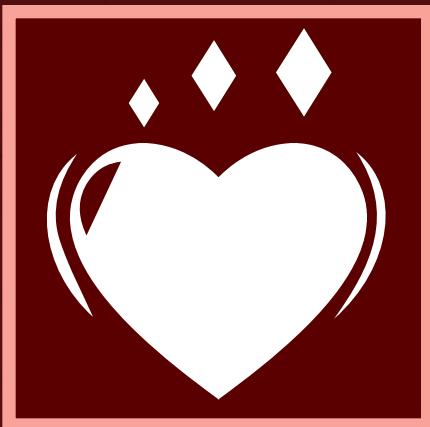


POWER SET



HEALING

- Healing Hands
- Cure-All
- Let's Go
- Never Surrender
- Restore
- Resurrect
- Soothing Touch

MARVEL

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Role-Playing Game

4
RANK

POWER



CURE-ALL

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: With a touch, the character can cure any temporary ailments a target suffers from. The character makes an Ego vs. TN 12 action check.

On a success, the effects of the ailment end immediately. On a Fantastic success, treat the result like a recovery check, and the target gains back that much of any Health and Focus lost to the condition. This can affect conditions including ablaze, bleeding, blinded, corroding, deafened, de-

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moralized, paralyzed, poisoned and unconscious. If the target was demoralized, they now have 1 Focus, and if the target was unconscious, they now have 1 Health. (They can have more if the character got a Fantastic success and recovered more for them).

Note that this only works on acute conditions and diseases, those the target has contracted recently and that would—under ideal circumstances—resolve soon, leaving them alive. It does not affect chronic or permanent diseases or serious diseases that are likely to be fatal.

For instance, it can cure temporary deafness but not permanent deafness. It can stop an allergy attack but not the allergies themselves. It can cure poison but not cancer. It has no effect against the Techno-Organic virus, the Transmode virus, the Legacy virus or other such diseases.

3
RANK

POWER



HEALING HANDS

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character can heal a target creature with a touch. For every point of Focus the character spends, the target regains a point of Health, up to their maximum score. The character must spend at least 10 Focus to use the power. Any Health points that would have been healed beyond the target's maximum Health are lost.

10+

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2
RANK

POWER



LET'S GO

Action: Standard/Reaction.

Trigger: The target is knocked unconscious.

Duration: Concentration.

Range: Reach.

Effect: The character can eliminate the effects of a target losing all of their Health. Rather than falling unconscious, the target remains awake and mobile. They can use movement actions but not reactions or standard actions.

This does not protect a character from death. They can be killed normally.

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FOCUS

ly, and this power cannot bring back a dead character.

Once the power takes effect, the target does not have to remain within the character's reach. When the effect ends, if the target has 0 Health or less, they become unconscious.

If the target's Health rises above 0 at any point, this power automatically ends.

2
RANK

POWER



NEVER SURRENDER

Action: Standard.

Duration: Concentration.

Range: Reach.

Effect: The character can eliminate the effects of a target losing all of their Focus. Rather than becoming *demoralized*, the target can function normally without having **trouble** on all their actions due to their lack of Focus. They cannot spend more Focus, though, and they can still be *shattered*.

Once the power takes effect, the target does not have to remain within

5

FOCUS

the character's reach. When the effect ends, if the target has 0 Focus or less, they become **demoralized**.

If the target's Focus rises above 0 at any point, this power automatically ends.

5
RANK

POWER



RESTORE

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character can bring a target back from being *shattered*. To attempt this, the character makes an Ego vs. TN 20 action check.

On a success, the target is restored to 1 Focus. On a Fantastic success, the target is restored to full Focus.

With any kind of success, the character using this power is then reduced to 1 Focus. On a failure, they only have to pay the minimum cost of 20 Focus.

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3
RANK

POWER



RESURRECT

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character can try to bring a target back from the dead if they do so soon after the target's death. To attempt this, they must be able to touch the dead target's body, and that body must be relatively intact—at least enough so that if the person came back to life they wouldn't instantly die again.

The character makes an Ego check against a TN equal to 10 plus 1 for every

20+

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hour the target has been dead. For example, if the target has been dead for four hours, the TN is 14.

On a success, the target is restored to 1 Health. On a Fantastic success, the target is restored to full Health.

With any kind of success, the character using this power is then reduced to 1 Focus. On a failure, they only have to pay the minimum cost of 20 Focus.

3
RANK

POWER



SOOTHING TOUCH

Action: Standard.

Duration: Instant.

Range: Reach.

Effect: The character can restore a target creature's Focus with a touch. For every point of Focus the character spends, the target regains a point of Focus, up to their maximum score.

The character must spend at least 10 Focus to use the power. Any Focus points that would have been restored beyond the target's maximum Focus are lost.

10+

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