

FATernia

By: The Jake

At the center of the universe, at the border between the Light and the Dark stands Castle Grayskull. For countless ages the Sorceress of Grayskull has kept this universe in harmony. But the armies of darkness do not rest, and the capture of Grayskull is ever-most in their minds. For to those that control Grayskull will come the power. The power to be supreme. The power to be almighty. The power to be...Masters of the Universe.

~Opening Monologue, "Masters of the Universe"(1987)



http://4.bp.blogspot.com/-BKsI0O85Dnc/Tgst35dXPiI/AAAAAAAAHEo/w2MGMnmXm6Y/s1600/he_man_teaser_style_by_nebezial.jpg

At the center of the universe sits a small planet. A planet of Light and of Dark. A planet of Power. Eternia, the pivot point of all the universe. For untold eons the Star Seed has sat at the center of the world. The center of the center of the universe. The Masters of the Universe protect it and the whole of the Light Hemisphere from the depredations of the Dark Hemisphere.

At the Dawn of time the Elders came to Eternia. No one knows where they came from, or why they came. They brought Justice and light to the savage Preternian Darkness. Not much is known of this Era, save that it was they who built Castle Grayskull and it was they who separated the planet into the Light and Dark Hemispheres. They vanished just as mysteriously as they arrived. Ages passed.

The Snake Men rose and formed an empire that spanned from one end of the Dark Hemisphere to the other. They delved into the forbidden magics and technologies. They were defeated by The Zodak, though known know what, or who, that was. They were locked within their own Dark citadel in the

very Void they had created.

King Grayskull was a Nomadic Chieftan until he found Castle Graskull. Using it as his home base, he founded the first kingdom, and Took the castle's name as his own. He faced many threats as first king of Eternia. The worst of whom was Hordak and his Horde. King Grayskull and Hordak faced each other many times, neither able to gain the advantage. Finally King Grayskull sacrificed himself to send Hordak to Despondos, the realm of despair. This period was known as the The Great Wars.

Twenty years ago Prince Keldor, brother of Randor, led an almost successful coup against his brother. This was known as The Great Unrest. King Randor and his allies managed to defeat the usurper and his forces, driving them to the Dark Hemisphere. There Keldor's power and hate festered and grew, he is now Skeletor, the master of evil. He seeks to gain all which he feels he is due.

So I made the major immediate threat Skeletor, having this aspect means that you can add Skeletor to any scene, to complicate it. I feel that this represents the show fairly well.

Current Issue: Shadow of Skeletor

Both the Snake Men and Hordak are potential threats that could crop up in many different ways. There could be someone seeking to release them from their prisons, they could serve a Lovecraftian Great Old One style menace, rarely seen and trying to break through. There are also any number of other lesser threats, like various entities that see Eternia as a key resource in the war for the universe.

Impending Issue: Rising from The Void

Character Creation

There have been several Master of the Universe already Pre-Generated. However if you have a favorite that has yet to be started up, or you wish to make up your very own Master of the Universe, then here are the character creation rules.

High Concept, Trouble, and Name remain unchanged from FATE Core.

Example: My friend Adrienne wishes to play in my upcoming FATErnian game. She looks at the Pre-generated characters and decides she wishes to make her own Master of the universe. She pictures the character as a swashbuckling pirate rogue type character. She also likes the idea of rebellion against evil and redemption. So she comes up with the idea that Keldor had a son and that he turned against the evil ways of his father.

High concept: Scion of Skeletor

she sees his struggle as dealing with the dark reputation of his father

Trouble: Darker nature

She then decides on a name, it must be something short, yet still slightly venomous sounding.

Name: Velve

The Phase Trio Have changed for FATERnia:

Phase One: Your Origin

How did you come to the attention of the Masters of the Universe? What situation did you first meet them?

Phase Two: Your Power

What sets you apart from the normal citizens of Eternia? What makes you unique? What is your power?

Phase Three: Free Aspect

This is for anything you would like to add to your character that does not fit into a normal Phase of Aspect creation. Do you have a special Friend, or an object of power? This is a good place for that.

Adrienne then begins her Phase Trio. Her origin is fairly easy for her. She sees that perhaps prince Adam was kidnapped by Skeletor and he and Velve met and became friends. Velve then helped Adam escape and left Snake Mountain forever.

Origin: I am NOT my father

now comes phase two, this is where things get a bit tricky. Adrienne needs to decide what the main focus of Velve's power will be. Will he be more focused on sword fighting, speed, or perhaps some kind of mystical experiment Skeletor did to him. After thinking it over She decides that his power will be his skill in fighting.

Power: Eternia's finest duelist

The final aspect is going to be Velve's special knives he carries. Adrienne writes down that they were first crafted by the Weaponers of Shadah. They were used to fight the forces of Hordak in the Great Wars. Velve found them when he was out wandering the Dark Hemisphere.

Aspect: Knives of the Cold Wind

Skills

The skill list has been changed from that listed in Fate Core, this is so that they fit into the genre a bit better. Here is the modified Skill List with the Fate Core skills they replace in parentheses:

Fitness(the same as Athletics)

Ingenuity(Crafts)

Lying(Deceit)

Ride(Drive)

Caring(Empathy)

Fighting

Scare(Intimidate)

Knowledge(Lore)

Observation(Investigate and notice)

Power(Physique)

Friendliness(Rapport)

Shooting

Sneaking(Stealth)

Wild

Overcome:

Create and Advantage:

Attack:

Defend:

Heart(Will)

Sorcery(can only have this if you take the sorcery stunt)

Overcome: You can overcome obstacles involving understanding how magic works or if you are dealing with magic. Basically it allows you to understand and detect magic.

Create and Advantage: This skill cannot create an advantage normally

Attack: This skill is not normally used in conflicts

Defend: Sorcery is not used to defend normally.

Skills that have been removed

Burglary: As this is about He-Man and the Masters of the Universe, burglary is just not needed for a game based on my favorite 80s cartoon(well...its tied with Transformers), Stealing is frowned upon here.

Contacts: Honestly this skill is just not needed. The show is about individuals of great individual power. Its about what you can do, not who you know(except for Prince Adam, lazy goldbrick).

Resources: same reason as contacts. money doesn't matter to the champions of good.

Investigate and Notice: for this game I think that we can fold this in with notice in the new skill observation.

Adrienne now must build her skill pyramid, this goes relatively quickly. She knows that fighting will go in the highest tier. Fitness and power the next highest. Scare and Heart would definitely need to be in the next tier, as would Ride. The final four will be Friendliness, Lying, Caring, and Observation. And with that Velve's skill pyramid is complete.

Stunts and Refresh

Refresh in FATERnia starts at five rather than the normal three. This is because the Masters of the Universe are a bit more powerful than your average FATE Core character.

The stunts have not changed from the core game. There are some new stunts for this game specifically. Here is a list of the new stunts:

Sorcery: This stunt allows you to use the sorcery skill. In order to use this stunt you must have a high concept the mentions your sorcery in some way, also you need to have another aspect mentioning the implement you use to channel the magic.

Illusion: Allows you to use the Sorcery skill to create advantages involving disguise or illusion

Blast : use sorcery to attack out to two zones.

Teleport: use Sorcery to overcome obstacles or create movement advantages.

Fly: Use sorcery to create advantages or overcome obstacles involving movement

Water breathing: same as fly but for water

Summoning: use sorcery to make creature based attack and advantage rolls

Conjuration: can conjure objects out of thin air. Use Sorcery skill for overcoming obstacles and creating advantages that relate to conjured objects.

Shape shift: Can transform into a monster. Switch out the standard skill list for another, does not effect the stress tracks. Can be taken more than once, each time represents one more form you can take.

A quick note on the sorcery stunts. They can be used individually as a power not relating to sorcery. You will then need to pick a skill that allows you to control the power.

Adrienne looks through the Stunt list and while she like the idea of sorcery, she feels that it doesn't fit Velve's character to have it. She feels he is rejecting Skeletor all the more by not using Sorcery. She chooses some of the fighting and fitness stunts from the FATE Core book: Hardcore Parkour, Roll With the Blow, Ripost, And Killing Stroke. This leaves her with a refresh of two(one free stunt and one refresh per extra stunt, a strating refresh of five).

Racial Templates

There are many peoples of Eternia, some of whom have special abilities. To model this I use a template system. Each Template has a listing of any madatory stunts, skills or Aspects. To qualify as that race you must have those mandatory items as part of your character. Here is a list of some of the races of Eternia.

Beast People

Living deep in the Vine Jungle, the Beast People are semi-nomadic and do not care for outsiders. Beast Man is the most infamous member of their kind, and though they cast him out they are often lumped in with him in outsiders minds.

Racial Aspect: *Instincts of the beasts*

Racial Stunt: **Wild senses**(gain a +2 to observation when in the jungle or forest)

Fish People

The people of the Crystal Sea are rarely seen save for those who have been cast out. They are known for their strange religious beliefs and desire to have peace with the rest of Eternia.

Racial Stunt: **Water breathing**(You can use your Fitness skill to overcome movement obstacles, and to create movement based advantages when in the water or involving water)

Caligars

Ruled by the Noble and mighty king Ciratus, the Caligars are a complicated race of lizard men living deep in Subternia. They have a complex and ritualized system for any official or religious ceremony. Time and location are very important to the Caligars. They have had a feud with the Speleans though none remember why. Surely those treacherous Speleans are to blame.

Racial Aspect: *Strength of Stone*

Racial Stunt: **Whip Tail**(If you roll a successful attack action with fighting increase the damage by two shifts. if you miss on the initial roll, then the extra shifts are not added)



Speleans

The Bat-like Speleans are a mysterious race. They are great keepers of secrets, and it is said that the Holy Library of Spelea is one of the hidden wonders of Eternia. The value knowledge and Secrets over all. Ruled by the Lord Dactys, the merciful and cruel, they keep to themselves only venturing out when needs must. They were once allies with the Caligars, but something soured the relationship. The Power hungry Caligar to blame, no doubt.

Racial Aspect: *The Shadows are our Home*

Racial Stunts: **Flight**(use fitness to fly for overcoming obstacles or creating advantages, land based obstacles may not apply), **excellent hearing**(+2 observation for hearing only)

Those are only some of the races of Eternia, there are many more, these are merely examples to show you how they should look.

The next step is Stress and consequences, which is unchanged from FATE Core. There is an additional step though. I call it adding Accessories. Accessories are the weapons and armor of the characters. Weapons and Armor are represented with aspects as is discussed in the extras chapter of the FATE Core rulebook. Each character gets two aspects worth of Accessories, whether that be one special weapon with two aspects on it, or two weapons, or a weapon and some sort of armor.

Adrienne now must finish up her character. She notes that Velve has three mental stress boxes and four physical stress boxes. She then must decide on Velve's Accessories. She decides to put both aspects into the Knives of the Cold Wind. She decides on, Battle hungry, and versatile. Now her character is complete, and new Master of the Universe steps forward.

Locations in Eternia



http://illuminatiwatcher.com/wp-content/uploads/2012/04/519465-snake_mountain.jpg

Snake Mountain

In early Eternian history, the Snake Men sought to conquer the world. Led by King Hiss they were far more powerful than any petty warlord or threat that had occurred before. When they were defeated they were locked in a mystic prison, the Void, located far below their very citadel, Snake Mountain. later it became the center of evil in all the Dark Hemisphere. Skeletor is the current master of Snake Mountain, though even he does not know all its secrets.

Aspect: *Heart of Darkness*

Aspect: *Gateway to the Void*

Aspect: *Dark Secrets*



http://fc07.deviantart.net/fs70/i/2011/103/d/c/castle_grayskull_by_kenartcorp-d3dw1f7.jpg

Castle Grayskull

Long ago the Elders, a group of powerful immortals, found the center of power in Eternia. They called it the Star Seed. It was the last spark left over from the beginning of the universe. Around it they built the Hall of Wisdom. There they ruled for many years in peace. By the time of the rise of the Snake Men the Elders had vanished from Eternia. King Grayskull sought to protect the Hall of Wisdom and its secrets from the Snake Men. He built a great castle around the hall. He and his friends became the first Master of the Universe. They held off the Snake Men and all other despots who sought the castle's power. For to control Castle Grayskull is to control the Universe itself.

Aspect: Center of Eternian Power

Aspect: Bottomless moat



<http://old.he-man.org/cartoon/motu/universe/vine-jungle.jpg>

Vine Jungle

Home of the Beast Peoples as well as a great many great beasts. It is dangerous for travelers, due to the many dangerous creatures and plants of the jungle.

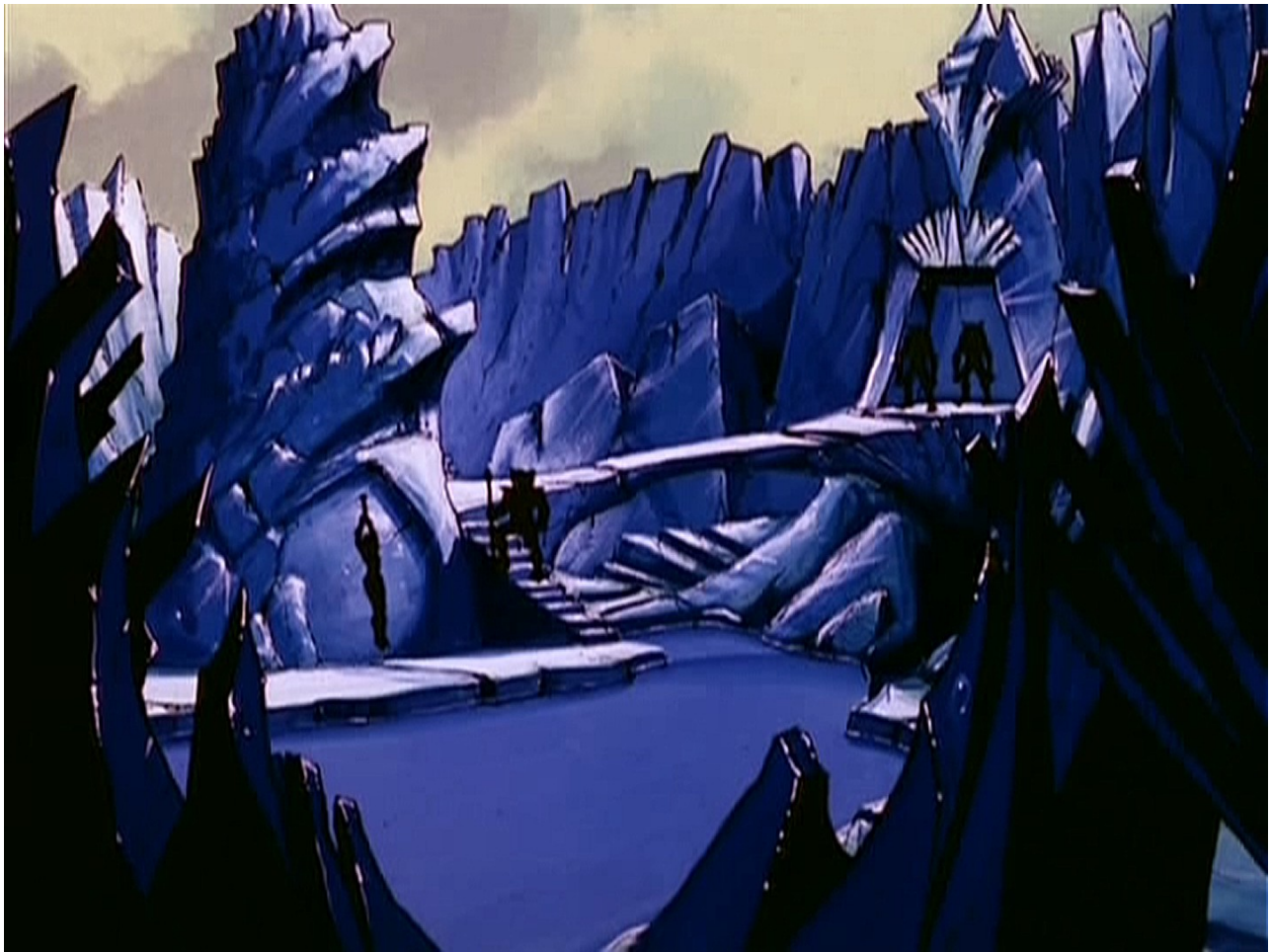
Aspect: *Home of the beast people*

Aspect: *Carnivorous creatures, Carnivorous foliage*

Nameless Beast People

Aspects: *Enhanced Senses, Untamed strength*

+2 Wild, +1 Shooting, Fitness



http://images1.wikia.nocookie.net/__cb20111024120903/heman/images/6/6b/Crystal_Sea_02.jpg

The Crystal Sea

The largest sea on all of Eternia, it is surrounded by the great crystal cliffs. It is home to the Fish People and the Great Bakull. Bakull is worshiped as a god by the Fish people, though it can be controlled through a ritual using the red pearl and a human sacrifice.

Aspect: *Great crystal cliffs*

Aspect: *Terror in the deep*

Fish People

Aspect: *Dark superstitions, Peaceful nomads of the seas, Secrets of the deeps*

+2 *Fitness*, +1 *fighting*, *wild*



http://fc01.deviantart.net/fs22/f/2008/026/f/d/enigmatic_subterranean_tower_by_pabloskjold.jpg

Subternia

Beneath the surface of Eternia lies a realm of caverns and magma flows. Two races vie for control of this realm. The lizard-like Caligar, Militant and honorable, and the Winged Speleans, shadowy and mysterious. Their Feud is as ancient as the caverns they dwell within. Held in a truce by King Randor they wait for any legal means of starting a conflict. There are many ancient Snake Men ruins and artifacts hidden in the deepest reaches of Subternia. Subternia is sometimes known as The Demon Zone.

Aspect: *Pit of Darkness, Well of Shadows*

Aspect: *Uneasy Peace*

Caligar

Aspect: *The strength of Stone, It must be the right time and the right place, Old gods buried deep*

+2 Power, +1 Fighting, knowledge

Speleans

Aspects: The shadows are our home, A secret must be kept, Silence is our watchword

+2 Fitness, +1 Observation, Knowledge



http://fc01.deviantart.net/fs71/f/2010/308/d/2/swamp_ruins_by_snaketoast-d32675n.jpg

Ruins of Zalesia

Ruled over by the Faceless One since before the time of the great wars, what was once a thriving city state is now a ruin with few buildings still standing. Two if them are as invulnerable as anything in Eternia, The Grand Library of Zalesia and The Vault. The library is the largest compilation of books of sorcery in Eternia. The Vault holds some of the most dangerous artifacts known.

Aspect: Ancient city, ancient knowledge

Aspect: Ancient Evils Locked Away

Special Rules and Crafting Adventures in FATERnia

Physical conflict works like normal, however I am using the dogfighting rules from Kriegzeppelin Valkyrie for physical conflict(check out pg 11 of the preview for how that works). I feel that this really does add to the feel of the game.

When the villains have been taken out in conflict the GM can give the Players a fate point each to let that mean that the villains escape to trouble them again some other day. The heroes can spend a point of Fate each to stop this escape clause, however that can get expensive.

Also the Adventure generation rules are basically unchanged except for a few specific pieces. Each adventure has a special Aspect called the Lesson. The Lesson can be compelled and Invoked as any other Aspect, however it can be used at any point during the adventure. The Lesson changes from adventure to adventure. It should usually be some sort of moral, or lesson learned. It should also have some relation to the Adventures basic storyline.

Skeletor and his evil warriors



http://daverapoza.cghub.com/files/Image/177001-178000/177702/450_stream.jpg

Skeletor

Keldor was the brother of King Randor. Seeking to claim the throne Keldor studied the dark arts, finally summoning Hordak to grant him knowledge. With his new found mystical might he led a rebellion against Randor. He failed and was chased to the Dark Hemisphere. He seeks greater power, making a Pact with Hordak for the Ram Staff, the greatest Dark Artifact known. Keldor reneged on his pact with Hordak, and in punishment his flesh was burned from his face. His mystic abilities kept him alive, but the pain of the action drove him to madness. Now he rules from his throne on Snake Mountain as Skeletor Master of Darkness.

High Concept: *Master of the Darkness*

Trouble: *Everyone is an idiot*

Aspect: *Eternia is mine, and no one else's*

Aspect: *Curse of Hordak*

Aspect: *The Havoc Staff*

Skills

+5

Sorcery

+4

Heart, Fighting

+3

Power, Knowledge, Observation

+2

Scare, Sneak, Fitness, Caring

Stunts

Has all sorcery stunts

Mental Stress: [1] [2] [3] [4]

Physical Stress: [1] [2] [3]

Panthor

Skeletor's mount, and loyal companion.

Massive battle panther

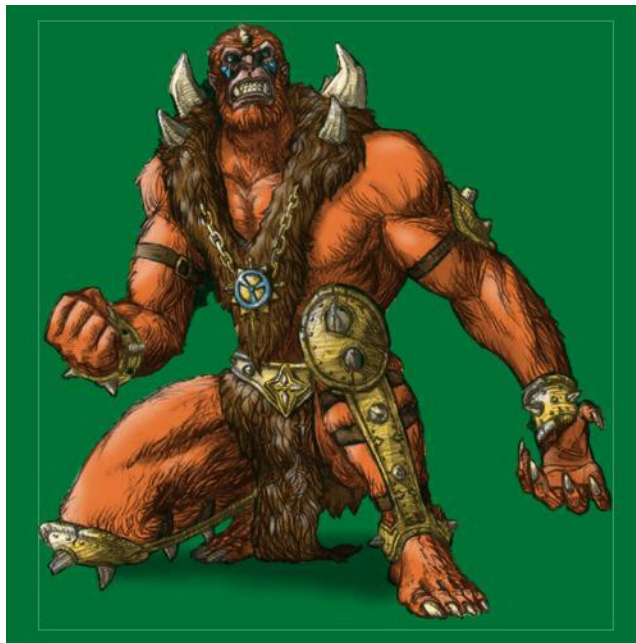
Right hand of the throne

+3

Fighting

+2

Power, Wild



http://media.comicvine.com/uploads/3/33697/1421104-beastman_super.jpg

Beast Man

A member of the beast tribe of the vine jungle, Beast Man sought to lead his tribe through fear and force. They exiled him from his jungle home. Bitter and power hungry he quickly found and ally in Keldor, who promised him leadership of the Vine Jungle when Keldor gained the throne. Since the fall of Keldor and the rise of Skeletor, Beast Man has remained Skeletor's trusted right hand man.

High Concept: *Master of Beasts*

Trouble: *Instincts of a beast*

Aspect: *Rulership of the fittest*

Aspect: *Untamed Strength*

Aspect: *Skeletor will bring victory*

Skills

+4

Wild

+3

Power, Ride

+2

Observation, Scare, Fitness

+1

Sneaking, Lying, Heart, Knowledge

Stunts

Master of Beasts: Beast Man can use his Wild Skill as Friendliness when trying to convince animals to do his will.

Scent the wind: Use Wild instead of Observation for initiative in physical conflict



Her-Ran, nathanrosario.deviantart.com

<http://www.blogcdn.com/www.comicsalliance.com/media/2012/02/nathan-rosario-merman.jpg>

Merman

He was the Priest King of the Fish People. He was going to sacrifice a girl to the great Bakull. Duncan stepped in and rescued the girl. Merman's people cast him out, and he joined up with Skeletor on the promise of vengeance against Duncan. Some of his people still follow him in his quest to dominate all the oceans of the world.

High Concept: *Warlord of Water*

Trouble: *Overdeveloped sense of vengeance*

Origin: *Man at Arms will pay for my humiliation*

Power: *Strength of the seas*

Aspect: *Secrets of the Deeps*

Skills

+4

Fitness

+3

Knowledge, wild

+2

Ride, Fighting, Power

+1

Heart, Scare, Observation, Lying

Stunts

Water breathing: use fitness skill to overcome movement obstacles and to create movement based advantages when in water or involving water.



<http://www.originofcool.com/wp-content/uploads/2012/03/nathan-rosario-whiplash.jpeg>

Whiplash

A follower of the great Demon Kraal, lord of the underworld, Whiplash left Subternia for the Dark Hemisphere in hopes of finding a way to break the seals holding his master from corporeal form. He is a distant cousin in the Caligar royal family and so can sometimes still curry favor with the strange Caligar court system. He joined Skeletor because Skeletor promised to release Kraal when he had finally gained control of Grayskull.

High Concept: *Foot soldier of the Abyss*

Trouble: *My will is not my own*

Origin: *I serve Kraal, may he reign forever*

Power: *Crushing tail*

Aspect: *Strength of Stone*

+4

Power

+3

Fighting, Heart

+2

Knowledge, Scare, Fitness

+1

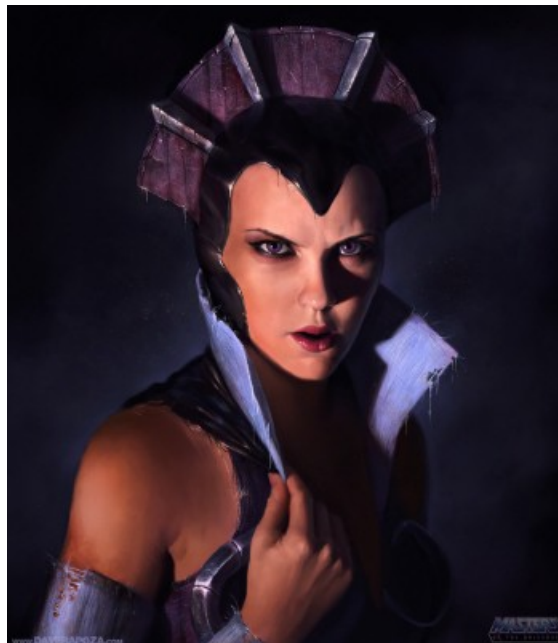
Observation, Sneaking, Wild, Fitness

Stunts

Whip Tail: If you roll a successful attack action with fighting increase the damage by two shifts. if you miss on the initial roll, then the extra shifts are not added.

Tough as the hills: Use Power to defend from physical stress, though you take one stress on a tie.

Strong as the mountains: +2 when trying to create and advantage using Power



http://www.badhaven.com/wp-content/gallery/masters-of-the-universe-0/thumbs/thumbs_dave-rapoza-evil-lyn.jpg

Evil-Lyn

Her father was the guardian of a great magic, The Faceless One. She killed her father in order to gain that power. However, her training was incomplete and so she was only able to grasp a fraction of what was available. Skeletor came to her and promised to teach her new and powerful magics, if she would follow him. Evil-Lyn is one of Skeletor's most powerful minions, but also the most treacherous.

High Concept: *Damsel of Dark Magic*

Trouble: *Treacherous to a fault*

Origin: *Bred to power*

Power: *Elemental magics*

Aspect: *The Shaping Staff*

Skills

+4

Lying

+3

Sorcery, Knowledge

+2

Sneaking, Heart, Caring

+1

Fitness, Scare, Observation, Fighting

Stunts

Sorcerer: allows her to use the Sorcery skill when wielding her staff, she must have an aspect related to her sorcery, generally this is a high concept thing.

Illusion: allows the use of sorcery to make a disguise. requires the sorcerer stunt.

Blast: able to attack using sorcery. Requires the sorcerer stunt.

Summoning: use sorcery to make attack and advantage rolls involving summoned creatures and beings.



http://25.media.tumblr.com/tumblr_lugs1pVEFR1qzkrfxo1_500.jpg

Trap Jaw

A psychotic warlord from another dimension, Trap Jaw arrived in Eternia when the heroes of his realm banished him from their world. Before the transfer could be complete Trap Jaw used a hidden device to sabotage the dimensional portal. Instead of going to the prison realm of Tartarus he wound up in Eternia. Finding Grayskull to be the greatest power source he had ever discovered, he set about trying to conquer it. Skeletor made a deal of shared power with him to gain his loyalty, now he build many of Skeletor's fiendish devices. He knows that Skeletor will Betray him, but Trap Jaw has plans for that.

High concept: *Wizard of Weapons*

Trouble: *Psychotic rage*

Origin: *Warlord and warrior*

Power: *Robotic Weapon Arm and Mouth*

Aspect: *Never without a weapon*

Skills

+4

Ingenuity

+3

Shooting, Power

+2

Fighting, Scare, Observation

+1

Heart, Knowledge, Lying, Ride

Stunts

Tool arm: never needs tools when using Ingenuity skill

Sword, laser, and clamp arm: cannot be disarmed always has a weapon

Chomp: +2 when making an attack with mouth

The Masters Of The Universe



http://fc01.deviantart.net/fs70/f/2012/207/0/e/motuc_man_at_arms_by_aldgerrelpa-d58q98p.jpg

Duncan

High Concept: *Man at Arms*

Trouble: *Over thinks everything*

During the Great Unrest, Duncan's people were wiped out by Keldor when they refused to join his crusade. Duncan, the last of his people joined the Eternian guard in order to stop the evil of Keldor and those like him. He befriended the young King Randor, and helped drive Keldor's forces back, becoming the latest in a long line of heroes to gain the title of Eternia's Man at Arms.

Origin: *My king, my friend*

Duncan's power is and always has been his mind. Brilliant strategist, genius engineer, and the consummate warrior, his knowledge of the combat arts is surpassed by none.

Power: *Know your enemy*

After the great unrest the Sorceress of Castle Grayskull came to Duncan with an infant girl. She could not allow the forces of Darkness to learn that she had a daughter, as they would gain leverage on the protector of Grayskull. She asked Duncan to care for her daughter, Teela. Duncan swore to do so, and has raised her as his own since that day.

Aspect: *My daughter in all but blood!*

Skills

+4(Great)

Ingenuity

+3(Good)

Shooting, Fighting

+2(Fair)

Ride, Observation, Knowledge

+1(Average)

Caring, Heart, Friendliness, Fitness

Stunts

Always Making Useful Things: Based off of Ingenuity(using stunt from pg. 107)

A Friendly Shoulder: Basically the Psychologist Stunt(pg. 113) uses Caring Skill.

Machinist: Gain +2 to Knowledge rolls when dealing with mechanics or mechanical devices.

Called Shot: (pg. 131)

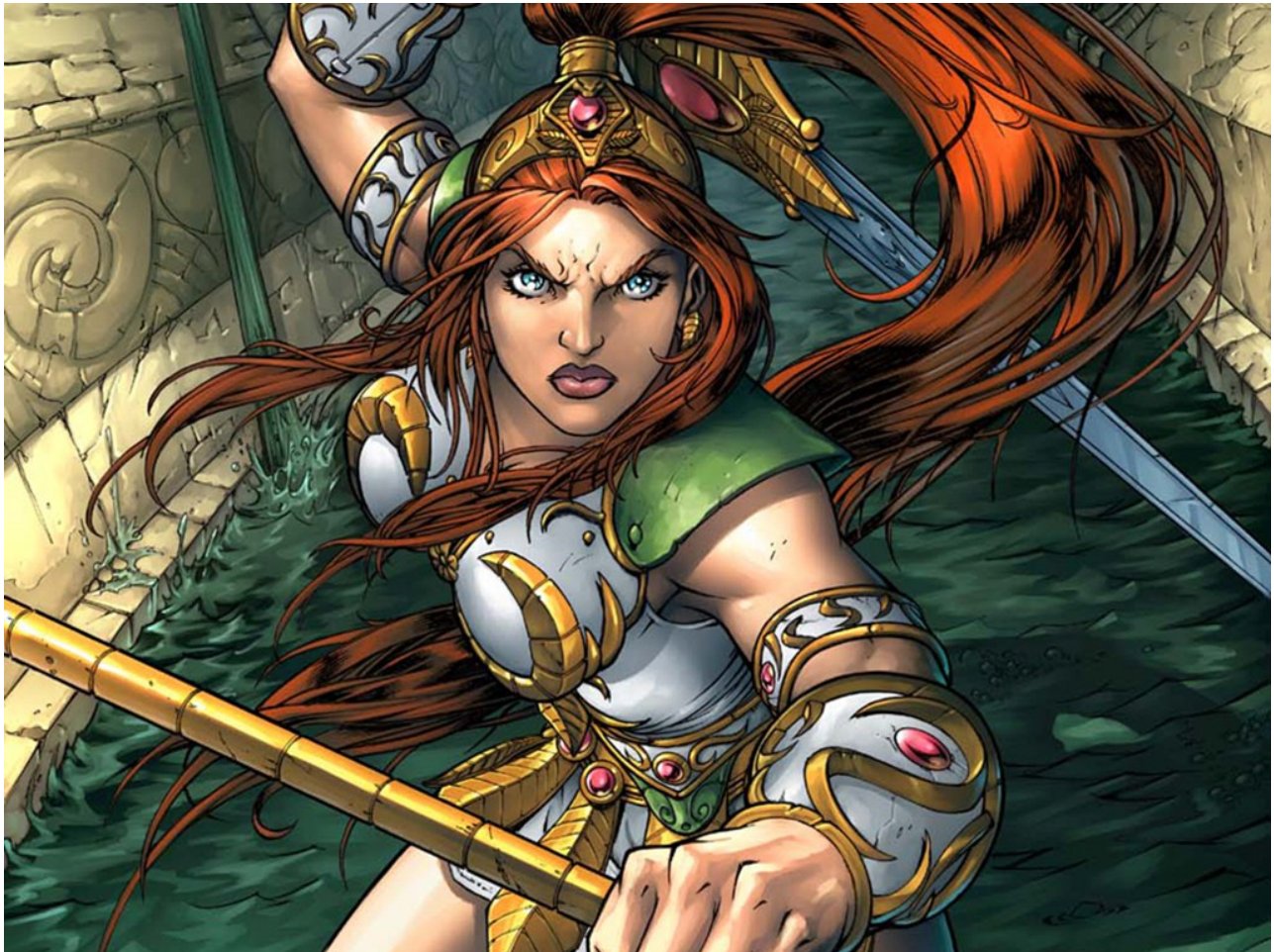
Refresh Total: 2

Mental stress: [1] [2] [3]

Physical stress: [1] [2] [3]

Weapon: Mace

Blunt



http://koti.mbnet.fi/jukka_i/temp/teela_1024.jpg

Teela

High Concept: *The Warrior Goddess*

Trouble: *I must prove myself*

The Daughter of the Sorceress of Grayskull was never destined to have a simple life. Her mother's identity known only to Duncan, and her father's known only to the Sorceress, Teela grew up without a true sense of her own self worth. Mer-Man tried to use her against Duncan when she was young. Tricking her into The Caverns of Fear, far beneath Castle Grayskull. No one had ever ventured into the Caverns and returned. While she was lost down in the caverns Teela met the spirit of the castle. Seeing

that she was an innocent, and the blood of the guardian of Grayskull was within her, it led her to Duncan. Duncan had become hopelessly lost in the labyrinth of tunnels and chambers. Teela led him out of the caves.

Origin: *Even in the darkness, I am*

While she was within the caves she stumbled upon a chamber full of the graves of ancient warriors. They had been laid to rest here by The Elders for their own inscrutable reasons. She rested in this chamber, and while she did the spirits of the ancient warriors transferred to her. She now has the skill and power of the greatest heroes of Eternian prehistory.

Power: *Spirits of war! Guide my hand!*

Duncan was the King's best friend, and so she grew up in the castle. She was the same age as Prince Adam and grew up along side him. She see's greatness in Adam, but wishes he would be...more.

Aspect: *Adam needs my help*

Skills

+4(Great)

Fitness

+3(Good)

Fighting, Power

+2(Fair)

Ingenuity, Heart, Observation

+1(Average)

Ride, Shooting, Caring, Friendliness

Stunts

Hardcore Parkour: (pg. 102)

Roll with the blow: (pg. 102)

Danger sense: (pg. 123) uses Observation Skill

Reed in the Wind: renamed the Tough as nails Stunt(pg. 125)

Refresh: 2

Mental stress: [1] [2] [3]

Physical stress: [1] [2] [3] [4]

Weapon: Staff

Snake staff

Collapsible



http://fc05.deviantart.net/fs71/f/2009/345/1/8/Orko_by_ElCachone.png

Orko

High Concept: *Lost Trollan Wizard*

Trouble: *Magic fails in Eternia*

Orko was the most gifted graduate of the Trollan Academy of high arts. His natural aptitude for mischief, humor, and getting into trouble saw that his skill with magic did not help his reputation. He was set to marry Dree Elle, daughter of one of the leading Magicians of Trolla, when he was whisked away to Eternia. A freak Aether Storm appeared causing a rift. Orko was caught in the rift and arrived in the Tar Swamp on Eternia. He arrived in time to see Prince Adam, then just a boy, stuck in the bog. Orko rescued him and brought him to his father. He has been stranded in Eternia since that moment.

Origin: *The promise of a king*

Orko was one of the greatest wizards on Trolla. Unfortunately, the laws of Nature on Eternia are very different then those on Trolla. His magic is powerful, but often goes awry.

Power: *Misfiring Master of Trollan Magic*

Orko cares deeply for the people of Eternia. King Randor took him in when he was stranded here, and he has known Teela and Adam since they were children. He is an optimist and believes in the best in others.

Aspect: *My friends are the only family I have left*

Skills

+4(Great)

Sorcery

+3(Good)

Friendliness, Caring

+2(Fair)

Heart, Lying, Sneaking

+1(Average)

Fitness, Observation, Knowledge, Ride

Stunts

Sorcerer: Gains access to the Sorcery Skill.

Illusion: Use sorcery to create illusions. Allows you to use in overcome and advantages involving illusions.

Fly: Use Sorcery to overcome obstacles, create advantages, and Defend in situations where flying would be useful.

Conjuration: can conjure objects out of thin air. Use Sorcery skill for overcoming obstacles and creating advantages that relate to conjured objects.

Indomitable: using Heart, see pg 133

Refresh: 1

Mental stress: [1] [2] [3]

Physical stress: [1] [2]

Weapon: Staff

Reach

Sorcery Skill explained more fully

Sorcery(the skill) can only be used if you have the sorcerer stunt. Sorcery allows you to make Overcome obstacles to gain information(like the investigation skill pg 118). It does not allow you to create advantages, Attack, or defend. to gain access to those types of actions you will need to take sorcery stunts. I hope this clears up the issues people had with the sorcery skill. If it does not please let me know. I may be trapped in some kind of cognitive cycle, where I know what I am saying, but no one else understands.



http://fc03.deviantart.net/fs70/f/2011/259/6/8/man_e_faces_by_ornia-d4a0gmz.jpg

Man-E-Faces

High Concept: *Cursed Actor*

Trouble: *Emotions not my own*

Manny was Eternia's greatest actor, a man of a thousand faces. He was hired by King Randor to infiltrate Keldor's forces. Using his disguise and acting skills he made it to the inner circle. Keldor learned of his treachery and cursed him to be a monster. He rampaged through a small town before the Masters of the Universe could figure a solution. however they could not fully restore him. He is now a man with three faces: the human, the monster, and the robot(which regulates his personality). He renamed himself Man-E-Faces.

Origin: *Man of a thousand faces*

He can gain the form and powers of a Monster or a robot.

Power: *Monstrous strength*

He has vowed to use his curse to bring down Skeletor and his evil warriors

Aspect: *Robotic calm*

Skills (the *second* skill list is for the monster, the **third** for the robot)

+4

Lying/*Power*/**Ingenuity**

+3

Friendliness/*Scare*/**Knowledge**, Caring/*Fighting*/**Observation**

+2

Heart/*Fitness*/**Power**, Knowledge/*Wild*/**Shooting**, Sneaking/*Observation*/**Ride**

+1

Fitness/*Heart*/**Heart**, Fighting/*Sneaking*/**Fighting**, Ride/*Ride*/**Caring**,

Ingenuity/*Friendliness*/**Friendliness**

Stunts

Shape shift: Can transform into a monster. Switch out the standard skill list for another, does not effect the stress tracks.

Shape shift: Can transform into a robot. Switch out the standard skill list for another, does not effect

the stress tracks.

One person, Many Faces: Pg 109 uses lying

Refresh: 3

Mental Stress: [1] [2] [3]

Physical Stress: [1] [2]

Weapon: Multiweapon

Versatile

Ranged



http://fc04.deviantart.net/fs71/f/2011/149/9/1/mekaneck_by_drfaustusau-d3hhmw8.png

Mekaneck

High concept: *Heroic Human Periscope*

Trouble: *My power is not enough*

The man who would become Mekaneck was the lead scout for the forces of Eternia. He was a single father, and his son, Phillip, was his world. Count Marzo saw in the potential futures that his son would one day be an important sorcerer. Marzo decided to kidnap Phillip and raise him up to be a weapon against the forces of good. Mekaneck's neck was broken when he tried to protect his son. Duncan discovered the scene, and over time managed to build a cybernetic system to repair Mekaneck. Now he

is a Master of the Universe until he can find his son and rescue his son.

Origin: *Nothing will stop me*

His neck, chest and eyes have been replaced and enhanced by Duncan. Now his neck can extend to a large degree and his eyes can see farther than anyone else on Eternia.

Power: *Periscopic Spy*

Mekaneck has formed an unlikely friendship with Buzz Off. Both of them serve as the scouts of the Masters of the Universe. Mekaneck has become a master of stealth and perception.

Aspect: *My eyes see all*

Skills

+4

Observation

+3

Sneaking, Wild

+2

Fighting, Power, Fitness

+1

Ride, Lying, Heart, Caring

Stunts

Extension Neck: When your neck is extended you gain a +2 to overcome observation obstacles.

Headbutt: if you headbutt with your extension neck you can attack with fighting out to two zones.

Danger sense: pg 123 uses Observation

Power of Deduction: pg 119 uses observation

Refresh: 2

Mental stress: [1] [2] [3]

Physical stress: [1] [2] [3]

Weapon: metal club

Solid



He Man/Prince Adam

High Concept: *Defender of Eternia*

Trouble: *My secret must be protected*

Prince Adam, on his sixteenth birthday was given the power sword. This sword allows him to channel the power of Castle Grayskull and become He Man, the most powerful man in the universe. Only Orko, the Sorceress, and Duncan know that Adam is He Man. He must keep it secret or Skeletor and his forces would use that information against him.

Origin: *By the power of Grayskull*

He Man is the most powerful man in the universe. He can hit harder, run faster, jump higher and lift more than anyone known.

Power: *I. Have. The POWER!!!*

Adam must play the role of the fop in order to hide his work as He Man. He loves Teela and cannot tell her as she thinks he's a coward. He can only discuss his problems with Orko or Duncan.

Aspect: *Dual Identity*

Skills

+4

Power

+3

Fitness, Fighting

+2

Heart, Caring, Ride

+1

Friendliness, Scare, Wild, Shooting

Stunts

Heavy Hitter: pg. 115

Grappler: pg. 125

Take the blow: pg. 125

Power Sword Defense: can use fighting to defend against ranged attacks when using your power sword.

Power Sword Redirect: when you succeed with style when defending against ranged attack using your power sword you can make an immediate attack instead of gaining a boost.

Refresh: 1

Mental Stress: [1] [2] [3]

Physical Stress: [1] [2] [3] [4]

Weapon: Sword

Sword of Grayskull

Defender's Blade



Cringer/Battlecat

I had to do some tinkering here with the aspects, as Cringer and Battlecat have such different personalities so I allowed them to have different aspects for both versions.

High Concept: *Cowardly Tiger(Cringer)/Most Powerful Tiger in the World(Battlecat)*

Trouble: *Lazy and fearful(Cringer)/Foolhardy valor(Battlecat)*

Cringer was lost and alone in the vine jungle as kitten. a young Prince Adam found him and tried to get him out. they both became lost in the forest and Orko came to rescue him. Since then Cringer has been afraid of everything. When Adam first became He Man a dramatic change happened with Cringer as well. He gained the ability to transform into Battlecat, the most powerful Cat in Eternia.

Origin: *Run away!(Cringer)/I will defend Eternia(Battlecat)*

Cringer can change into Battlecat, the strongest, fastest, and toughest Cat in the Universe.

Power: *The power of Grayskull*

Cringer loves his Family and will do anything for them. they love him as well.

Aspect: *The king's family is my family*

Skills(first is Cringer's skill, second is *Battlecat's*)

+4

Sneaking/Fighting

+3

Lying/Power,Friendliness/Scare

+2

Wild/Wild, Observation/Observation, Fitness/Fitness

+1

Heart/Heart, Power/Sneaking, Caring/Caring, Knowledge/Knowledge

Stunts

Transform: change from Cringer to Battlecat

Killing Stroke: pg 115

Heavy Hitter: pg. 115

Provoke Violence: pg. 117 uses Scare

Refresh: 2

Mental Stress: [1] [2] [3]

Physical Stress: [1] [2] [3] [4]

Weapon: Battle Harness

Pointy



http://gallery.xcave.net/images/comics/indies/heman/HeMan_Sorceress001.jp

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The Sorceress

Teela Na was the princess of the Osirans, a technologically advanced people who lived in the Sands of Time. When Hordak and the Horde invaded her people could do nothing. driven from their home they sought the Aid of King Grayskull to defeat Hordak. After much hardship and many dangerous adventures the few remaining Osirans met with King Grayskull and his Masters of the Universe. When Hordak came Grayskull sacrificed himself to destroy the physical form of Hordak, trapping him forever in Despondos, the dimension of despair. As he lay dying he passed on the protection of Eternia to his fellow masters, and protection of Castle Grayskull and its secrets to Teela Na. from that day forward she would be known as The Sorceress. She only put down her duties once. for a short while she wandered Eternia, to see how the world had changed in her centuries of guardianship. She met a soldier named Duncan and fell in love. She was called back to her duty, and he to his. She was torn however, as she had become pregnant. She knew the child could not grow up surrounded by the dangers that seek to control Grayskull. So she sent her daughter, Teela, to be raised by her father, now King Randor's chief adviser.

High Concept: *Mystical protector of Castle Grayskull*

Trouble: *the further from the castle the weaker my power*

Aspect: *The last of the Osirans*

Aspect: *Secrets of the universe*

Aspect: *Duty before all*

Diamond Ray Of Disappearance

A sample adventure in FATERnia



http://img.photobucket.com/albums/v78/gbagok/Book_of_Evil/skel_hex_fight.jpg

For the diamond Ray of Disappearance the Lesson Aspect is this: *There are no shortcuts in life*

Background

The Diamond Ray of Disappearance was locked away by the Elders long ago. Deep within the Ice Caves of Chernohg. It was a punitive tool in the ancient days. When a villain proved too dangerous to be locked away in a conventional prison, the Diamond Ray would be used to lock the Villain away in a dimension of timelessness. When the elders left Eternia, many such artifacts were left behind. Skeletor has found the Diamond Ray in its hidden location and seeks to use it to take over Eternia.

If you wish to run this adventure a bit longer, or add a little more depth to the game world you can allow the Masters to discover Skeletor's plot earlier, perhaps the Ray was guarded by someone, and they run to Grayskull to let the heroes know what it was that happened. this can lead to research and investigatory scenes, if your group is into that. Also it will mean that Skeletor and his minions will have a larger fight on there hands, than in the original plan.

Scene 1: Diversion at the palace

The Masters of the Universe are attending a party held by King Randor at the palace. take some time to establish what they are doing and what they are interested in at the party. The party is

interrupted by an attack on the city(roll Observation overcome action vs a Difficulty of +2 to avoid surprise, there is a bit of noise from the party). Trap Jaw and Beastman are attacking the city. If they are attacked they will flee after the first round of combat. If the characters pursue it becomes a chase.

The chase will be treated as a stress track, with four boxes. It depends with the lower of Beastman or Trap Jaw's Ride skill. Once the chase's stress track is filled then the chase is over and Trap Jaw and Beastman spring their trap. A giant Snake and four robot drones(chompers). They fight until defeated.

Scene Aspects

Party: *Loud and crowded*

Chase: *Canyons and trees*

Overall: *Moonlit night*

Scene 2: Bait and Switch

If the players did not chase Beastman and Trap Jaw, or if some did and some did not, then they will become involved in the next scene earlier than if they had. The attack by his minions was simply to lure the Masters out of the castle and away. While this is going on Skeletor and Evil-Lyn will be invading the castle. Skeletor will use the Diamond Ray of Disappearance on the king and queen, as well as any masters that are in his way. If the character have been chasing Trap Jaw and Beastman then they find out about the plot during the fight, as Trap Jaw mocks them about how they were fooled into leaving the palace unguarded.

The first blast of the Diamond Ray takes out the King and Queen, if the players come up with a plan to stop it, you can let them stop it, or offer them a Fate point as a compel on the adventure aspect to let Skeletor win for now. If there is a fight, it is possible that one or more of the characters will get zapped by the Diamond Ray. Describe to them an existence of formlessness, where the ancient evils of Eternia were locked away. They can only do mental actions in this state. If you want you can have some of the ancient evils attack them or trick them. Or you can leave that alone and focus on escape.

Scene Aspects

Grand hall:

Tables chairs and food everywhere

Firelight

Great pillars surround

Scene 3: The Diamond Ray

After the King and queen are dealt with Skeletor declares himself King and threatens everyone with the Ray if they do not agree with him. If the Masters did not chase and fight Beastman and Trap Jaw, or if they did but left in the middle to try and save the king, those two miscreants appear to hail Skeletor triumphant. The players could do many things at this point.

If they research the ray they find that people could be brought back if the diamond is destroyed. This would be an overcome action of +4 with the knowledge skill. Or if they ask the sorceress she will tell them this as well.

If they just attack Skeletor, then there is a combat, and if they win they can then work on getting their friends out of the Diamond. This will be a tough fight, as there are four evil warriors plus three chompers and Panthor. They could win, but it would be very difficult. If they fail I recommend some kind of easily escapeable death trap, or put them in the dungeons of Eternia(for those that lost, but not to the Diamond Ray). That way they can escape and find a new way to win.

Scene 4: Disappearance

If the characters manage to defeat Skeletor and his Evil Warriors, or if they manage to get their hands on the Diamond Ray through some other means, they have to decide what to do with it. If they break it, then their friends come back, but there is also the possibility that all the evil beings stored in it will come back as well. I could see that as an interesting game changer, so you will probably want to think over the ramifications of that. With everything back to the way it was (maybe) you can then do the wind down scene, ask the masters how they celebrate beating Skeletor and see if any of the Masters have been changed by their experience (minor Milestone)

Cast of Villains

Skeletor

Evil Lyn

Trap Jaw

Beastman

Chompers (nameless NPCs)

+1 (Average) Fighting

one hit takes them out

Giant Snake

+2 (Fair) Fighting, +1 (Average) Fitness and Wild

One shift box of stress

Diamond Ray of Disappearance: Anyone who looks at it gets attacked by a shooting skill of +6. It can be defended normally. It attacks every round. Anyone it stresses out vanishes to a dimension of Timelessness. It only has one stress box and then it is destroyed.

Friendly NPCs of Eternia



http://www.he-man.org/assets/images/home_news/king-randor_1280_full.jpg

King Randor

When his brother, Keldor, tried to take over the kingdom and began the Great Unrest, Randor had just been proclaimed king. He spent the first years of his kingship fighting a seemingly endless war. He knows the terror of war and seeks to bring peace to all Eternia. He values discourse and compromise and will not stand for Evil. His only real disappointment is his son Adam, who seems to have no aims.

or goals in life.

High concept: *King of Eternia*

Trouble: *The darkness has returned*

Motivation: *I will see peace and unity*



http://media.comicvine.com/uploads/0/77/310400-35333-queen-marlena_large.jpg

Queen Marlena

Earth's best astronaut, Marlena was the test pilot for a new space craft with an experimental drive system. When she tested it out, something went wrong. She fell through a portal in space and crashed on Eternia. King Randor found her and nursed her back to health. She joined the royal guard and helped Randor end the conflict. During the Battles she and Randor fell in love, when the war was over, they married and she had a son, Adam. Because earth is larger than Eternia it has a much higher gravity. Marlena is stronger and faster than the native Eternian humans. She is an expert pilot and a skilled soldier.

High Concept: *Earthborn Queen of Eternia*

Trouble: *My family is not safe*

Motivation: *I must do what is right, no matter the cost*

Sorceress