

POWER SET



TACTICS

- Advance
- Battle Plan
- Change of Plans
- Combat Support
- Focus Fire
- Hit the Dirt
- Keep Moving
- On Your Feet
- Operation Center
- Rally On Me
- Scatter

MARVEL

Multiverse
Role-Playing Game

4
RANK

POWER



ADVANCE

Action: Reaction.

Trigger: The character (or an ally in line of sight) stuns or defeats an enemy.

Duration: 1 round.

Range: Earshot (approx 100 spaces).

Effect: Any allies in earshot can be affected, up to a number equal to the character's Ego defense. Each affected ally can immediately use a free movement action to move toward the enemy that triggered the reaction.

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FOCUS

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2
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POWER



BATTLE PLAN

Action: Standard.

Duration: 1 round.

Range: Earshot (approx 100 spaces).

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

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CHANGE OF PLANS



Action: Reaction.

Trigger: An ally has **trouble** on an action check.

Duration: 1 round.

Range: Varies.

Effect: The ally gains an **edge** on that action check.

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**COMBAT
SUPPORT**



Action: Standard.

Duration: 1 round.

Range: Earshot (approx 100 spaces).

Effect: Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by **trouble**.

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FOCUS FIRE

Action: Standard.

Duration: Concentration.

Range: Earshot (approx 100 spaces) (ally) and Line of Sight (enemy).

Effect: The character calls out an enemy in line of sight and inspires one or more allies of their choice in earshot, up to the character's Vigilance. They gain an **edge** on all action checks against that enemy.

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HIT THE DIRT

Action: Reaction.

Trigger: An enemy in line of sight makes an attack on an ally within earshot.

Duration: Instant.

Range: Earshot (approx 100 spaces) and Line of Sight.

Effect: All allies within earshot can fall prone if they wish and are able to. If falling prone makes the ally an ineligible target for the initial attack, the attack automatically fails.

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POWER



KEEP MOVING

Action: Reaction.

Trigger: An ally in line of sight and earshot is demoralized or stunned.

Duration: Instant.

Range: Earshot (approx 100 spaces) and Line of Sight (up to 200 spaces).

Effect: The demoralized or stunned condition ends.

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2
RANK

POWER



ON YOUR FEET

Action: Reaction.

Trigger: An ally in line of sight and earshot is knocked prone.

Duration: Instant.

Range: Earshot (approx 100 spaces) and Line of Sight (up to 200 spaces).

Effect: All prone allies within earshot, who are able to, can immediately stand up for free. Allies currently unable to stand up for any reason are not affected.

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4
RANK

POWER



OPERATIONS CENTER

Action: Standard.

Duration: Concentration.

Range: Earshot (approx 100 spaces).

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance defense. Affected allies gain an **edge** on all action checks until the start of the character's next turn. The character breaks concentration on this power if they use a movement action.

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3
RANK

POWER



RALLY ON ME

Action: Standard.

Duration: Instant.

Range: Earshot (approx 100 spaces).

Effect: Any allies in earshot can be affected, up to a number equal to the character's Vigilance. Each affected ally can move toward the character at half speed. If they are within the character's reach at the end of this move, they recover lost Focus equal to 5 times the character's rank. The character can use this power once per battle.

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3
RANK

POWER



SCATTER

Action: Reaction.

Trigger: An enemy in line of sight declares an attack on an ally within earshot.

Duration: Instant.

Range: Earshot (approx 100 spaces).

Effect: Any allies in earshot can be affected, up to a number equal to the character's rank. Each affected ally can move away from you at half Speed and then fall prone. If this makes the ally an ineligible target for the initial attack, that attack automatically fails.

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