

POWER SET



LUCK

- Charmed Life
- Evil Eye
- Jinx You
- Jinx You All
- Lucky Me
- Lucky Us
- Lucky You
- Real Jinx
- Wish You Luck

MARVEL

Multiverse
Role-Playing Game

4
RANK

POWER



CHARMED LIFE

Action: Passive.

Duration: Permanent.

Range: Self.

Effect: The character gains an **edge** on any single action check each round. This does not stack with any other edges.

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FOCUS

MARVEL

Multiverse
Role-Playing Game

2
RANK

POWER



EVIL EYE

Action: Standard.

Duration: Concentration.

Range: 5 spaces x rank.

Effect: The character picks a foe in their line of sight. That foe has **trouble** on all action checks made for the power's duration. There is no limit on the range between the character and the foe once the power is activated.

The character must pay the Focus cost at the start of each of their subsequent turns of concentration to keep the power working.

5

FOCUS

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2
RANK

POWER



JINX YOU

Action: Standard.

Duration: Concentration.

Range: Reach.

Effect: The character makes a Melee check to touch the target. On a success, the power takes effect, and that foe has **trouble** on all action checks made for the power's duration. On a Fantastic success, the target also takes standard (not doubled) Melee damage.

The character must pay the Focus cost at the start of each of their subsequent turns of concentration to keep the power working.

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3
RANK

POWER



JINX YOU ALL

Action: Standard.

Duration: Concentration.

Range: 5 spaces x rank.

Effect: The character picks up to one foe per rank in their line of sight. Those foes have **trouble** on all action checks made for the power's duration. There is no limit on the range from the character to their foes once the power is activated.

The character must pay the Focus cost at the start of each of their subsequent turns of concentration to keep the power working.

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FOCUS

MARVEL

Multiverse
Role-Playing Game

2
RANK

POWER



LUCKY ME

Action: Standard.

Duration: Concentration.

Range: Self.

Effect: The character gains an **edge** on all action checks made while this power is in effect. The character must pay the Focus cost at the start of each of their subsequent turns of concentration to keep the power working.

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FOCUS

MARVEL

Multiverse
Role-Playing Game

3
RANK

POWER



LUCKY US

Action: Standard.

Duration: Concentration.

Range: 5 spaces x rank.

Effect: The character picks up to one ally in their line of sight per the character's rank. The character and those allies gain an **edge** on all action checks made while this power is in effect. There is no limit on the range from the character to their allies once the power is activated.

The character must pay the Focus cost at the start of each of their subsequent turns of concentration to keep the power working.

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FOCUS

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2
RANK

POWER



LUCKY YOU

Action: Standard.

Duration: Concentration.

Range: Reach.

Effect: The character touches an ally.

That ally gains an **edge** on all action checks made while this power is in effect.

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Role-Playing Game

4
RANK

POWER



REAL JINX

Action: Passive.

Duration: Permanent.

Range: Self.

Effect: All characters who attempt to harm the character by direct action have **trouble** on their action checks. This does not stack with any other **trouble**.

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FOCUS

MARVEL

Multiverse
Role-Playing Game

2
RANK

POWER



WISH YOU LUCK

Action: Standard.

Duration: Concentration.

Range: 5 spaces x rank.

Effect: The character picks an ally in line of sight. That ally gains an **edge** on all action checks made while this power is in effect. There is no limit on the range between the character and the ally once the power is activated.

The character must pay the Focus cost at the start of each of their subsequent turns of concentration to keep the power working.

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FOCUS

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