **+1 Defense**.

This champion may have up to two copies of the Empowered condition.

MARKED

While this champion is targeted by an attack, the target cannot be changed.

Shake Pursuit: ⚓ ➜ Remove this condition.

MARKED

While this champion is targeted by an attack, the target cannot be changed.

Shake Pursuit: ⚓ ➜ Remove this condition.

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While this champion is targeted by an attack, the target cannot be changed.

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