



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



POWER SET

LUCK



CHARMED LIFE

FOCUS
5+

The character seems like they were born lucky.

Power Set: Luck

Prerequisites: Rank 4

Duration: Permanent

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

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

CHARMED LIFE



EVIL EYE

FOCUS
5/T

The character can inflict trouble on those who cross their path.

Power Set: Luck

Prerequisites: Jinx You, Rank 2

Action: Standard

Duration: Concentration

Range: 5 spaces x character's 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.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

EVIL EYE



JINX YOU

FOCUS
5/T

The character can hit you with a jinx.

Power Set: Luck

Prerequisites: Rank 2

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.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

JINX YOU



JINX YOU ALL

FOCUS
10/T

The character can jinx a whole group of foes at once.

Power Set: Luck

Prerequisites: Evil Eye, Rank 3

Action: Standard

Duration: Concentration

Range: 5 space x character's 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.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

JINX YOU ALL



LUCKY ME

FOCUS
5/T

Things are about to go the character's way.

Power Set: Luck

Prerequisites: Rank 2

Action: Standard

Duration: Concentration

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.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

LUCKY ME



LUCKY US

FOCUS
10/T

The character can share their good fortune with many friends.

Power Set: Luck

Prerequisites: Wish You Luck, Rank 3

Action: Standard

Duration: Concentration

Range: 5 spaces x character's 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.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

LUCKY US



LUCKY YOU

FOCUS
5/T

The character can give good fortune to a friend.

Power Set: Luck

Prerequisites: Lucky Me, Rank 2

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.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

LUCKY YOU



REAL JINX

FOCUS
5/T

The character is bad luck—for their foes.

Power Set: Luck

Prerequisites: Rank 4

Duration: Permanent

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**.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

REAL JINX



WISH YOU LUCK

FOCUS
5/T

The character can make a friend lucky, even from across the room.

Power Set: Luck

Prerequisites: Lucky You, Rank 2

Action: Standard

Duration: Concentration

Range: 5 spaces x character's 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.

POWER

MARVEL MULTIVERSE

Role Playing Game



POWER

WISH YOU LUCK