



HEALING

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

POWER SET

MARVEL MULTIVERSE

Role Playing Game



POWER SET

HEALING



CURE-ALL

FOCUS
15

The character can cure what ails you—mostly.

Power Set: Healing

Prerequisites: Healing Hands, Rank 4

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, demoralized, 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). See **Healing Hands** power p.160 of the *X-Men Expansion*.

POWER

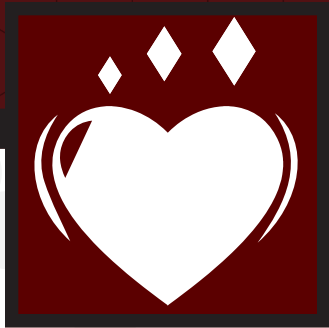
MARVEL MULTIVERSE

Role Playing Game



POWER

CURE-ALL



HEALING HANDS

FOCUS
10+

The character has a healing touch.

Power Set: Healing

Prerequisites: Let's Go, Rank 3

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.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

HEALING HANDS



LET'S GO

FOCUS
5



The character can get a friend back on their feet.

Power Set: Healing

Prerequisites: Rank 2

Action: Standard or 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, 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.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

LET'S GO



NEVER SURRENDER

FOCUS
5

*The character can help
a friend rally.*

Power Set: Healing

Prerequisites: Rank 2

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 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.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

NEVER SURRENDER



RESTORE

FOCUS
20

*The character can heal
a shattered mind.*

Power Set: Healing

Prerequisites: Soothing Touch, Rank 5

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.

POWER

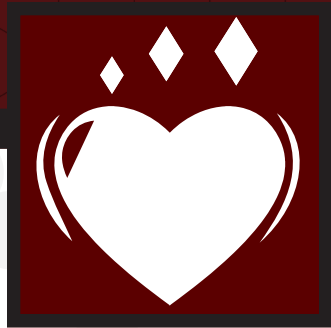
MARVEL MULTIVERSE

Role Playing Game



POWER

RESTORE



RESURRECT

FOCUS
20+

The character can help someone defy death.

Power Set: Healing

Prerequisites: Healing Hands, Rank 5

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 action check vs. a TN equal to 10 plus 1 for every 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.

POWER

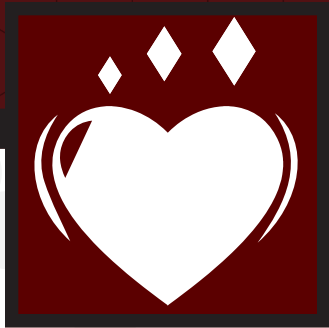
MARVEL MULTIVERSE

Role Playing Game



POWER

RESURRECT



SOOTHING TOUCH

FOCUS
10+

The character can help get a friend's head back in the game.

Power Set: Healing

Prerequisites: Never Surrender, Rank 3

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.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

SOOTHING TOUCH