



1

IT HAS BEGUN!

3s are no longer wild for the GM.

2

THE HERO'S CALL

Players may now choose which cards leave their hand.

3

GAINING MOMENTUM

Black 2s are no longer wild for the GM.

4

THE BALANCE SHIFTS

Players take a deck of cards from the GM.
(See Rules for details)
May be Filled Multiple Times

5

ONCE AND FOR ALL

May Devastate or Transform Aspects on Villain Sheet
(See Rules for details)

The Story Arc

WITH GREAT
POWER