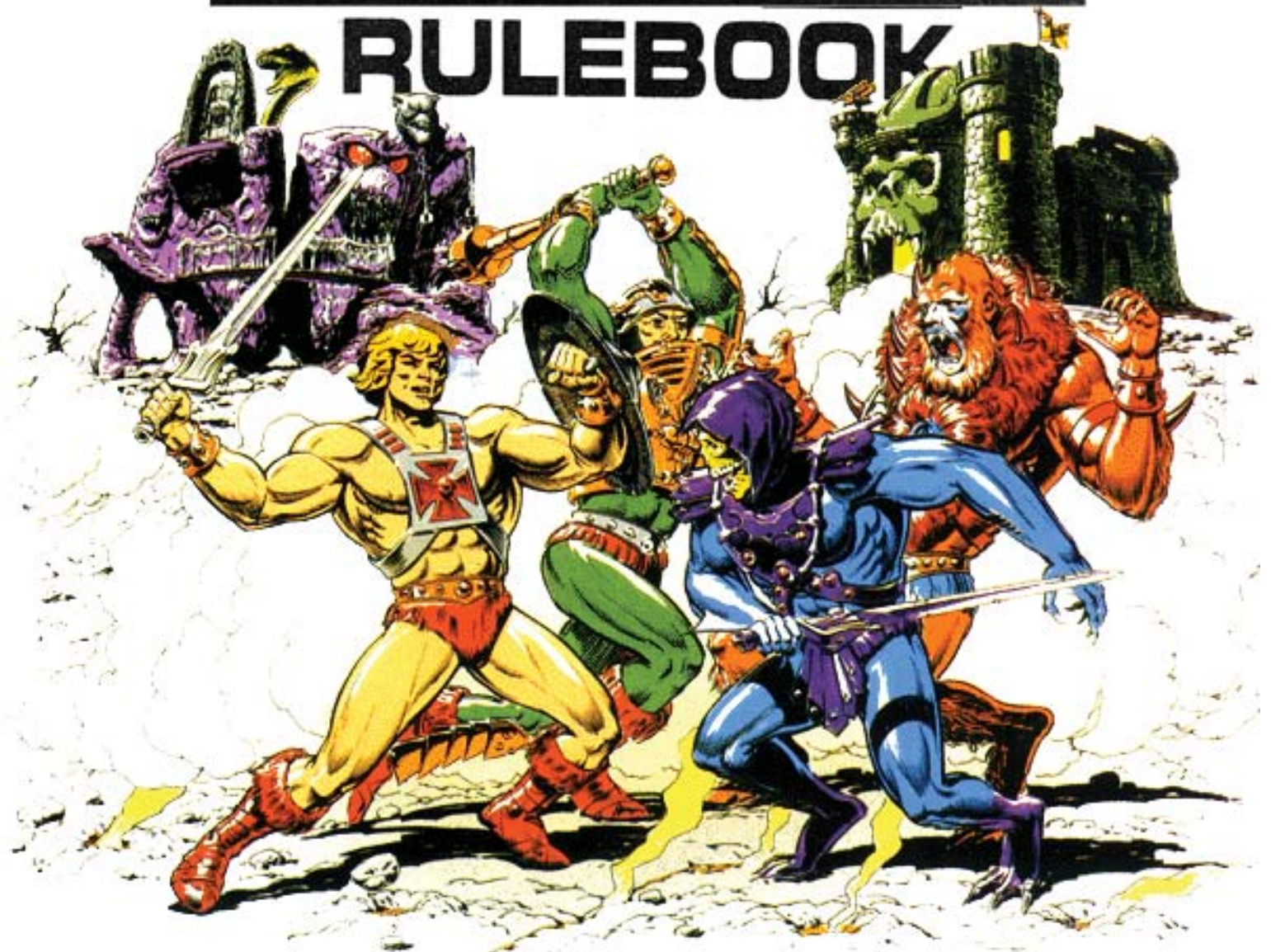


THE
MASTERS
OF THE UNIVERSE

ROLE PLAYING GAME
RULEBOOK



By James Kerr

Edition 2, Last Revised: 2015-06-10



Disclaimer

This game shall never be sold nor resold. It is in no way sponsored nor endorsed by Matel, nor any of its affiliates. The content of this booklet are for the exclusive use of fun-good-times, and should not be sold, rented, nor used for any commercial enterprise in any way, shape, or form. This game is created by a Masters of the Universe fan, for fans themselves. It is not meant to step on Matel's or anyone else's toes, but designed to respect their creations. 'He-Man' and 'Masters of the Universe' are registered trademarks of Matel, and Filmation, and I'm sure there are a lot of other fingers in the He-Man pie, too, none of which are mine.

Key People

This game thanks Kevin O'Brien, whose youthful enthusiasm for the material inspired this project.



Introduction

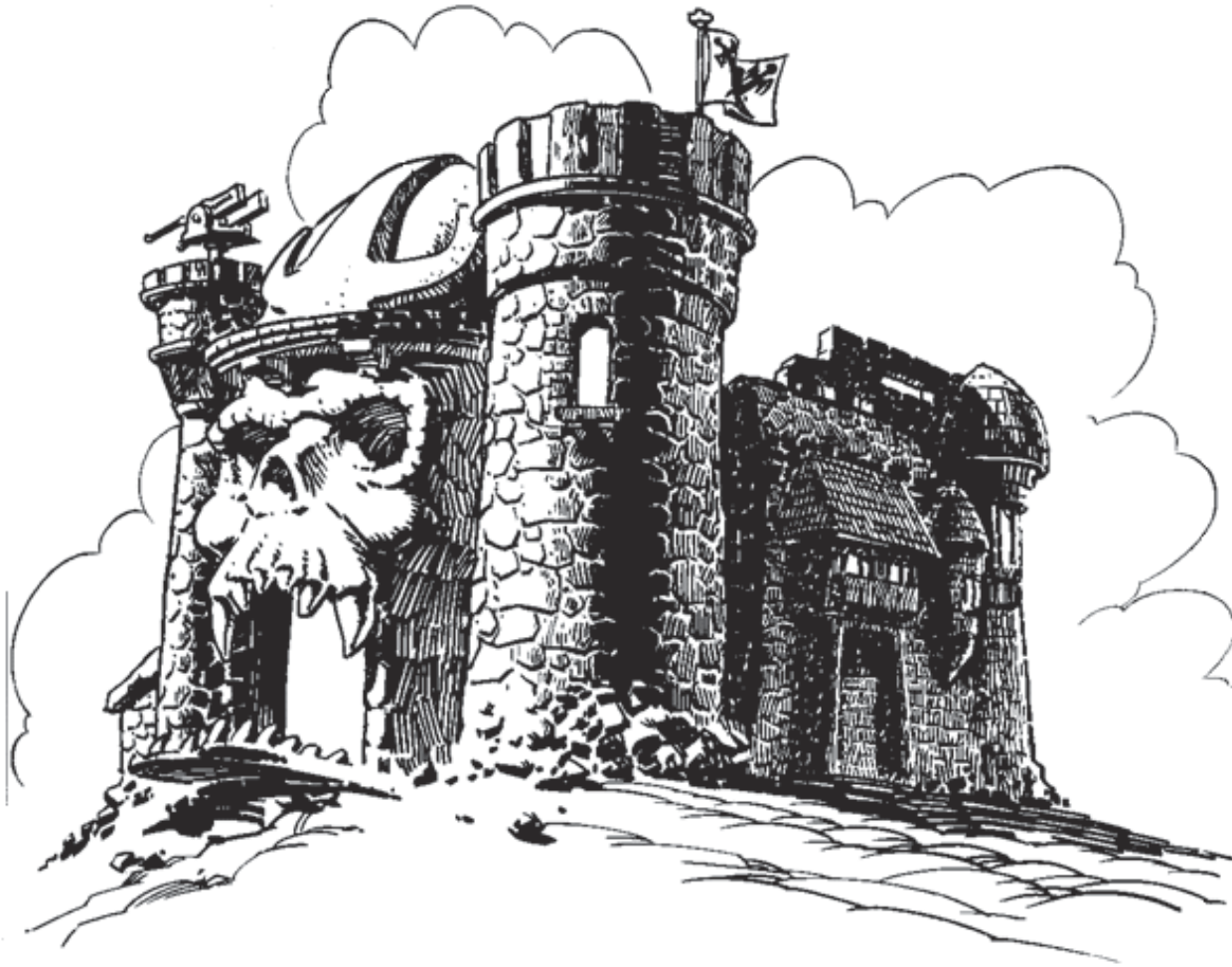
In 1987 James Kerr placed a peanut butter sandwich in his parent's VCR and was transported to a magical world where he was taught by long-dead druids the secrets of dice rolling, community, and dungeon mastership. Returning to this world he has been playing roleplaying games most of his adult life, and hasn't been able to resist the siren call to develop several of his own, mostly based on 1980s cartoon properties. His parents had to clean the peanut butter out of the VCR.

About the He-Man and the Masters of the Universe RPG: This is a story game (eewww!) without dice (yuck!) - actually, there are dice, sometimes - faithfully creating an episode of "He-Man and the Masters of the Universe" from opening punch to closing Public Service Announcement. There are many great roleplaying systems for representing barbarians wielding blasters, so this does not try to be one of them. The

80's Toy Box RPG rules upon which this game is based are structured to appeal to the toy collecting nature of its subject matter. You begin by deciding what kind of a child you are, then rotating through segments that represent both moving around your childhood house playing action figures and a cartoon episode between commercials. The game operates on dual levels - on one hand a Masters of the Universe Roleplaying Game, on the other - a shamelessly-nostalgia-dripped-childhood-reliving toy collecting meta game. Any other topline of similar style could be substituted - Thundercats, G.I. Joe, Transformers, Visionaries: Knights of the Magical Light, or Smurfs.

If you have any questions about the game, about the rules, are looking to get involved, or believe sincerely in the power of the battle warrior Fisto, then email James at jamesatkerr@gmail.com. End of line.

James Kerr, Nov. 21st 2011



It is 19-eighty-something, and you are a four to ten-year-old child. You have received a “Masters of the Universe” toy either from a birthday or for Christmas or from some yard sale. Now is the time to converge with your friends and play, drawing from a Toybox to play multiple characters in the format of a half-hour episode of a cartoon.



Game Setup

This game is developed for 4 to 5 players to take about half an hour creating an imagined episode of the "The Master of the Universe" cartoon. Although there is a GM (or "Game Master") included in that number, it is not necessary for her or him to prepare anything beforehand. In fact, it would take a lot of fun out of the game. The GM is free to play along with the others.

The rules outlined in this rulebook make the assumption that you, the reader and potential player or GM, are at least passingly familiar with the conventions of roleplaying games, and that when it says "1d6", it means "one six-sided dice", and so on. That aside, it's not a very traditional roleplaying game. Here's what you need:

GM Stuff You Need

- 1 GM Cheat Sheet.
- 1 blank sheet of paper to represent the communal Toybox.
- A copy of the gamebook (this) to reference questions for each segment.
- 1 six-sided die.
- 2 ten-sided dice, to make a percentage between 1 and 100.



Player Setup

If you are a player, this is how you can start playing the game.

1. Choose what kind of Kid you are.
2. Create a custom character, if you like.
3. Visit the Toy Store and purchase stuff, like more characters or playsets.
4. When prompted, creatively answer the GM's questions.
6. You will have multiple characters involved in vicious battles, perhaps with each other.
7. Work with everyone for fun-good-times.

Player Stuff You Need

- 1 Kid Sheet.
- About 3 Character Sheets.
- A copy of the gamebook (this) to reference the Toy waves.
- 1 six-sided die.
- 2 ten-sided dice, to make a percentage between 1 and 100.

And everyone will need scrap paper, pencils, and the all-too-often-forgotten eraser.

Types of Kids

The first step is to choose what kind of kid you are before the start of the first episode. It is not necessary that each player choose a different type of kid, but every playgroup benefits from diverse friendships.

Rich Kid, who gets whatever they want, because your parents have enough disposable income not to particularly care what you do what your time, so long as you stay out of their hair. Sure, you have your pick of whatever toy is out there, but to combat your lack of parental attention you'll seek to one-up your friends by being restricted to getting a toy only from the newest wave available, regardless of what you really want. You have your run of Accessories, Creatures & Vehicles, and Playsets, but none of it has much value to you. The true value comes from playing with friend and as a result a lot of your toys will just end up in the communal Toybox.

- Rich Kids begin their collection with one Custom figure and \$20 to spend at a Big Box Toy Store.
- Rich Kids can only shop at Big Box Toy Stores and only from among the latest wave of toys.
- Rich Kids have \$15 to spend each successive visit to the Toy Store.
- Sometimes it can feel like no fun being the Rich Kid because you just don't care enough...but all of your friends depend on you for your money to buy the playsets, so the attention, at least, is rewarding.

Poor Kid, who found a toy at a yard sale without packaging, cardback or accessories. You've been playing with it so happily and innocently that your parent's Baby Boomer Guilt has kicked in. Unbeknownst to you, your parents will scrimp and save to get your next toy so that you do not have to live without childhood joys as they did when they were growing up. As a result, every toy is precious.

- Poor Kids begin their collection at a yard sale with one Custom figure and \$5 to spend at the Toy Store of their choice.
- Poor kids have NO accessories for their first custom character. (They can purchase the right accessories, or close enough, from the store when they get there, for another \$3.)
- Poor kids can only shop at Small Mom 'n Pop Toy Stores because their parents believe in buying locally.
- Poor kids have \$5 to spend per visit to the Toy Store.
- In play, all figures used by the Poor Kid get an advantage.
- Poor Kids can never get anything good with so little \$, but they care about the toy so much their figures always do well in the game.

Lucky Kid, with Birthday money to spend. The birthday party was fun, sure, but those toys are now – what – two weeks old? Time to go to the Toy Store and get new ones. Your parents are neither rich nor poor, but you always seem to somehow get (approximately) what you want because you have many aunts who love you, and grandparents who your parents like to stick you with so they can get some peace. These toys hold an equal value for you, but the latest is always the greatest.

- Lucky Kids begin their collection with one Custom figure and \$8 to spend at the Toy Store of their choice.
- Lucky Kids have \$6 to spend each successive visit to the Toy Store and can shop at either one.
- In play, the latest figure received by a Lucky Kid gets an advantage.
- The Lucky Kid is a balanced approach to the game and the one to pick if you want to collect new toys all the time.



Initially Ungrateful Kid, who got a random present from their Aunt. Everything you put on your birthday list was ignored, and then you got this completely random toy that you're told is very popular, but you've never heard of. You may have reacted poorly at the time. Anyway, now you think it's the greatest thing ever imagined, it has become all you think about, and you are now sleeping on that-themed bed sheets. Every successive birthday, graduation-from-anything-at-all money, chores, and your paper-route will fund your new-found Toyline love. You love all your toys equally, and even feel bad about not loving some as much as others – but nothing can replace that first toy you didn't even want.

- Initially Ungrateful Kids begin their collection with one Custom figure and \$8 to spend at the Toy Store of their choice.
- Initially Ungrateful Kids have \$6 to spend each visit to the Toy Store and can shop at either one.
- In play, the first figure ever received by an Initially Ungrateful Kid gets an advantage. (Choose either the custom figure or the first figure bought at the store.)
- Like the Lucky Kid, the Initially Ungrateful Kid is a well-balanced approach. The Initially Ungrateful Kid is the one to pick if you fall in love with your first character.

Character Creation

Characters are created by filling in blanks on the character sheet, including the statistics: Name, Theme, Gimmick, Story Advantage, Accessories, Vehicles & Creatures, and Playsets. Some of these blanks have check-boxes to make selection easier. The strength of your choices are largely dependant on your ability to argue their applicability in creative situations. So, it is important to choose options that interest you!

Then, assign 'Priority' to these statistics. Rather than holding a number value, statistics are assigned a rank from 1st (as in your 1st Priority) to 6th, with 1st being the highest (and therefore the most powerful) and 6th being the lowest. This priority system is used instead of a dice mechanic. (There are still dice in the game for other things, don't worry.) In the simplest form, if a character opposes another using a higher priority (the rank number assigned to the statistic is higher), they win the conflict.

A character's Allegiance, Weakness, Friend and Foe help to shift the balance in conflict. In the event that characters are tied in their priorities – for example, a 2nd rank vs. a 2nd rank – then the players weasel for added advantages or disadvantages.

Remember, through the magic of cognitive dissonance you are designing both a character and a toy, all at once - as cartoon and play combine to form one awesome experience!

Character Creation Steps

1. **Pledge Allegiance:** What team are you on?
2. **State Thy Name:** What are you called?
3. **Choose Theme:** The design, look, and philosophy of the figure, in broad terms.
4. **Choose Gimmick:** Peculiarities about the physical design of the figure; what is special.
5. **Story Advantage:** Things that would not be known about the character just by looking at the figure, but is displayed prominently on the package.
6. **Weakness Revealed:** Story-based personality flaws to be exploited shamelessly for advantages.
7. **Stuff:** Choose 3 common accessories or spend 2 of them on a special thing like a vehicle, creature uncommon accessory or a playset.
8. **Friends & Foes** Identify allies and enemies.
9. **Assign Priority:** The part with numbers.
10. **Action Pose:** Draw your figure! Art is fun.

1. Pledge Allegiance

"Masters of the Universe" is an umbrella term that describes the many different warring factions on the mystical and far-off planet of Eternia (or 'Etheria', but that's another story). There are a few different teams with which your character may associate. The Heroic Warriors and the Great Rebellion are "Good Guys", all others are "Bad Guys".

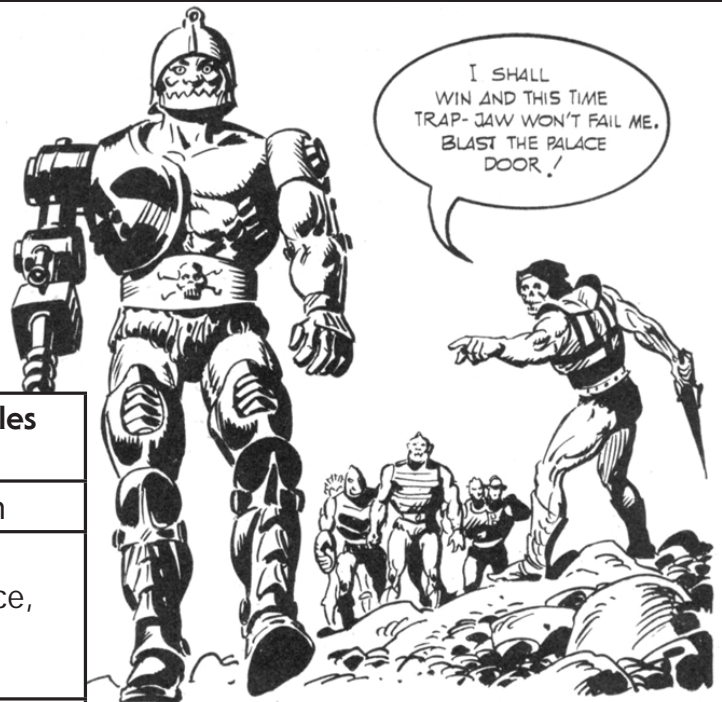


Rnd	Faction	Mission	Leadership
1-2	Evil Warriors	Steal the power of Castle Greyskull.	Skeletor
3-5	Heroic Warriors	Defend the people of Eternia from evil.	Man-At-Arms
6-7	The Horde	Conquest and enslavement of all.	Hordak
8-9	The Great Rebellion	Free Etheria from the evil of Hordak.	Glimmer
10	The Snake Men	Genocide of all human-like people in favour of ophidians.	King Hiss

2. State Thy Name

Pick a name for your character that involves at least one of the following parameters. If you are having trouble with a name, then leave it until last - this can often be the most difficult part of character creation.

Naming Convention	Explanation	Examples
-Man	Has "man" in it.	Moss-Man
Descriptive	Just describes the character with some Prefix or Suffix.	Ninjor, Snake-Face, Sorceress
Play On Words	A pun, usually on the Theme.	Stinkor, Sy-Klone
Other	Random naming. This is uncreative, however.	Teela, Orko, King Randor



Trap-jaw here is appropriately named. He incorporates his Theme and Gimmick and names himself something Descriptive. You'd almost think he knew what he was doing.

3. Your Overall Theme

In the "MotU" (Masters of the Universe) toyline every character adheres to a Theme. Think of Theme as a character concept; the point of the character. The Theme descriptions below are vague and read as a list of action words and guidelines because that is how they are best-used, as 'fuzzy logic'. 'Cowboy', for example, can mean many things to many players and all of them are right, so long as the GM agrees. Make sure to incorporate Theme into the Action Pose of the character's portrait because often a Theme dominates the figure's physical design, especially if it is held in high priority. When there is an asterisks (*) listed after the Theme, it means there needs to be some kind of specification - and in such cases there is a list of examples provided.

Alien

Note the strangeness of alien anatomy, appetite, and thought process.

Animal *

An animal's ferocity, cunning, agility or strength. Nocturnal? Associated physical features you want carried over to the character: claws, horns, antlers, or hair. Increased senses such as smell or hearing. These are the traits of an Animal. Examples include: Aquatic in General, Beast in General, Bee, Blowfish, Crab, Elephant, Hawk, Lizard, Mosquito, Skunk, Snake, or Spider.



Barbarian

The rage and might and fury. The endurance and iron will to never quit in the face of an adversary. The berserker land speed. The determination towards victory. These are the traits of the Barbarian.

Cowboy

Riding, shooting, quick drawing in seemingly no time. Gunfights, roping running varmints. Gambling, tracking, and animal husbandry... These are the traits of a Cowboy.

Guard

Defending a position. Long hours of standing. Fighting defensively. Endurance and patience are the traits of a Guard. This is the defensive version of a Soldier.

King / Queen

Lording over people. Political savvy. Leadership. These are the traits of a King.

Knight

Protecting one person. Rescue. Honour. Duty. Valor. Defeating dragons. Running or riding on creatures while in full armour. These are the traits of a Knight.

Monster

Being scary. Lack of self-control. Lurking. Intimidating. Horrifying. Howling. Strength or physical deformity, as it applies. These are the traits of a Monster.

Nature *

As characterised by a particular article of nature, such as Wind, Rock, or Plant.

Ninja

Stealth. Assassination (unsuspecting). Hiding. Combat unarmed, with a Katana, Bow and Arrow, Throwing Stars, and Nunchucku. These are the traits of a Ninja.

Princess / Prince

See King, but to a lesser extent.

Robot

Robots cannot be healed, they must be repaired, because they are magical-technology. Similarly, they can be upgraded, refitted, and reconstructed. Cyborgs can do this too, but to a lesser extent than a Robot.

Soldier

Attacking a position. Long hours of marching. Fighting offensively. Fury and attack. This is the offensive version of a Guard.

Sorceress

For female characters only. A Sorceress has the benefits of mystical knowledge, magic history, the ability to identify magical items and artifacts, to vaguely sense the approach of the enemy/danger or know of any great mystical disturbances.

Thing *

Your theme is some inanimate object or concept, such as a car, jaw, the zodiac

or a spinning top. You take on whatever properties of this object you wish to extrapolate, at the GM's agreement, the severity of which is drawn from the priority of the Theme.

Warrior

See Soldier, but unrefined.

Wizard Monster

For male characters only. The powers of magic come at an expense for male characters. Every male magic user has suffered somehow physically, or is simply an inhuman monster. Examples include Skeletor's blue skin, Hordak's bat-like features, and even friendly (but freakish) floating Orko. A Wizard Monster must have a somehow frightening (or frighteningly cute, depending) appearance, to gain the benefits of a Sorceress. Female magic users, with the exception of Shadow Weaver, seem to have no problem balancing magical forces and good looks.



4. What's Your Gimmick?

A Gimmick is what makes your toy different from all the others on the rack. Gimmick encompasses everything worth advertising about your character's toy, displayed on the packaging with bright colours among drawn explosions with exclamation marks. "Spinning Action!", "Mighty Smashing Fist!", and so on. Gimmick as a priority is specific and less debatable than Theme, so read carefully. Remember to draw your Gimmick, too. When there is an asterisks (*) after the Gimmick, it means there needs to be some kind of specification.

Action! *

A particular practiced series of motions performed by the figure. Must be a predetermined event ending in the word "Action". May be Up Close or At a Distance, as effects vary widely.

- Ramming Action! (and Push what is ahead.)
- Spinning Action! (and Push all surrounding.)
- Tail Whacking Action! (Tripping or smashing.)
- Thunder Punch! (Extra-powerful punch.)
- Terror Claws! (Terrible slashing claws.)

Body *

Something is a little strange about the figure's chest, although this may apply to the whole body.

- Fuzzy coat of fur, with unknown advantage.
- Pallet Swap toy of another toy. (Impersonate other characters as though using Deception.)
- Glow in the Dark. (For an instant, your bones glow inciting terror in those who see!)
- Offending Odor. (Your toy's plastic was produced with patchouli in the mold. This drives away anyone around you.)
- Razor Sharp Spikes. (Enemies are damaged when they touch you!)

Disassemble *

The ability to reduce one's toy to kibble, wholly or in part, such to impersonate injury, avoid attack, minimise damage, or serve some story function.

Extra Body Parts *

Your figure came in a special cardboard box to accommodate one or more of the extra parts listed here:

- Four Arms: The same effect as Grapple, but you can also carry more things in your hands.
- Four Legs: Run at great speed in any direction spontaneously, regardless of the

placement of the torso. Also, you may not be tripped. I'm sure you could try kicking, too.

- Two Heads: An excuse to argue with yourself, see better, and focus on more than one thing.

Face *

Supernatural powers bestowed by the peculiarity of the figure's face, head, or eyes, granting a power chosen from the following list, or some variation thereof. The powers may only be used on one subject at a time. All these work At a Distance unless otherwise stated.

- Distavision - Observe Very Far Away.
- Freeze Ray Eyes - Fire a laser-like blast that freezes the enemy in place.
- Gammavision - See through objects and walls, or around corners.
- Monster Face - Frighten and intimidate!
- Optic Blast - Fire a laser-like blast that does direct, burning, smokey damage.
- Petrifying Gaze - Turn an enemy to stone.
- Robot Face - Speak with a computery voice, and know an enemy's highest priority from the data read-outs in your brain.
- Spark Breath - Burn an enemy and light them on fire, if flammable.
- Spit Water - Shoot water to Push an enemy back. (Off a cliff, maybe?)



Examples include: Eye-Patch, Insect Nose, Mask, Pop-Out Eyes, Rotating 3 Eyes, Rotating 3 Faces, Skull, Snakes, or a Spider-like face.

- Spit Acid - Horribly disfigure an enemy. Alternatively, you can choose to have 3 effects with Face, but then it operates at -1 rank. Make sure you write them on your character sheet, though, to keep track.

Flight

The character can fly Far Away. This is probably because of wings, but not necessarily because you can always pretend, running the toy through the air in front of you saying "Wooooosh, wooooosh, wooooosh". If not, draw in wings.



Hand *

The figure has one or two inhuman or otherwise bizarre hands, providing them greater combat options, typically Up Close.

- Blaster. (At a Distance energy weapon.)
- Chop. (Smash material objects, and, you know - enemies.)
- Clamp / Hook / Claw. (Binding and crushing.)
- Fist. (Raise in guard as a shield, punches holes in the scenery, or to punch enemies.)
- Suction Cups. (Sticking to walls and climb.)
- Hand Replacements. (At -1 rank, swap between any 3 different pre-determined hands. Write them in on the character sheet so you don't forget.)

Hair *

For whatever reason really, really long hair of a strange colour grants magic powers related to one particular topic, which must relate to the figure's Theme. The power is offensive, defensive and creative, but can only happen at one distance: Close Up, At a Distance or Far Away. You choose.

- Ice Powers (White Hair).
- Cosmic Far-Seeing (Green Hair)
- Light Powers (Pink Hair)

Story *

The figure has a gimmick not immediately obvious, but displayed during the cartoon. How this plays out depends on how creative you are,

and what agreement you can come to with your GM. Characters can draw inspiration from the Story Advantage list for this as well, if necessary. Examples include:

- Always Has the Right Item - to always have the relevant tool or simple object for the situation, so long as it is not a Weapon.
- Always Has a Weapon - to always have another basic weapon hidden on your person.
- Secret Identity. By day, normal girl - by night, truly outrageous!

Stretch *

The neck, torso, right arm, left arm, right leg, left leg, or all or part of the above can stretch on the figure beyond normal human limits and past any sensible proportions to a range of At a Distance. Popular examples include: All Limbs, Arms, Neck, or Tongue...nothing rude.

Tail *

The figure has a vestigial tail that operates At a Distance. The look of the tail is up to the player but it must have only one designated function, such as:

- Clubbing. (Causing damage.)
- Rattling. (Causing fear.)
- Whipping. (With which to grapple.)

Transform *

The figure goes through a process such that they take on different physical characteristics. This imbues them with a story element, argued for applicability. The selection of a transformation can never change. Examples include:

- Bird. (Ex. the Sorceress turns into a hawk.)
- Driving. (Ex. When Dragstor lays down on the floor and drives from the wheel in his chest.)
- Rock. (Turn into a rock...if you want.)
- Snakes. (Turn into a snake, or a huge snake, of five snakes from the chest up and keep your legs human, like King Hiss.)
- Crazy Example: All Machines. (At -1 rank. Ex. Hordak's ability to turn partly into a machine, with his face on it.)

5. Story Advantage

This is what your character does well in the story, which is not necessarily obvious on their toy. Probably the idea came from the toy's cardback bio or from cross-promotional media like the related television programme. When there is an asterisks (*) after the Story Advantage it means there needs to be some kind of specification.

Acrobatics *

Dodge blows and obstacles from any distance through a combination of leaping, ducking, squatting, rolling, and flipping. Choose:

- Acrobatics in the Air, probably while flying.
- Acrobatics on the Land - the most common.
- Acrobatics of the Sea, or underwater.

Army *

The backing and support of a group of intelligent beings. Must relate to Theme. Not really separate characters, armies operate on their leader's priority. Examples:

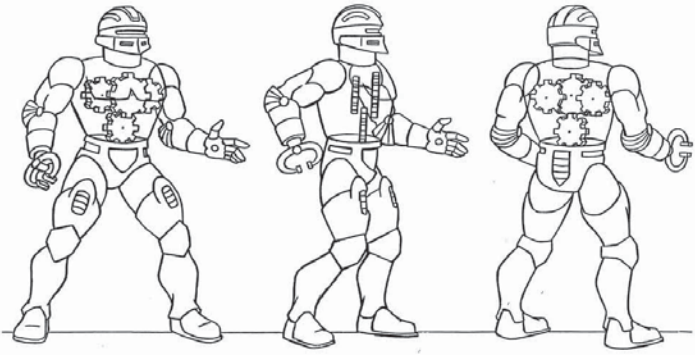
- All the Beasts of Eternia.
- All Oceanic beings.
- Royal Palace Guards or Soldiers.
- An army of bone-brow skeletons.
- A massive barbarian horde.

Control Something *

From At a Distance you mentally manipulate one of: Plants, Wind, Computers, Puppies, or whatever - according to your character's Theme or Gimmick. You cannot "change" the thing, only control.

Cyborg

Capable of partially repairing damage and injury simply by tinkering with their own cybernetic parts. In the context of the episode being a Cyborg can break the character's fall, limit the effects of physical damage, but also increases by +1 rank the damage done by things like electricity or magnets. The greatest benefit to being a cyborg is that you can more drastically apply your



Theme and Gimmick without being limited by human anatomical standards. Because Cyborgs are magical-technology they can be upgraded, refitted, and reconstructed, but to a lesser extent than a Robot, which is entirely subject to repairs but may be effectively controlled by anyone with Engineering or Invention.

Deception

Look innocent and harmless and enemies will ignore you, so long as you have given them no reason for suspicion. This is useful for such activities as dramatic acting, pretending to be unsuspecting, or bluffing shamelessly.

Dramatic Effect *

Directly as an extension of the character's Theme or Gimmick, one selection from either the "Face" or "Magic" lists is considered permanently in effect for the character. Examples include: Acid (as in covered in it), Energy Drain (suck all life around you), Explode (periodically), Poison (everything), Repulse (At a Distance), and so on. This is the "other" category of Story Advantages, and the parameters of what happens (How much does Acid burn? Does it melt solid objects or just cause a lot of pain?) is subject to player creativity, GM agreement, and precedent.

Engineering *

Construct tools, weapons, Robots, Vehicles or even Playsets, and repair any of the same. (In story terms, Engineering can be used as a mechanism to introduce plot elements.) Remember to reflect this selection in the toy's design.

Grappling

Climbing walls, pull ropes, or bind, hold or crush your enemy, according to your character's Theme or Gimmick. Grappling could be expressed as Webs (At a Distance) for a spider theme, or using a constricting motif such as Stretching Arms, and not necessarily muscled arms (Up Close). While successfully Grappled, an enemy can make no action that is not to attempt freedom.

Invincible *

One physical aspect of the character is considered, for all story purposes, immune to physical harm. For example: A clamp, a hand, a neck, a sword, or embracing an unmoving non-acting transformed state. This must tie in with something already listed for the character.

Location *

Your character is considered powerful in a certain location such as the Palace of Eternia or Castle Greyskull. The boundaries of this location must be clear. Within its boundaries, the location can be used to the character's advantage for any priority as well as a separate priority to come to their aid.

Magic *

Supernatural powers are bestowed on the character. The spells cast by Magic do not have to be predetermined, but must be selected from this list.

- Animate Object: Bring one or many objects to a kind of limited life, controlled by the GM.
- Conjure Useful Thing: Open your hat and pull out tools, keys, or bunny rabbits. You may get all three!
- Exploding Aura: Energy explodes out from your character's body from Up Close. The intention of this is to interrupt grapples,



destroy handcuffs and shackles, or otherwise escape bondage.

- Powerful Shield: Instantly raise a shield against all attacks from one distance.
- Telekinesis: Move objects around the room.
- Teleport Portal: Conjure a wavy blue portal Up Close that can transport as many figures or creatures as you want, but no vehicles nor playsets. Closes on demand.
- Zap Finger: Point your finger and blast one enemy with an energy ray, and appropriate sound effects, At a Distance.
- Magical Topic: You can expand beyond these spells and cast whatever you want, if you choose one particular topic, which must relate to your Theme. For instance: Ice, light, or adorable little kittens.

Martial Arts

Yes, you can punch and kick, but you can also do other cool things such as pushing, tripping, throwing, and generally out-manoeuvring opponents. Martial Arts in this context is not Acrobatics, and only applies to offensive maneuvers Up Close or At a Distance.

One of Many

You are but one of an identical army. Whenever one character is destroyed, another - plot and GM permitting - will enter the scene.

Strength

Lift heavy objects, throw them, pushing them, or strike unarmed from Up Close. Athletic pursuits are also included in this such as running, jumping, and swimming.

Super Senses

Hearing, smell, tasting, touching, vision, and an ambiguously defined sixth sense are all greatly enhanced. No one can sneak up on your character from any range, or otherwise catch them unawares. Is that dinner poison? You can tell!

6. Weakness Revealed

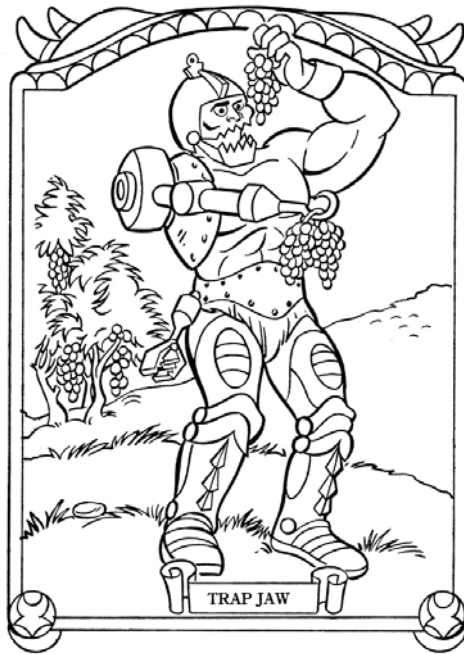
Not everything about your character is great and awesome and wonderful. In fact, there is at least one thing about your character that is pretty crummy.

Weaknesses come into play in two different circumstances: When you bring it up and play it intentionally, and when the GM brings it up because the situation warrants it.

You Did It: Whenever you intentionally bring your character's weakness into play, that character will receive +1 rank to their next action. (Assuming you survive whatever's coming - usually evoking a Weakness involves accepting some injury, or at least missing a turn.) The interpretation of how best to use a weakness must come from the player's creativity, and the GM must agree in order for it to be relevant.

The GM Did It: Anything your character is doing that could relate to your Weakness is done with a disadvantage. (To be clear: you are not given the +1 rank in this case.)

Characters may have more than one Weakness circumstantially, but only the listed one will count.



Rndm	Weakness
01-09	Aggressive
10-18	Arrogant
19-25	Confused
26-35	Cowardice
36-39	Creepy
40-44	Elderly
45-46	Eye-patch
47-53	Foolish
54-58	Minor Limit *
59-62	Major Limit *
63-69	Prideful
70-76	Reckless
77-79	Sympathetic
80-86	Unfeeling
87-95	Unintelligent
96-00	Young

The Weakness' that require at least some explanation are Limits.

Minor Limit: Put a story limitation on your character, such as "Lost One Arm in Battle", or "Fear of Water".

Major Limit: For very extreme limitations, you could argue a greater currency from your GM such as boosting a corresponding priority permanently. For instance: "Must Always Be Mounted on His Vehicle

Because He's Welded In" or "Can only leave Castle Greyskull as a transformed rainbow coloured hawk". Limiting the location of a character is a great example of a Major Limit, drawing a boundary where your character cannot leave without giving up all but one priority.

Have fun with limits, and don't shoot yourself in the foot. If you find it isn't working, then when the episode is over rework your weakness with the GM.

Remember, between-episode continuity is not tremendously important, but playing up your weakness can be a great way to have fun with the character.

7. Packaged Accessories

Use the Statistic "Accessories" to employ weapons and armour. Weapons do harm; Armour prevents harm. Armour can be worn, but other Accessories must be accounted for by being held in your figure's hands, and it probably only has two.

Accessories accompany the figure and do not need to be separately purchased, unless the kid is Poor (and must purchase their own character's Accessory Pack at the store.) Custom figures come with 3 packaged accessories, but can trade 2 of them for one Uncommon Accessory or a custom Vehicle, Creature or Playset.

Arm Bands: Spikes on your arms allow you to defend against being grappled, paralysed, or otherwise held.

Axe: Hack an enemy Up Close, and destroy scenery such as trees, boulders or walls, with +1 rank.

Belt / Pack: Extra strap-on plastic belt, allowing it to carry another 3 Accessories not in their hands.

Bow / Crossbow: Shoot an enemy from Far Away and destroy objects, such as the rope holding up a chandelier, with +1 rank.

Breast-Plate: This clip-on two-sided chest attachment armour allows you to defend against attacks made Up Close.

Cape / Skirt: Defend against attacks made At a Distance, but is then destroyed.

Full Armour: Head-to-toe covering allows you to defend against any physical damage made by physical events and weapons, except from a Mace. Full armour is heavy and so has -1 rank for swimming, climbing, jumping, tumbling, carrying and running.

Laser Pistol: Attack the enemy from Far Away or At a Distance - or Up Close at -2 rank. Lasers are vulnerable to reflective surfaces, which will send the beam bouncing.

Mace: Bash an enemy Up Close. The Mace has an advantage against an armoured opponent, specifically with a Breast-Plate, Tiara, Headband, Strap-on Armour or Full Armour.

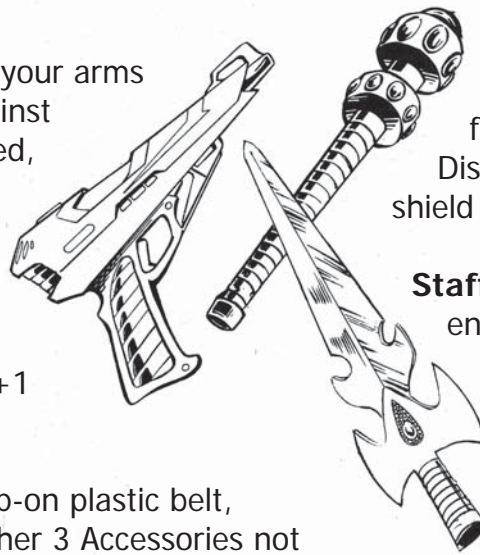
Shield: Defend against attacks from Up Close or made At a Distance - or Far Away at -1 rank. A shield uses one hand.

Staff / Wand / Spear: Attack an enemy At a Distance. Staves also offer an advantage to any magical priority.

Strap-on Armour: Simple armour around your chest secured by straps allows you to defend against magical attacks and attacks from a Gimmick, special and story effects that are not too physical in nature.

Sword: Hack an enemy Up Close, or deflect lasers or any magic with the sword edge, sending it bouncing around the room.

Tiara / Headband: This is always what falls off when attacked from Far Away, and so allows you to defend against those attacks. It should be picked up later.



Custom Accessories

Instead of your toy coming with common accessories, you may trade in 2 of them for one custom accessory. This fancy plastic item will probably be pretty well advertised on the figure's cardback as the newest, greatest marvel.



Steps for Custom Accessories

1. **Choose Type:** Roughly define the purpose of the accessory: Melee (does damage Up Close), Blaster (does damage At a Distance or Far Away) or Armour (defends at a specific distance). You can also use a common accessory as a starting point, and build on it.
2. **Add Pluses:** Each plus added lowers the rank of your Accessories priority. For example, if you started with a Sword but added Push to it, it would be better than a normal sword, and whatever you assign as a number for your Accessories priority, it would be reduced by one.
3. **Add Minuses:** If you want to get your rank for Accessories back up, choose minuses for the custom accessory. Ideally, you want to have a balanced item, so that all the pluses and minuses equal 0, so you can use your own rank number for the priority of Accessories.
4. **Add One More Plus:** This may seem out of order, but in the end give the item one more plus, to make it worth your while that you don't get 3 Accessories in total. This does not detract from your rank number for Accessories.
5. **Name The Thing:** Give it a spiffy name, and tell everyone about it.

Pluses: Each at -1 rank. Examples only:

- Destroy Scenery and Objects.
- Add one magic Spell from the list of Magic. The spell must be the same every time.
- Push: Moves an enemy back 2 distances. Or, do the reverse with a Pull effect.
- Intelligent: Invested with rudimentary decision making skills. May communicate.
- Quick: Resolves one distance farther away than the weapon is.
- Better Damage: (-2 ranks) Add one rank of damage to the weapon.
- Add a second Type, increasing the range of the weapon.

Minuses: Each at +1 rank. Examples only:

- Add a Weakness when holding the item.
- Fragile: Breaks whenever your character is attacked from outside its distance.
- No Type. It only does special stuff.
- Often Forgotten: Roll a dice when entering a new scene. On an odd number, you forgot to bring it.
- Slow: Resolves one distance closer than the weapon is.
- Unreliable: Roll a dice upon use. On an odd number, it does not work.
- Weaker: Lessen the damage by one priority when it is resolved.

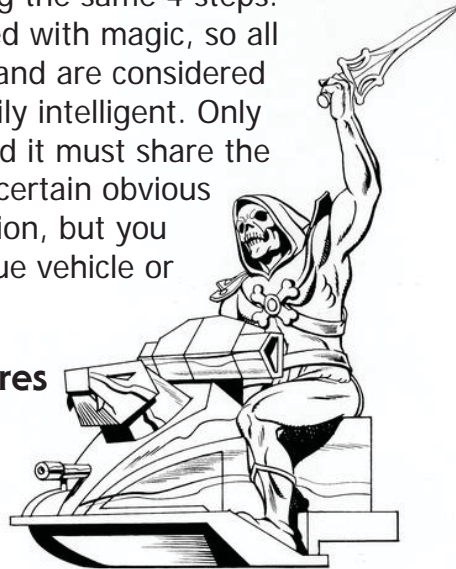
Example Custom Accessories

Some figures you buy at the store will come with custom accessories as well as regular accessories at no extra cost. All of these example custom accessories balance out to 0 rank, so the characters using them can just use the Accessories priority they assigned.

Accessory	Pluses & Minuses
Battle Armour	A Breast-Plate, but also defends At a Distance. Often Forgotten.
Beam Blaster and Artillery	Intelligent tracking computer designed by Man-At-Arms blasts from Far Away.
Bubble Power Blaster	Laser Pistol, but entraps the enemy in a bubble, which slowly floats away. Owned by She-Ra.
Cliff Climber	Climb any height to be Far Away. (Acts like Armour). Accordingly, enemies cannot close distance without flying or with stilts. Often Forgotten.
Clothes Pack	A Princess of Power accessories pack containing 3 skirts and 2 capes.
Comb	Brush hair. This has no in-game effect. It just makes you pretty.
Dragon Blaster	A vicious baby Creature sits in your a backpack and shoots flame At a Distance, lighting everything in front of it on fire.
Flying Fists Shield	A Shield with Push.
Gun Backpack	Laser Pistol (actually, several), which Quickly draws out. Often Forgotten. Owned only by Rio Blast.
Havok Staff	Staff. Magic: Zap.
Megalaser	Blasts with Greater Damage from Far Away. Slow.
Nunchuks	Melee. Quick. Weaker. Special: +1 rank to disarm an enemy of all held weapons. Owned by Ninjor.
Power Pincher	Grapples At a Distance at +1 rank. (Other characters who grapple Up Close may not be able to stop it.) Owned only by Clamp Champ.
Laser Light or Laser Power	Armour. Gimmick: Lights up, dazing all weak NPCs.
Slime Vat	Special: Mind control. One use per episode. Unreliable.
Stilt Stalker	Walk taller than others, making you always At a Distance. (Acts like Armour). Accordingly, enemies cannot close distance without flying or climbing up. Often Forgotten.
Sword of Power	Sword. Destroy Scenery and Objects. Power of Greyskull. Owned only by He-Man.
Sword of Protection	Sword. Transform: Any Tool of handheld size. Owned only by She-Ra.
Terror Claws	Melee. Better Damage. Often Forgotten.
Thunder Punch Ammo	Melee. Better Damage, Fragile (outside Close Up)
Tower Tools	Special: Construct 3 random -1 rank objects per episode.

Vehicles & Creatures

Use the statistic "Vehicles & Creatures" when your character is riding on one of the two, or commanding one that will obey. Custom V&C rules are the same as building custom accessories, with the same cost and following the same 4 steps. Eternian technology is intermixed with magic, so all vehicles have an animal theme and are considered partly sentient but not necessarily intelligent. Only one occupant may ride on it, and it must share the same Allegiance. Vehicles have certain obvious story advantages as transportation, but you cannot use more than one unique vehicle or creature per episode.



Types of Vehicles & Creatures

1. Flying: Moves Far Away.
2. Melee: Attacking Up Close.
3. Zoom: Moves At a Distance.
4. Blaster: Attacking ranged.

Pluses: Each at -1 rank.

- Armour-Plated: Defend against attacks Up Close.
- Intelligent: Invested with rudimentary decision making skills.
- Quick: Resolves one distance farther away than the weapon is.
- Transport-Prison: The assumption of all vehicles is that they can carry one rider. This means it can carry passengers (or prisoners, you must decide).
- Add a second Type, increasing the range of the weapon.
- Any of the other Pluses for creating custom Accessories could apply.

Minuses: Each at +1 rank.

- Creature: A wild thing with a will of its own, it may not always obey your commands.
- Fragile: Breaks whenever your character is attacked from outside its distance.
- Unable to Mount: There is no room to ride upon the thing.
- Unreliable: Roll a dice upon use. On an odd number, it does not work. To crash when flying inflicts the damage implied by its priority.
- Slow: Resolves one distance closer than the weapon is.
- Strange Parts: Takes twice as long to be repaired when damaged.

Veh. & Cre.	Animal	
Attack Trak	Warthog	Blaste
Bashasaurus	Triceratops	Melee.
Battle Bones	Dinosaur	Melee
Battle Cat	Tiger	Melee.
Battle Ram	Ram	Melee
Bionatops	Dinosaur	Melee
Blaster Hawk	Hawk	Flying
Butterflyer	Butterfly	Flying.
Clawdeen	Lion	Zoom
Dragon Walker	Dragon	Zoom.
Enchantra	Swan	Flying
Fright Fighter	Dragonfly	Flying
Jet Sled	Unknown	Flying
Lank Shark	Shark	Melee
Laser Bolt	Monster	Specia
Mantisaur	Mantis	Melee.
Meteorbs	Varies	Melee.
Monstriod	Crab	Melee.
Night Stalker	Horse	Blaste
Panthor	Panther	Melee
Road Ripper	Lizard	Zoom.
Roton	Monster	Melee
Sea Harp	Seahorse	Zoom.
Screeech	Falcon	Flying
Scuba Attack	Manta Ray	Zoom
Sky Sled	Bird	Flying
Spydor	Spider	Melee
Stridor	Horse	Blaste
Talon Fighter	Eagle	Flying
Turbodactyl	Dinosaur	Flying
Tyrantisaurus Rex	Dinosaur	Melee
Wind Raider	Bird	Flying
Winged Steed	Horse	Flying
Zoar	Hawk	Flying

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Pluses & Minuses	Allegiance
r (At a Distance). Armour-Plated. Intelligent. Often Forgotten.	Heroic Warr
. Armour-Plated. Push. Creature.	Heroic Warr
& Zoom. Creature & Intelligent. Transport-Prison: All, but Unable to otherwise Mount.	Heroic Warr
. Armour-Plated. Creature & Intelligent.	Heroic Warr
& Blaster (At a Distance). Special: Detachable Sky Sled.	All
& Blaster (At a Distance). Armour-Plated. Creature.	Heroic Warr
& Blaster (Far Away). Armour-Plated. Unreliable.	Heroic Warr
. Creature & Intelligent. Transport: Many.	Rebellion
& Melee. Creature & Intelligent.	Catra only
. Creature & Intelligent. Destroy Scenery and Objects.	Heroic Warr
.	Rebellion
& Blaster (Far Away). Quick. Unreliable.	Evil Warr
. Quick.	Heroic Warr
& Blaster (At a Distance). Transport-Prison: One, in its jaws. Special: Advantage in grapples.	Evil Warr
l: Transforms between Types: Blaster (At a Distance) or Zoom. Quick, but requires Strange Parts.	Heroic Warr
. Creature & Intelligent. Transport-Prison: One. Special: Advantage vs. multiple opponents.	Evil Hoard
. Armour-Plated. Creature & Intelligent. Unable to Mount, Special: Transform into Meteor and Fly.	All
. Armour-Plated. Zoom. Capture: Many. Creature. Unable to Mount.	Evil Hoard
r (At a Distance). Armour-Plated. Quick. Creature.	Evil Warr
& Zoom. Creature & Intelligent.	Evil Warr
. Quick.	Heroic Warr
(Spinning Blades) & Zoom. Destroy Scenery and Objects.	Evil Warr
. Creature & Intelligent. Transport: Many.	Rebellion
, Melee & Blaster (At a Distance). Armour-Plated. Creature. Unable to Mount.	Evil Warr
& Blaster (Melee). Special: Has Flying but only underwater.	All
& Blaster (Far Away). Special: Detaches from Battle Ram.	All
. Capture: One. Creature.	Evil Warr
r (At a Distance). Armour-Plated. Quick. Creature.	Heroic Warr
& Melee. Armour-Plated. Push. Strange Parts.	All
& Zoom. Transport-Prison: Two. Fragile (At a Distance or Far Away)	Heroic Warr
& Blaster (At a Distance) Creature. Destroy Scenery and Objects. Unreliable.	Snake Men
. Special: Grappling Hook can Transport character or vehicle.	All
& Melee. Creature & Intelligent. Includes all the winged horses of the Princess of Power line.	Rebellion
& Melee. Creature & Intelligent. Special: Flee to Castle Greyskull, Transport-Capture one	Heroic Warr

Playsets

It does not matter if you do not own the toy of a setting you are imagining - you can use the statistic "Playsets" to measure your character's interaction with an environment of the same Allegiance.

Get It In Plastic

So, your parents shelled out the big bucks! (Now you can check-mark it on your character sheet.) Their options were:

- Buy a pre-made playset at the Toy Store.
- Create one (for the same amount of money) at home out of cardboard and masking tape, glue and good intentions.
- Trade in 2 common accessories for your custom character, and have them come with a playset. The character and the playset must share a Theme.

When a player acquires a toy playset it is tied to one of their characters, although any character of any player who is of the same Allegiance is entitled to the playset's use. The player tied to the playset must be the one to assign priority to the playset's statistics, which are: Entrance, Guards, Traps, Rooms, and Treasure. The number that character has for their statistic "Playsets" is the best rank for the statistics of the playset, plus the GM's roll of 1d6. That sounds complicated, but it's not. For instance - if "Playsets" is your character's 1st priority, then you could assign 1st, 2nd, 3rd, 4th, and 5th to the playset's own statistics, each of them +1d6. If you assigned your Playset statistic as 5th, for example, then you would be able to distribute a 5th, 6th, 7th, and 8th priority to your playset's statistics - again, plus 1d6. (Of course this may bring a statistic's rank

above 1st, but the GM has rules for that.)

The character who owns the playset does not have to be in play for the playset to be.

Storm a Rival Playset

A rival faction can take over the playset and steal that Treasure, or occupy it for the resources of its rooms, but only if they overcome the rungs of the playset's difficulty in the following order: Entrance, Guards, Traps, Rooms, then Treasure. Remember, depending on where the character is who owns the playset, they may be hiding around any corner!

Custom Playset

Playset building is a fill-in-the-blanks project, much like creating a new character. All playsets must have a name and be tied to one character. Remember that each of these statistics represent obstacles for your enemies to overcome.

1. Entrance: A description of distance, such as "somewhere hidden in the swamps of Killik", or a challenge of passage such as "really sturdy iron door".

2. Guards: An army of minor characters, one powerful monster, a magic curse, etc.

3. Rooms & Towers: A laboratory, a hall of mirrors, or a series of pit traps, and so on.

4. Treasure: The ultimate goal - is it just gold, or books? Magic power? A kidnapped villager? What hides within these walls? If it's something good - you get to take advantage of that in the course of the game. If it's something bad, it harms your enemies when they made it this far.

Castle Greyskull (Heroic Warriors)

Entrance: Jaw Bridge over bottomless moat.
Guards: Magical Barriers surround the castle.
Traps: Magical Traps of Illusion and Despair.
Rooms & Towers: Armory, Computer System, Dungeon, and a trapped Throne Room.
Treasure: Profound Magical Power!

Crystal Palace (The Great Rebellion)

Entrance: High Up Above the Clouds on the Mountain Skydancer.
Guards: The steeds Sundancer & Moonbeam.
Traps: Elevator off which all must fall.
Rooms & Towers: Armory, Computer System, Dungeon, and a trapped Throne Room.
Treasure: Secrets from the time of the First Ones presided over by Light Hope.

Eternia Royal Palace (Heroic Warriors)

Entrance: Huge Stone Wall with Gate, and also a nifty (but easily breakable) monorail.
Guards: Cat Guardian, Palace Guards.
Traps: Man-At-Arms' Auto-Laser Turrets.
Rooms & Towers: Armory, Computer System, Dungeon, Engineering Lab, Throne Room.
Treasure: The Seat of Government.

Fright Zone (The Evil Horde)

Entrance: Long and Winding Road.
Guards: Huge puppet-like Dragon.
Traps: Evil Tree that ensnares characters within its branches and send them to the Dungeon, and foot-clamping stones.
Rooms & Towers: Dungeon, Hordak's Sorcery Room.
Treasure: Hordak's Sorcery Research and associated items of power.

Point Dread (Heroic Warriors)

Entrance: Mirages of the Mystery Desert.
Guards: Magical Defense Creatures of Light.
Traps: Magical Illusion Traps of Misdirection.

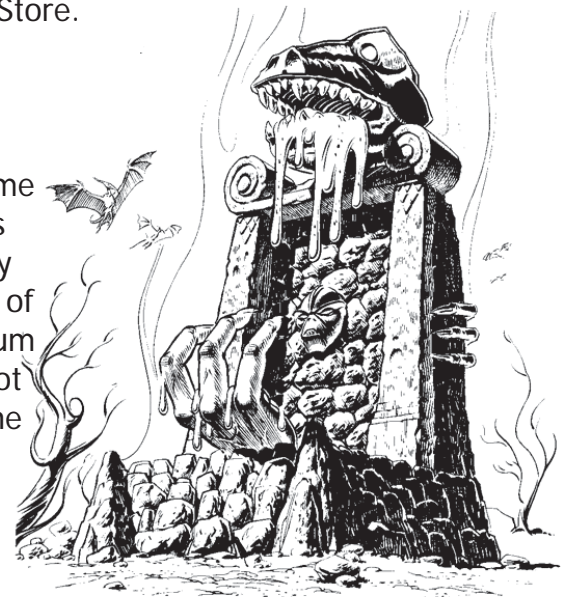
Rooms & Towers: Library.

Treasure: Ancient Knowledge Database, The Talon Fighter Vehicle. Also, the whole playset can be attached to Castle Greyskull!

Slime Pit (The Evil Horde)

Entrance: Through Hostile Horde Territory.
Guards: Horde Troopers en masse.
Traps: Giant bony claw hand Grabs.
Rooms & Towers: Single Room of Trap.
Treasure: Ensnared victims are covered in slime that makes them mindless zombies to the operator of the Slime Pit. The Playset comes with one vat of slime, good for only one use, but more vats can be purchased at the Toy Store.

The "Slime Pit". This is exactly the kind of thing mum would not like at the kitchen table.



Snake Mountain (The Evil Warriors)

Entrance: Catacombs Of Unknown Horror.
Guards: Giant Snake, Skeletons abound.
Traps: Trap door into a net, also Lava.
Rooms & Towers: Armory, Computer System, Dungeon, Bone Throne & Meeting Room, Engineering Lab, and a Frightening Broadcast Room.
Treasure: Skeletor's gold or a portal to a barren dimension of captured Snake Men.

8. Telling Friend From Foe

Identify one character as a Friend, and you get an advantage when helping that character in some way. You can also identify one character as a Foe, and you get an advantage when helping them in some way. You are free to choose among the custom characters your fellow players have made, or

Character	Alleg.	Theme	Gimmick	Story Adv.	
Adora	Rebel	Rebel Leader	Story: Secret Identity	Acrobatics: Land	Un
Angella	Rebel	Angel-Queen	Feathery Wings	Magic	Lin
Beast-Man	Evil W.	Beast	Body: Huge Muscles	Army: All Beasts	Un
Blade	Evil W.	Soldier	Face: Eye-Patch	Martial Arts	Ey
Blast-Attack	Evil W.	Robot	Disassemble: In Half	Effect: Explode	Arm
Bow	Rebel	Jolly Rogue	Buddy: Kowl	Deception	Too
Buzz-Off	Heroic	Bee	Insect Wings	Acrobatics: Air	Re
Castaspella	Rebel	Enchantress	Spinning Hypno-Disk!	Magic	Sa
Catra	Rebel	Force Captain	Transform: Panther	Super Senses	Jea
Clamp Champ	Heroic	Guard	Power Pincher*	Super Senses	Pri
Clawful	Evil W.	Crab	Hand: Clamp	Invincible: Clamp	Un
Double Trouble	Rebel	Spy	Two-Faces: Disguise	Acrobatics: Land	Un
Dragstor	Horde	Car	Transform: Driving-thing	Cyborg	Un
Evil-Lyn	Evil W.	Sorceress	Story: Pallet Swap	Magic	Sy
Entrapa	Horde	Warrior	Grappling Hair-kinesis	Engineer	Alc
Extendar	Heroic	Knight	Stretch: All Limbs	Cyborg	Un
Faker	Evil W.	Robot	Story: Pallet Swap	Deception	Un
Fisto	Heroic	Barbarian	Hand: Fist	Invincible: Hand	Pri
Flutterina	Rebel	Scout	Butterfly Wings	Acrobatics: Air	Tro
Frosta	Rebel	Ice Princess	Hair: Ice Powers	Magic (Ice)	Icy
Glimmer	Rebel	Light Princess	Hair: Light Powers	Magic (Light)	Un
Grizzlor	Horde	Beast	Body: Fuzzy	Strength	Un
Gwildor	Heroic	Wizard Mons.	Holder of the Key	Engineering	Cre
He-Man	Heroic	Barbarian	Story: Secret Identity	Strength	Pri
Hordak	Horde	Wizard Mons.	Transform: Machines	Magic	Arm
Horde Trooper	Horde	Robot	Disassemble: All	One of Many	Un
Jitsu	Evil W.	Warrior	Hand: Chop	Martial Arts	Un
King Hiss	Snake	Snake	Transform: Snakes	Magic	Pri

80s Toybox RPG by James Kerr

You cannot be your own friend. Identify another character as a Foe, and you get an advantage to harm or from cannon characters listed below, even if they are not yet in the Toybox.

Weakness	Friend	Accessories	Wave	Year
Unreliable	Sea Hawk	Sword, Skirt, Comb	pX	198X
Linked to Moon	Glimmer	Skirt, Comb	p1	1985
Unintelligent	Mer-Man	Arm Bands, Brst-Plate, Whip	1	1982
Wepatch	Saurod	Sword, and another sword	6	1987
Progance	Extendar	Axe (Tech Axe)	6	1987
Too Much Midriff	Kowl	Bow, Brst-Plate, Headband, Cape	p1	1985
Clackless	Stratos	Axe	3	1984
Shifty	Peekable	Wand, Skirt, Comb	p1	1985
Jealousy	Clawdeen	Sword, Shield, Mask, Skirt, Comb	p1	1985
Stupid	Fisto	Brst-Plate, Power Pincher*	6	1987
Unintelligent	Whiplash	Brst-Plate, Mace	3	1984
Untrusted	No one...	Staff, Cape, Skirt, Comb	p1	1985
Unfeeling	Extendar	Crossbow	5	1986
Empathy	The Facless One	Wand	2	1983
Unloof	Scorpia	Shield, Skirt, Crown, Comb	p2	1986
Unfeeling	Blast-Attack	Full Armour, Shield	5	1986
Unintelligent	None	Strap-on Armour, Sword	2, 6	1983/87
Stupid	Clamp Champ	Brst-Plate, Sword	3	1984
Doubled Past	Glimmer	Mace, Shield, Skirt, Pack, Comb	p2	1986
Unfriendly Personality	Glaciers	Wand, Cape, Skirt, Comb	p1	1985
Unintelligent	Flutterina	Staff, Crown, Skirt, Comb	p1	1985
Unintelligent	Mantenna	Crossbow	4	1985
Unhappy	None	Wand	6	1987
Stupid	Man-At-Arms	Axe, Shield, Strap on Armour, Power Sword*	1	1982
Progance	None	Crossbow, Shield	4	1985
Unintelligent	Each Other	Tech Spear (shoots lasers)	5	1986
Unintelligent	Two-Bad	Brst-Plate, Sword	3	1984
Stupid	No need!	Brst-Plate, Shield, Staff	5	1986

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Character	Alleg.	Theme	Gimmick	Story Adv.	
King Randor	Heroic	King	Story: King of Eternia	Location: Royal Palace	Ro
Kobra Khan	Evil W.	Snake	Spitting Action!	Effect: Acid	Co
Leech	Horde	Snake	Hand: Suction Cups	Effect: Energy Drain	Un
Madame Razz	Rebel	Witch	Buddy: Broom	Magic	Ab
Man-At-Arms	Heroic	Soldier	Story: Always an Item	Engineering	Elc
Man-E-Faces	Heroic	Soldier	Face: Rotating 3 Faces	Deception (Acting)	Co
Mantenna	Horde	Alien	Face: Pop-Out Eyes	Spc: Extra Legs	For
Mekaneck	Heroic	Soldier	Stretch: Neck	Invincible: Neck	Co
Mer-Man	Evil W.	Aquatic	Body: Oceanic Fins	Army: Sea Creatures	For
Mermista	Rebel	Mermaid	Transform: Human	Control Water	Fre
Modulok	Horde	Alien	Disassemble: All	Engineering	Cr
Mosquitor	Horde	Mosquito	Face: Insect Nose	Effect: Energy Drain	Cr
Moss-Man	Heroic	Plant	Body: Fuzzy	Control: Plants	Pri
Multi-Bot	Horde	Robot	Disassemble: All	Spc: Four Legs	Un
Netossa	Rebel	Warrior	Net Throwing Action!	Acrobatics: Land	Sk
Ninjur	Evil W.	Ninja	Face: Mask	Martial Arts	Ar
Octavia	Horde	Octopus	Dexterous Tentacle Arms	Effect: Energy Drain	Ar
Orko	Heroic	Wizard Mons.	Unexplained Hover Flight	Magic	Yo
Perfuma	Rebel	Ecomancer	Story: Pleasant Odor	Grow & Control: Plants	Igr
Peekablue	Rebel	Scout	Dazzling Feather Display	Multi-vision Cosmic Sight	Re
Prince Adam	Heroic	Prince	Story: Secret Identity	Deception	Co
Ram-Man	Heroic	Soldier	Ramming Action!	Invincible: Head	Un
Rattlor	Snake	Snake	Stretch: Neck	Tail: Rattle	Cr
Rio Blast	Heroic	Cowboy	Story: Always a Weapon	Cyborg	Pri
Roboto	Heroic	Robot	Hand: Replacements	Strength	Yo
Rokkon	Heroic	Rock	Transform: Rock	Invincible: Rock	Yo
Rotar	Heroic	Top	Spinning Action!	Cyborg	Lin
Saurod	Evil W.	Lizard	Spark Breath Action!	Tail: Whip	Co
Scare Glow	Evil W.	Wizard Mons.	Story: Glows in the Dark	Magic	Cr
Scorpia	Horde	Scorpion	Hands: Pincers	Tail: Scorpion	Un
Shadow Weaver	Horde	Sorceress	Body: Creepy Green	Magic	Ra

80s Toybox RPG by James Kerr

Weakness	Friend	Accessories	Wave	Year
Royal Palace	Wife, that's it	Brst-Plate, Cape, Spear	6	1987
wardice	None	Laser Pistol	3, 5	1984/86
intelligent	Mosquitor	Crossbow	4	1985
sent-Minded	Whispering Woods	Wand (Broom), Cape, Hat	pX	199X
derly	Prince Adam	Arm Bands, Brst-Plate, Mace	1	1982
nfidence	Ram Man	Laser Pistol	2	1983
olish	Grizzlor	Crossbow	4	1985
nfidence	Buzz-Off	Mace	3	1984
olish	Beast-Man	Strap-on Armr, Sword, Trident	1	1982
ench Accent	Fish of the Sea	Shield, Skirt, Pack, Comb*	p2	1986
eeepy	Multi-Bot	Laser Pistol	4	1985
eeepy	Leech	Laser Pistol	6	1987
ide	Plants	Mace	4	1985
neeling	Modulok	Laser Pistol	5	1986
ill Dependant	Spinnerella	Net-Cape x3, Shield, Tiara, Skirt, Comb*	p3	1987
rogance	Scareglow	Bow, Nunchuks*, Sword	6	1987
rogance	Octopuses	Sword x4, Brst-Plate	pX	198X
ung	Battle Cat	Magic Coins!*	3	1984
norance	Plants	Shield, Skirt, Pack, Comb*	p2	1986
eluctance	Castaspella	Shield, Skirt, Pack, Comb*	p2	1986
wardice	Teela	Power Sword*	3	1984
intelligent	Man-E-Faces	Axe	2	1983
eeepy	Tung Lashor	Staff	5	1986
ide	Snout Spout	Gun Backpack*, Laser Pistols	5	1986
ung	Sy-Klone	Full Armour	4	1985
ung	Stonedar	Laser Pistol	5	1986
imited Ground	Man-At-Arms	Axe	6	1987
nfused	Blade	Laser Pistol	6	1987
eeepy	Ninjor	Cape, Staff	6	1987
intelligent	Entrapa	Brst-Plate, Helmet	pX	198X
spy Voice	Hordak	Robes	pX	198X

For everything marked with an asterisks (*) see Uncommon Accessories pg. 19. **Page 27**

80s Toybox RPG by James Kerr

Character	Alleg.	Theme	Gimmick	Story Adv.	
She-Ra	Rebel	Paladin	Story: Secret Identity	Strength	Tr
Skeletor	Evil W.	Wizard Mons.	Face: Skull	Magic	Arm
Snake-Face	Snake	Snake	Face: Snakes	Effect: Petrification	Cre
Snout Spout	Heroic	Elephant	Water Spitting Action!	Strength	Pri
Sorceress	Heroic	Sorceress	Transform: Hawk Zolar	Magic	Ca
Spikor	Evil W.	Blowfish	Hand: Trident-Fork	Effect: All Body Spikes	Fo
Spinnerella	Rebel	Warrior	Whirlwind-making Spin!	Acrobatics: Land	Na
Squeeze	Snake	Snake	Stretch: Arms (to Far)	Grappling	Un
Stinkor	Evil W.	Skunk	Story: Offending Odor	Super Senses	Fo
Stonedar	Heroic	Rock	Transform: Rock	Invincible: Rock	Elo
Stratos	Heroic	Hawk	Rocket-pack Flight	Acrobatics: Air	Pri
Sweet Bee	Rebel	Alien Bee	Insect Wings	Acrobatics: Land	Ali
Sy-Klone	Heroic	Wind	Action: Spinning Action	Cyborg	Pri
Teela	Heroic	Warrior	Story: Pallet Swap	Acrobatics: Land	Re
Trap-Jaw	Evil W.	Pirate	Hand: Replacements	Cyborg	Arm
Tri-Klops	Evil W.	Warrior	Face: Rotating 3 Eyes	Engineering	Co
Tung Lashor	Snake	Snake	Stretch: Tongue	Effect: Poison	Cre
Twistoid	Evil W.	Top	Spinning Action!	Cyborg	Lin
Two Bad	Evil W.	Monster	Face: Two Heads	Engineering	Co
Vultak	Horde	Hunter	Vulture Wings	Transform: Shadow	Co
Webstor	Evil W.	Spider	Face: Spider	Grappling	Cre
Whiplash	Evil W.	Lizard	Thrashing Action!	Tail: Club	Un
Zodac	None	Zodiac	Face: Mask	Magic (Cosmic Power)	Arm



When a player receives the toy of a cannon character, THEY assign priority based on their whim, and fill in the character's Foe as they like. This allows for greater customisation of cannon characters. Probably you should choose a Foe from among the other figures you know are in the toybox, and likely to come into play.

80s Toybox RPG by James Kerr

Weakness	Friend	Accessories	Wave	Year
Doubled Past	Sea Hawk	Sword of Protection*, Shield, Tiara, Cape, Skirt, Comb*	p1	1985
rogance	None	Strap-on Armour, Havok Staff*, Sword	1	1982
leepy	Squeeze	Staff, Shield	6	1987
de	Rio Blast	Axe, Strap-on Armour	5	1986
stle Greyskull	Man-At-Arms	Staff	6	1987
olish	Stinkor	Brst-plate (natural), Mace	4	1985
ive	Netossa	Shield, Tiara, Armbands, Pack, Skirt, Comb*	p3	1987
intelligent	Snake-Face	A pet snake	6	1987
olish	Spikor	Strap-on Armour, Shield	4	1985
der	Rokkon	Laser Pistol	5	1986
de	Mechaneck	Arm Bands, Strap-on Armour	1	1982
en-minded	Bee People	Shield, Antennae, Skirt, Comb*	p2	1986
de	Roboto	Shield	4	1985
ckless	Prince Adam	Shield, Staff, Strap-on Armour	1	1982
rogance	Tri-Klops	Belt, Jaw	2	1983
wardice	Trap-Jaw	Belt, Strap-on Armour, Sword	2	1983
leepy	Rattlor	Crossbow, Staff	5	1986
united Ground	Tri-Klops	Staff	6	1987
nfused	Jitsu	Strap-on Armour, Shield	4	1985
ward	Eternian Rum	Mace, Brst-Plate, Net	pX	198X
leepy	None	Strap-on Armour, Laser Pistol	3	1984
intelligent	Clawful	Spear	3	1984
rogance	Sorceress	Strap-on Armour, Laser Pistol	1	1982

She-Ra's Theme of "paladin" is pretty loosely defined - apparently this lets her not only fight for what is right with righteous vigor, but talk to friendly forest animals and heal minor wounds by the touch. Theme is the most argumentative of Priorities.



9. Pick Your Priorities

Assign Priorities to the six following Statistics: Theme, Gimmick, Story Advantage, Accessories, Vehicles & Creatures, and Playsets, by writing in a number from 1st to 6th on your character sheet, without repetition. 1st is best. 6th is worst.

RANK



1st to 6th

1st to 6th

1st to 6th



1st to 6th



1st to 6th



1st to 6th

The most basic structure of the mechanics of this game is that a higher ranked priority beats another. Instead of dealing with ever-increasing numbers, this game inverts the issue to say that a character's "1st Priority" is their strongest. Ranks decline in power with 2nd, 3rd, and so on.

Barring logical fallacy and the logistics of distance, two ranks are compared and the better one wins.

Between episodes a player can swap out their character's ranks, assigning a fresh perspective on 1st, 2nd, 3rd, and so on. Remember that if they made any compromises with rank over a priority - for instance, taking 3 Hand attachments at -1 rank rather than having one different Hand, then that reduction would be freshly applied to the new ranks distributed.

10. Action Pose!

Draw your character and their equipment on the Toy template available on your character sheet, so that everyone can see what they look like.





Segments

There are two main forms of play: "Priority Battles", which are usually battles with other player's characters or a GM's situation, and "Questions", where the players creatively (in and out of character) answer questions put to them by the GM. The GM will alternate between these two forms of play to keep the game moving.

General Rules

1. Turn order follows from the left of the GM around the circle of players. This applies to all methods of play.
2. Each player can be holding up to 3 characters or an equivalent in vehicles, creatures or playsets at any one time. All others must stay in the 'Toy Box' - a sheet of paper kept in the middle of the table where the purchased figure's names are recorded.
3. A player must pick only 1 character to use per turn. A vehicle, creature or playset may be used simultaneously with the character, as applicable.

4. Conflict resolution matches one priority against another, with the highest priority winning. A simple win is all that is usually required, but for more detailed or intense moments, see "Priority Battles", p. 37.
5. The GM may call for a Champion to step up and resolve a Priority Battle on behalf of the whole group, as the situation arises.
6. Or, the GM may call for every character involved in a situation to win against the same priority. For example: "There are rocks falling from above, you are all caught in their path." This can happen even if the player's turn has already gone by, or the player plans to play a different character. The turn order of reactions remains the same, left to right around the circle.

Questions

Questions are found in the different segments outlined in greater detail on the new few pages. If the GM thinks the next question is not appropriate to the situation they will skip it. If they think another question, which has perhaps just occurred to them, would better suit the game, then that one is used. The GM does not ask him or herself a question. At any point in the question process, a player can choose to say "I don't know" and the question will be resolved with a random roll by the GM, or passed to the next person.

Gameplay is divided into 5 segments, collectively called an "episode". There are questions for all segments except the Toy Store. At the end of the episode the game is satisfied, but you may choose to play a new episode if you wish.

1. Toy Store

After players have created their own custom characters, which, through their circumstance as a child have come into their possession, they get to visit the Toy Store. There are two types of Toy Stores - big and small. Different children are allowed (by their parents) to visit different stores. The GM narrates the visit to the Big Box store first, then the Mom 'n Pop store. Visits to the local Toy Store are emotionally complex events for any child looking for their favourite toy, as such it breaks down into several stages.

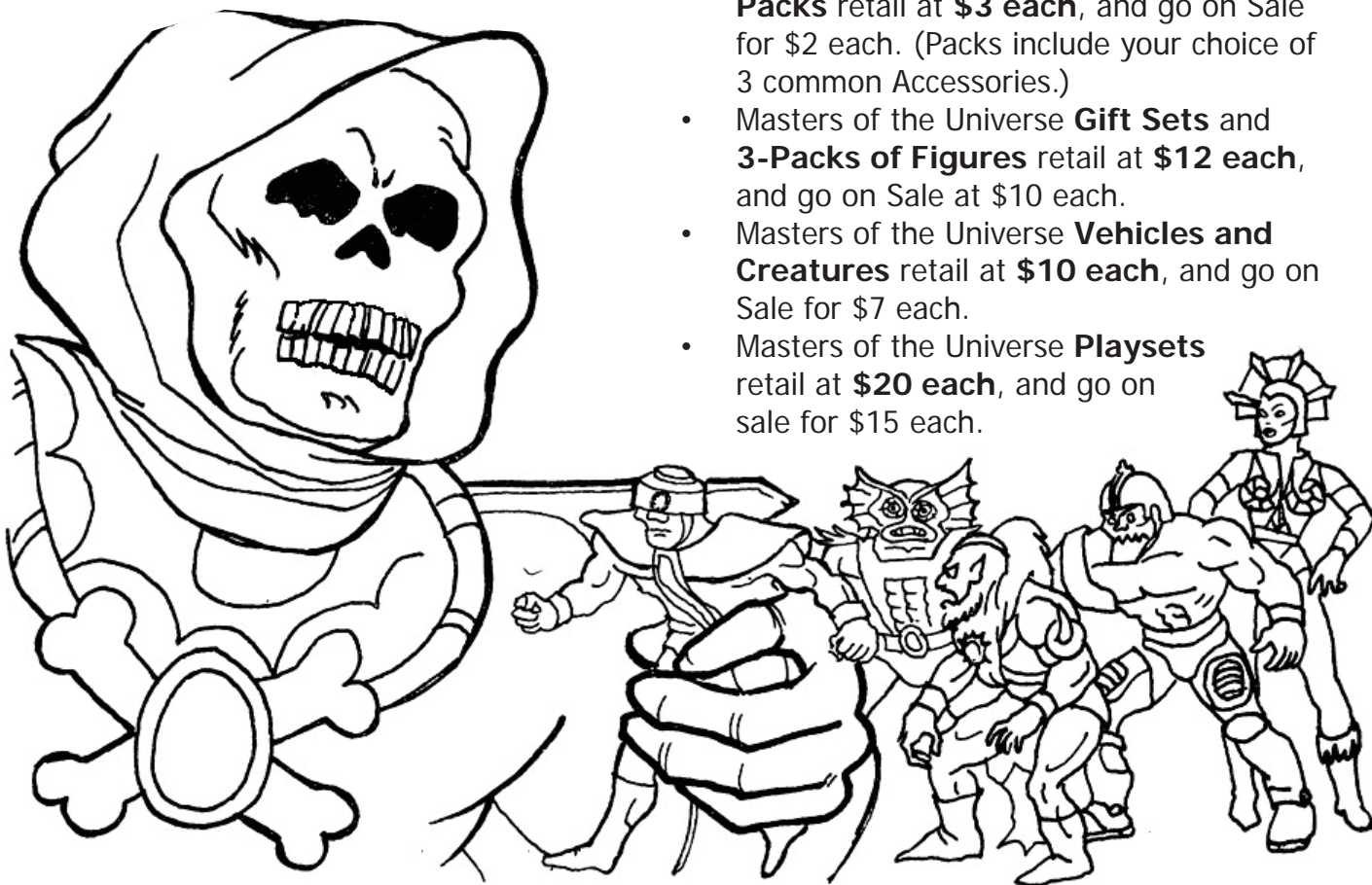
Players go through the Toy Store segment only once per episode but the effects are cumulative over the season as the Toybox fills. Players are not forced to buy anything and can keep their money for next time.

During any visit other than the first, the player can choose to forgo all cannon options and design another custom character. Custom characters are always available for purchase on any visit. Remember though, only 3 characters can be "Held" by the player to play with, the rest must be in the Toybox, where anyone can draw and use them, including the GM!

Players can and will make deals with each other for borrowing and swapping money to take advantage of sales at different stores, because that's what friends do for each other.

Toy Store Prices:

- Masters of the Universe **Figures** retail at **\$5 each**, and go on sale for 2 for 1.
- Masters of the Universe **Accessory Packs** retail at **\$3 each**, and go on Sale for \$2 each. (Packs include your choice of 3 common Accessories.)
- Masters of the Universe **Gift Sets** and **3-Packs of Figures** retail at **\$12 each**, and go on Sale at \$10 each.
- Masters of the Universe **Vehicles and Creatures** retail at **\$10 each**, and go on Sale for \$7 each.
- Masters of the Universe **Playsets** retail at **\$20 each**, and go on sale for \$15 each.



80s Toybox RPG by James Kerr

Remembering the Commercials: First, players turn to the Toy Store random toy charts in their MotU RPG books to see what is potentially available for that wave. The GM will announce what wave it is, based on the year, and describe the toys you see.

The Big Box Store: The stores from the commercials have lots of selection but refuse to do special orders, or really even talk to you. First, the GM rolls randomly on the events table to see what is going on at the store. Then, to construct the toy isle, the GM starts on their left getting each player to roll once on percentile dice and see what toys are in front of you in the isle. After the first wave of toys the GM also asks the players each to roll once to see what is at the Toy Store from the previous wave. Players may then purchase toys based on availability.

The Mom n' Pop Store: The local independent shop has only a small selection of toys but will happily make special orders because they are nice people and just happy for the business. They may attempt to buy your love by giving you an inexpensive toy for free. First, the GM rolls randomly on the events table to see what is going on at the store. Then, to construct this much smaller isle, the GM moves around the circle of players having them roll only once for stock, instead of twice. The last player rolls for the previous wave's single remaining toy. If a player is dissatisfied with the selection, they may choose to make a special order for one toy for the next wave. It will arrive the next time they are in the store.

You may not jump back and forth between toy stores. Your parents are busy.

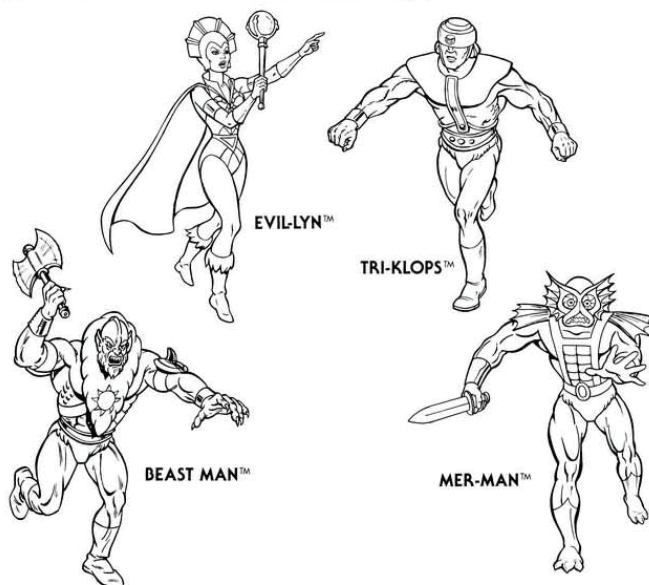
Toy Store Random Events

The next player to have a turn instead rolls, in view of everyone, a ten-sided dice to generate the random events going on at the Toy Store. The GM may alternatively choose to roll.

Roll	Big Box Store	Mom 'n Pop Store
1	Closed Down due to Renovations.	Closed Down due to the Poor Economy.
2	Closed Today.	Closed Today.
3	Open, but Eerily Empty.	Inexplicably Closed.
4-7	Open for Business As Usual.	Open for Business As Usual.
8	Sale on specific MotU Toys.	
	Roll	Sale
	Roll	Sale
	1-2	Accessories
	7-8	Gift-sets
	3-4	Figures
	9-10	Playsets
	5-6	Vehicles & Creatures
9	Sale on all available MotU Toys!	Sale on all available MotU Toys!
0	The stock boy made a mistake and accidentally put one Toy from the next line on the shelves before its shelf date.	The kindly shop owner makes a gift of one Figure to the Poor Kid(s), for being such a good and loyal customer(s).

2. Kitchen Table

This stage establishes the context and the themes for the episode and introduces the initial conflict. Players begin with up to 3 figures in hand. All other items purchased from the store go into the Toybox for now. In the case of this segment, one column is asked - either good guys or bad, in its entirety, before moving on to the other. If there are no bad guys out of the Toybox then the bad guys in this stage may be imaginary (Shadow Beasts, Dragons, or whatever else the GM can invent).



In this segment the GM uses the series of questions as a spring board in order to get a conflict going whereby an Imaginary Playset, Imaginary Character (NPC) or Imaginary McGuffin is designed, and if not resolved then at least brought to its logical conclusion, in order to bring the players to the next segment.

Kitchen Table Random Events

The next player to have a turn instead rolls, in view of everyone, a ten-sided dice to generate the random events going on in the Kitchen. The GM may alternatively choose to roll.

Roll	Kitchen Events
1	Oops. Food on the Toys. Characters must return to their home base to be cleaned.
2	Distracting little sister. Some NPC monster will horribly disrupt the story.
3-7	Regular everyday fun.
8	An environmental factor must go into play such as the table, chairs, cupboards, sink, cutlery, dishes, fridge, or stove. This must become part of the story environment.
9	Snacks! Your mom's the best. Everyone is SUGAR HIGH so the imaginary power level in the game goes UP, and becomes A LOT MORE LETHAL! Blood and guts - yay!
0	One Lucky or Ungrateful kid may get a free toy due to a visiting aunt, a grandma who cannot remember when your birthday is, or your parent's whimsical kindness. Roll 1d6. On a 6, roll a percentile dice on the table with the present wave and receive that toy. If multiple players get a 6, they must make another roll to beat each other and only the winner will get a visit from their aunt, grandma, or whomever.

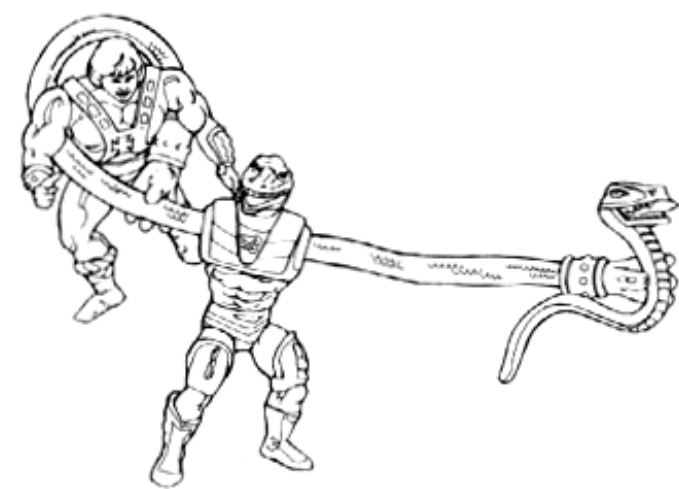
Introduce any new characters intended for play, starting from the GM's left and going around in a circle until everyone is known.		
Player: Who goes first, the Good Guys or the Bad Guys?		
Good Guys		Bad Guys
Character or Player: Are you helping others with something?		Character: What is the goal of the latest evils scheme?
Character: Who are you helping?	Character: What are you doing?	Player: Who came up with the scheme?
Character: Where are you?		
Character: Is everyone there with you?		Character: Is everyone there with you?
Player: Why do they need help?	Character: Where is everyone else?	Character: How are you going to enact this plan?
Player: Does this require a quest?		Player: Do you have everything you need?
(If not otherwise brought up, then...) Character: Are you after a person, place, or thing? (NPC, Playset, McGuffin establishment for this segment cycle's story)		



When the story path or questions are exhausted, then...."Your mother says you are making too much noise at the kitchen table and she kicks you out to the Living Room. Along the way, you raid the Toybox. Each player is permitted to swap out one toy from the Toybox – a figure, vehicle, creature, or playset, if there are any there."

3. Living Room

At this stage the central challenge and conflicts are set up, which is probably at least partially an extension of the Imaginary thing made up in the Kitchen. If nothing was made up, it will probably happen in the Living Room. Rather than going through all of good guys then all of bad guys, in the Living Room questions alternate back and forth, starting with the good guys. If there is combat, the bad guys attack first.



Living Room Random Events

The next player to have a turn instead rolls, in view of everyone, a ten-sided dice to generate the random events going on in the Living Room. The GM may alternatively choose to roll.

Roll	Living Room Events
1	Mum is vacuuming. Everyone must speak very loudly to be heard, until someone not playing the game says to be quiet. (This can get ugly.)
2	The television is on. The GM will intermediately narrate random previews of the next wave of toys during the action. Distracting!
3-7	Regular everyday fun.
8	An environmental factor must go into play such as the couch, coffee table, television, walls, carpet, record or cassette tape player, or the VCR.
9	Snacks. SUGAR RUSH. Violence!
0	One Lucky or Ungrateful kid may get a free toy. Roll 1d6 as in the Kitchen.

Good Guys	Bad Guys
Character: Where are you going?	
Player: What is the barrier in your way?	
Character: How do you overcome it? (This will probably become a conflict)	
Player: Who is nearer to their goal? The Good Guys or the Bad Guys?	
Player: Now that you're there, what goes wrong?	Player: How does the master plan go horribly wrong?
Player: How is what you find not what you expected?	Player: How do you get away without being caught?

"Your mother says you are making too much noise in the Living Room and orders you to go outside to the Back Yard. Along the way, you raid the Toybox again."

4. Back Yard

This segment attempts to resolve the conflict in the story in the most interesting and climactic way possible. Questions alternate between good guys and bad guys, starting with the bad guys. Remember that in combat bad guys attack first.



Back Yard Random Events

The next player to have a turn instead rolls, in view of everyone, a ten-sided dice to generate the random events going on in the Back Yard. The GM may alternatively choose to roll.

Roll	Back Yard Events
1	Inclement Weather. Every character exposed to the in-game elements will begin to take damage, as the toy is in peril. (Toy sympathetic magic.)
2	Sand in the toys. Every player toy fights at a Disadvantage.
3-7	Regular everyday fun.
8	An environmental factor must go into play such as a tree, tire swing, sand pile, slide, flower bed or garden, big rock, dirt, grass & weeds.
9	Snacks. SUGAR RUSH. Raaaaaar!
0	One Lucky or Ungrateful kid may get a free toy. Roll 1d6 as in the Kitchen.

Good Guys	Bad Guys
Character: How will the Good Guys overcome this challenge?	Character: Where do the Bad Guys plan the ambush?
Player: What will overcoming the challenge cost our Heroes?	Character: Stick to the plan, or focus on eliminating the Good Guys?
Character: How, from the depths of failure, will the Heroes overcome and triumph?	Character: What is worth more than accomplishing the goal?
Character: How will the good guys win?	Character: How will the bad guys get away?
Player: How will the status quo be restored to a reasonable degree?	Character: How was this all part of your leader's master plan?

Sometimes it is appropriate to swap asking the character versus asking the player. The situation will dictate how appropriate the target of the question may be, because sometimes it won't matter at all or would have the same result.

5. PSA



A "Public Service Announcement", ends every episode. It can also be used as a bridging segment between the Backyard and sneaking back to the Kitchen Table again, if the tale is a two-parter. You do not raid the Toybox after coming in from the Backyard. Instead, you watch a little TV and end the episode asking the last two players these questions:

1. **First Question:** Name the episode.
2. **Last Question:** In character, a player is asked to narrate the moral of the episode as they see it, as though to a TV home audience. This is usually just nonsense, but ends the episode well.

Next Episode

Every episode is treated as a different year of the Toyline, beginning in 1982. This is not literally the case - you can't be 8 forever.

Every episode is not a new calendar year. Think of it as a nostalgic recollection of childhood, where the waves of toys and afternoons playing are all blended together. Or, for a more long term set of games - a full season episodes are paced every two or three waves of the Toyline instead.



Overview of Segments

Each game 'episode' is divided into several segments of play. Here is an overview:

1. **Toy Store:** New characters are made and cannon characters, accessories, vehicles, creatures and playsets are purchased. The structure of this varies based on what kind of a kid you are.

2. **Kitchen Table:** The kids return from the Toy Store to the house of one of the players, probably the person hosting this RPG event. They begin play at the metaphorical Kitchen Table, where the scene of the game is set. (It is not necessary to move around the house in real life.) In this segment, good guys and bad guys are usually kept separated.

3. **Living Room:** The kids prove too noisy and are kicked out to the living room. Meanwhile, the separated good and evil teams crash together as their goals conflict! The situation changes unexpectedly for everyone and becomes more complicated than originally believed. Fun ensues.

4. **Backyard:** Again kicked out - but more importantly, all character issues come to a head and the story situation is resolved in glorious battle!

X. **Imaginary Additions:** When the story needs an added something to help move it along, go here.

X. **Priority Battles:** As appropriate.

5. **Public Service Announcement:** Where players reflect on the Title and Moral of the story, and the game ends...until next week!



Priority Battles

While the game is not without dice, its main conflict resolution mechanic does not use them. Instead, this game employs a system of priority and rank comparison to determine the outcome of events. The player to the left of the GM declares their chosen priority first, then declarations go around in a circle. Let's assume you are seated left-most to the GM. (Otherwise, just swap the order.)

In a conflict, you choose one priority of your character to argue as applicable to the character and the situation. For example: "I will use my Strength to lift the boulder and chuck it over there." Common sense, and the GM, determine the applicability of a priority. They will tell you if they think it is too silly.

In response, the player of the character you face will also choose a priority to counter yours, based on logic, distance, and it having an equal or superior rank. These concepts will be clarified by the GM as you play.

Here are some things to remember:

1. **Ensure At Least Some Logic:** While the game can be pretty silly, make sure the priority you pick makes sense for the situation. The GM may warn that your choice in priority is 'Stretching It', or let you know that there is a matter of 'Obvious Superiority' between the compared Priorities, which could disturb their ranks.
2. **Clarify Intent:** Generally a priority will either defend against harm, or harm an enemy or restrain an enemy circumstantially. Make sure your GM knows which of these you want, or if you want it to do some strange other creative thing. Usually this is obvious, not always.
3. **Out-Rank Your Opponent:** Usually, the rank of the priority you choose must be the same or greater than your opponent's, or you will lose.
4. **Out-Distance Your Opponent:** Usually, the priority you choose must have the same or greater distance to your opponent's, or you will lose.
5. **Argue Advantages:** Point out whatever advantages may apply: higher terrain, the element of surprise, the advantage you get as a Kid, the other guy is your Foe, etc., and whatever disadvantages you can cite for your opponent. 3 advantages increases a priority by one.

Narrate Outcome: The GM uses the applicability and relative difference in rank between the two priorities to determine what happens, and narrates the outcome. This resolution takes immediate effect, and cannot be overturned next round. See the next page for a reference of these outcomes.

Priorities

There are only a few set things that can happen when a priority is used.

Harm: You do harm to the enemy, as illustrated on the next page. Examples: Weapons, physical effects like falling, or even emotional or psychic damage - although such damage must have its root in magic. You cannot psychically damage a character by making fun of their extending neck power.

If two characters are attempting to harm each other - as is usually the case - then whomever succeeds is undamaged. It is a rare (but possible) circumstance where both characters would be harmed. In this way a harm effect also acts to defend.

Restrain: You have been able to incapacitate, freeze, trap, daze or delay the enemy. When restrained the subject character can evoke no priority except what will free them from such restraint. Examples: Tied up in rope, a magic holding spell, or to be pinned by a wrestler. It is also possible to suffer a temporary restraint - such as a character is so surprised or caught unaware that they are dazed, do not respond - except to try and awaken their sense, but will be back to normal next turn. Example: The prisoner is not in his cell. Where did he go?

Both Harm and Restrain: Typically beyond the scope of player characters and in the territory of environmental and large-scale events, it is possible for a character to be harmed then restrained (boulders fall from above, trapping you beneath rock) or restrained and then harmed (a giant snake is wrapped around you, squeezing.) When

this is the case, it should take two rounds to happen - the first effect one round, and the second effect maintains over subsequent rounds. Therefore, a character attempting both types of damage would need to succeed at least twice with their priority. For instance: Beast-man grabs Man-At-Arms. Next turn Beast-Man will attempt to crush him in his arms, doing harm.

Defend: You are able to negate the potential damage that would be done to you. Nothing else happens to the character's advantage. This is not an optimal course of action.

Free from Restraint: You are able to free yourself from the circumstance of restraint, such as Man-At-Arms struggling out of Beast-Man's grip, digging yourself out of the avalanche of falling rocks, awakening from the daze of seeing the prisoner missing from his cell, or recovering from the assault of an intense battle of sorcery that occurred on the psychic plane. Once free, you are unable to take another action until your next turn - unless you'd like to pursue some minor action while trying to break free at a disadvantage. Clearly, this is not an optimal choice. It is possible that the enemy who restrained you will simply try again. But, being free is still better than continuing to be restrained - all the options of the character are now open to you.

Nothing: It is possible, although very unlikely, that in the employment of a Priority, nothing will happen. If that is the case, just like the evocation of a Weakness, your GM will probably give the character +1 rank for their next used priority, because the character has effectively wasted a turn.

No Contest: In the event that there is no applicable opposition to your priority, (usually due to distance) then the enemy is injured according to the rank of your priority. 1st is Kill, 2nd is Incapacitate, 3rd is Wound, and anything lower will simply Graze.

Ranks are the Same - Tie. Both characters continue to fight, or the situation is otherwise narrated such that it does not effectively change. Battle on, brave warrior.

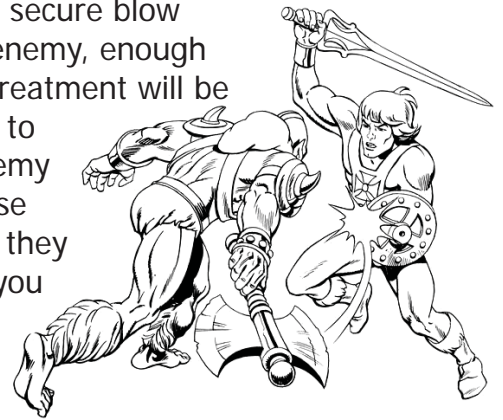


1 Rank Higher - Graze: The opponent is lightly injured and has been pushed, has lost the grip on their weapon or has fallen down. Your enemy will have a disadvantage next round if they want to regain their footing, pick up their weapon, or rise from having fallen.

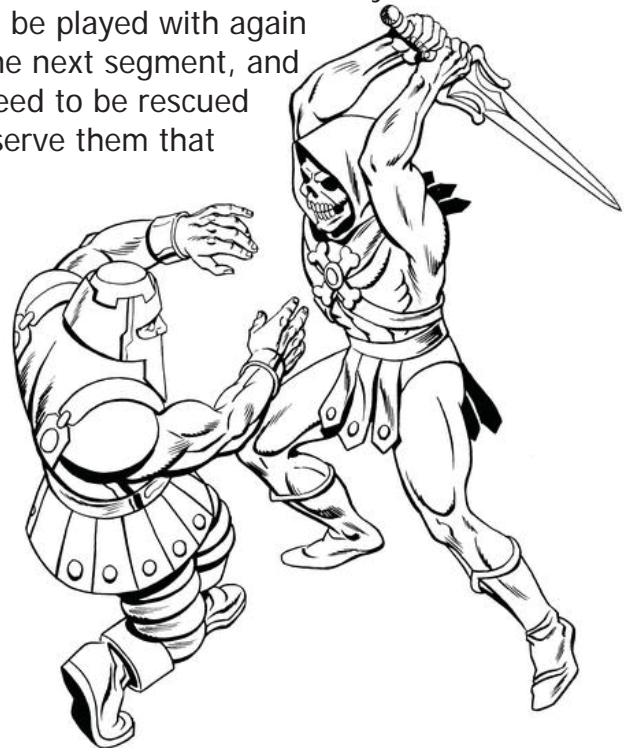


One rank higher is all that is required to resolve most Imaginary Battles.

2 Ranks Higher - Wound: You have scored a secure blow against your enemy, enough that medical treatment will be required. Due to injury, the enemy has lost the use of the priority they used against you until the next segment.



3 Ranks Higher - Incapacitate: You have struck a blow enough to cause a major wound, incapacitating the enemy such that they can no longer continue fighting. From here the enemy may receive medical attention to revive them, but they cannot be played with again until the next segment, and may need to be rescued to preserve them that long.



4 Ranks Higher - Kill: Your enemy is out of the episode, either by surrender or death or being thrown down a bottomless pit. Of course, they may come back next episode.

Priority Shift

If the priorities presented for contest against each other are miss-matched, then the GM may shift the rank of one or both of the priorities in question.

Obvious Superiority: Making use of a priority under ideal circumstances is a situation of "Obvious Superiority", where the GM may grant +1 rank. For instance, smashing a wall with a sledge-hammer, or shooting an apple with a bow and arrow, or using your tail for balance.

Stretching It:

Employing a priority in a circumstance where it is grossly impractical, even for a cartoon, is a situation of "Stretching it", and the GM will grant -1 rank. For instance, attacking a wall with a knife, throwing a mace at an apple, or using your tail to pick-pocket. (For comparison, using a tail to trip someone is a perfectly normal use and would incur no shift in priority.) Players especially like to throw their melee weapons away in this game, to try and make up the distance. They should do so at -1 rank, and have to pick up the weapon later. Anything more outrageous than these examples would just be rejected. For instance, attacking a wall with a carpet, or shooting an apple with a worm. It does not matter how wonderful you are at worms or carpets, your priority will not succeed.

Teamwork: If multiple characters want to devote themselves to the same task, they can. Take the best ranked priority applied to the task. For every other character who is helping with the same rank, the effective rank increases by one. There is no benefit for characters of a lesser rank helping.

Priority Momentum: After using a priority, next turn you can choose a different priority to employ, or stick with the same one. If you want to use the same one again, and it had more advantages than your opponent's - if the Priority itself succeeded or not - then it increases by one rank each round you continue to use it, and continue to have more advantages. When you stop using the priority - even a He-Man can't make a sword work for everything - it loses its cumulated higher ranks.



Distance

The actual position of characters does not matter in this game, only the most basic sense of where they are relative to their direct opponent. You don't need a grid or miniatures to keep track - although you can use actual MotU toys for reference if you wish. In this game there are 3 relative positions a characters can assume from their opponent: 'Far Away', 'At a Distance', and 'Close Up'. In most situations of conflict, all characters begin Far Away from each other. (Circumstances may dictate otherwise, but that's the general rule.)

In a Priority Battle, the application of a priority that would make sense to operate from "Far Away" - for instance, to shoot a laser beam - happens first. Then the application of a priority that is best described as "At a Distance" happens - like to strike with a staff. Lastly, any priority whose application would sensibly be "Up Close" will happen - like the swing of a mace.

In a contest between distances, whatever gets there first wins. For instance, if Trap-Jaw uses a laser pistol to shoot Ram-Man (At a Distance), and Ram-Man swings his mace (Close Up), then only the laser connects, because the mace couldn't get there. Ram-Man is injured under the effect of 'No Contest'.

I say "the application of a priority" because any priority could be played at several distances in any combination of offensively, defensively, or creatively. They can't all do it all, but if you think of how Accessories grants you 3 things, similarly every Theme, Gimmick and Story Advantage should do roughly the same. The most obvious uses are outlined in the explanation of the priority. Your GM will be the judge of what is ultimately sensible, but this may require some adjustment of priority to work. For instance, in the above example Ram-Man could instead throw his mace, so both things would happen 'At a Distance', but that would be 'Stretching It', and Ram-Man's mace would be at -1 rank. (He would also have to pick it up later.)

You must think creatively to choose the priority that makes the most sense, and can offer you the best rank at the right distance, because if your character acts at the wrong distance, they will lose this battle!

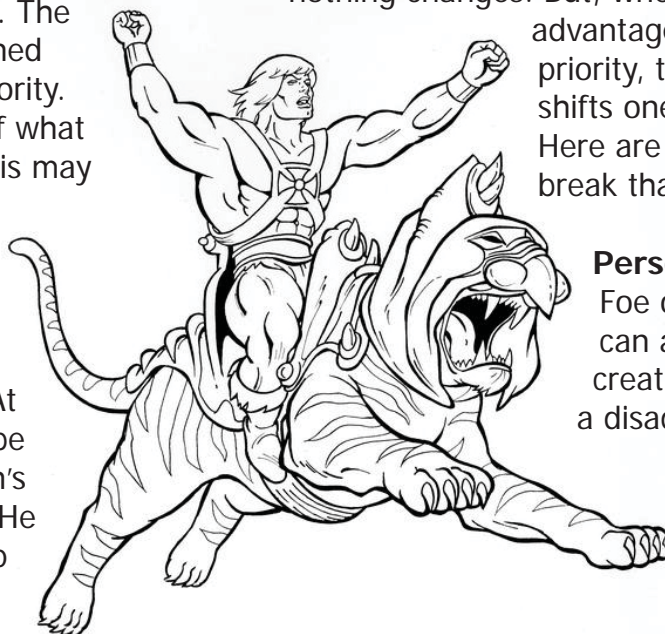
Where Are You Now?: At the end of your turn, pay attention to where your character is standing. If both your character and your opponent chose to be Close Up, that's where you are now. Next round - because of where you're standing, the application of priority that would make sense to happen 'Close Up' would go first. The next to happen would be what is Far Away, then At a Distance. Because you've gone in close, it is now faster to maintain that closeness, rather than backing away.

Advantages

So long as characters are comparing the same rank of priority (something of 3rd rank fighting something of 3rd rank, for instance) nothing changes. But, when there are 3

advantages for any one priority, the effective rank shifts one to the better! Here are some ways to break that tie:

Personality: Friend or Foe or even Weakness can also be used to create an advantage or a disadvantage.



Environment and Circumstance: The Game Master will, at their leisure, shift one or another character by an advantage given the context of events, by such matters as terrain, weather, elevation, and other peril.

Fullness of Character: Reference a character's other Priorities for one advantage each. Perhaps you are using the priority of your Theme, but could your Gimmick just as easily do the same? This kind of half-baked argument may be difficult to sell, and will not work for Accessories.

Narrow Beats General: In a context between two things that are remarkably similar, a priority with a narrow definition will gain an advantage over a priority with a broader definition. For instance, in a wrestling match where one character has Strength and the other character has Grapple, the character with Grapple gains an advantage.

Advantages no longer relevant to the situation are no longer available for use.

Disadvantages

Heroes overcome adversity...and villains, also. They also overcome adversity, to do evil. The point is, not everything is roses and sometimes you have to wade through a bunch of muck to get to your enemy, and it's raining, and you have a bit of a sniffle. These are all disadvantages. Just like with its positive counterpart, 3 disadvantages lower a priority's rank by 1. Here are some points about this:



Even Stephen: Advantages and disadvantages applied to the same character cancel each other out.

The Flip Side: Such matters as terrain and whatever other circumstantial argument you could make could also be a disadvantage.

Minor Actions: Having to do some other minor thing while also employing a priority incurs a disadvantage. For instance: having to pick up your weapon off the ground before using it, having to duck to avoid a low door frame, drawing a blaster pistol from a blaster holster before use, and so on.

Play Example



She-Ra and Skeletor are sword-fighting up a staircase. She-Ra is using her priority in Accessories (3rd, let's say), and has higher ground (1 advantage). Let's say Skeletor is also hacking with his sword, (which for the sake of argument is also at priority 3), making them both 'Close Up', distance-wise. Skeletor has no other advantages, he's just mad. The priorities are the same, so they slash and hack and move back and forth, up and down the stairs this round, but it comes to nothing conclusive.

Next round, the battle becomes more intense - She-Ra keeps fencing, so her priority goes up to 2nd because of 'priority momentum' Skeletor's player is in a bit of a panic because he realises he cannot now back up and zap with magic At a Distance without being hit full-force by She-Ra under 'no contest', which at 3rd rank would incapacitate him out of the segment. So, he keeps up his sword - still operating at 3rd priority. At the conclusion of this round the GM narrates that She-Ra bonks Skeletor on the head with her pommel, and he goes tumbling back down the stairs to its bottom. They are now At a Distance from each other.

Next round, Skeletor has lost his sword, and rather than picking it up and incurring a disadvantage he decides to use his priority in magic, which is his 2nd priority, to 'zap' She-Ra with a purple energy ray from the tip of his finger. That should make Skeletor 1 priority ahead, if it works. The fact She-Ra is at the top of the stairs is not at all relevant for this, so she loses the advantage she had until now. She-Ra's player wants to do better, and asks the GM if there's anything in the

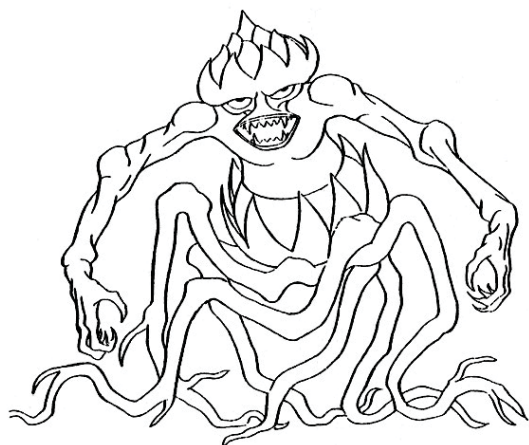
room she could deflect the ray into. The GM responds that in the room below there is a couch, a round wooden table, two outside windows and a hanging chandelier. Perfect! She-Ra has remembered that, obviously, the shinny surface of sword blades reflect back beams and other magic, so she decides to use her Accessories statistic again, and holds the Sword of Protection in front of her, intends to deflect the beam into the rope holding up the chandelier, which she's at the perfect height for because she's at the top of the stairs - and therefore should get an advantage, and therefore should go up one priority - the player argues. The GM says that's Stretching It, and maintains her at 2nd priority to deflect the beam, the same as Skeletor's magic zap. The GM narrates that She-Ra deflects the beam and it goes off into the room aimlessly.

Next, Skeletor decides to cut his loses and get out of here while She-Ra is still at the top of the stairs - At a Distance away. He uses his priority in magic again (2nd priority), to conjure a teleporting portal with which he may escape back to Snake Mountain. The GM says that sounds legit. She-Ra would need to do better than 2nd priority to restrain Skeletor, and her 1st priority as a paladin will not allow her to leap off the stairs in time and close the distance. If she could somehow think of a way to use her sword again, at an advantage, she could go up to 1st and stop him - but that would still be Up Close. She-Ra's player cannot think of anything, and Skeletor escapes through the wavy purple portal to fight another day.

Imaginary Battles

How to battle your character against things the GM makes up, not other characters.

Simple Tasks: When a player is faced with the GM's Imaginary characters (NPCs), a story circumstance (such as falling boulders) or measuring the difficulty of some adventure hurdle not directly related to another figure, the GM will either make up a rank, or have the person to the left of the principal player in question roll one six-sided dice (1d6). The die result is the Imagined priority rank of the opposition. It may be modified for difficulty.



Imaginary NPCs & Playsets: Unlike player-created characters and playsets the priority rank for Imaginary NPCs (any character without a toy) and Playsets (or any setting where events occur) are not assigned, but randomly generated. The GM will make the player to the left of the one most involved with the conflict roll a six-sided dice for each statistic, sometimes modified depending on the difficulty of the task.

Imagined NPCs and Playsets need not have any Allegiance - they could just be out looking for themselves - for instance, a peasant, or an omnipresent cosmic deity, an army of robots, mutant skeletons, Evil Seed,

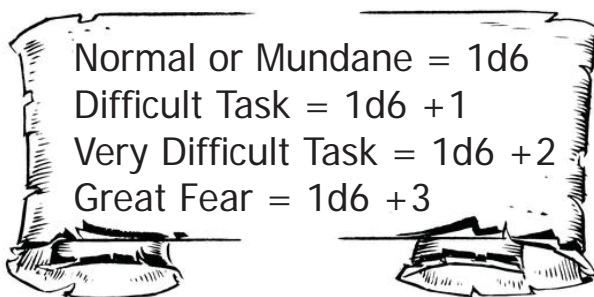
Shadow Beasts, or that Rabbit Guy from another dimension.

Imaginary McGuffin: This is an arbitrary story item goal, probably representative of some ultimate power A McGuffin item - a magic sword, a cosmic orb, a space-chair, whatever - always has a Great, Super or Epic rank for the one priority it has. This is a conscious choice determined by the GM.

Better Than 1st: Imaginary Priorities may exceed a 1st rank priority, such that will take greater effort for a character to overcome than just using their own 1st priority.

Imaginary Priority	Character Priority
Epic	1st +3
Super	1st +2
Great	1st +1
1st	1st
2nd	2nd
3rd	3rd
4th	4th
5th	5th

Modifying Difficulty



Questions for Imaginary Things

This line of questioning is brought up during any segment as soon as it seems appropriate for the GM to do so, but usually during the Kitchen segment. Every episode will probably need to define at least one Playset, McGuffin, or NPC in order to keep the story moving.

Playset	McGuffin	NPC
What is the Allegiance of this place?	Where does the thing come from?	What is their Allegiance?
Where is the Entrance, and what is it like?	What is its purpose?	What is their Theme?
What is the Treasure inside?	Who has the thing now?	What is their Gimmick?
Why can't you get in?	What does it ultimately represent?	What advantage do they have in the story?
Who Guards this place?	Why is it dangerous?	What is their known Weakness?
What are the traps you find?	Is it far away?	Who do they count as a friend or ally?
What is the first Room you enter?	What prevents it from being easily attained?	Who is their nemesis?
What is inside the first Tower you come upon?	What is it called?	What weapon do they wield?
Do you find more rooms?	Who is closest to it? Good Guys or Bad?	By what name is this person known?
By what name is this place known in legends and lore?	Is there anything else you know about this thing, that is worth mentioning?	Is there anything else you know about them that is worth mentioning?
Is this a powerful enough threat to alert the Sorceress?		

Introductory Questions for New Toys

Whenever a new toy is introduced, be it a Character, Playset, Vehicle, Creature, or an Accessory of note, the above questions may be asked for its introduction, even if it is not factoring into the plot (so it seems). Use Playsets for playets, McGuffin for vehicles and notable accessories, and NPC for characters and creatures.

Masters of the Universe Toy Random Statistics

Random Name

Rnd	Naming Convention
1-3	-Man
4-6	Descriptive
7-9	Play On Words
00	Other

Random Faction

Rnd	Faction
1-2	Evil Warriors
3-5	Heroic Warriors
6-7	The Horde
8-9	The Rebellion
00	The Snake Men

Random Theme

Roll	Theme
01-02	Alien
03-12	Animal *
13-19	Barbarian
20-23	Cowboy
24-31	Guard
32-33	King / Prince
34-38	Knight
39-45	Monster
46-52	Nature *
53-57	Ninja
58-64	Robot
65-71	Soldier
72-76	Sorceress
77-83	Thing *
84-90	Warrior
91-95	Wizard Monster
96-00	Other *

Random Gimmick

Roll	Gimmick
01-13	Action *
14-19	Body *
20-24	Disassemble *
25-29	Extra Body Parts *
30-41	Face *
42-53	Flight
54-65	Hand *
66-73	Hair *
74-78	Story *
79-85	Stretch *
86-92	Tail *
93-97	Transform *
98-00	Other *

Random Story Adv.

Roll	Story Adv.
01-09	Acrobatics *
10-16	Army *
17-24	Cyborg
25-31	Deception
32-38	Dramatic Effect *
39-44	Engineering *
45-53	Grapple
54-60	Invincible *
61-62	Location *
63-69	Magic *
70-73	Martial Arts
74-78	One of Many
79-87	Strength
88-93	Super Senses
94-00	Other *

Random Weakn.

Rndm	Weakness
01-09	Arrogance
10-18	Confidence
19-25	Confused
26-35	Cowardice
36-39	Creepy
40-44	Elderly
45-46	Eye-patch
47-53	Foolish
54-58	Minor Limit *
59-62	Major Limit *
63-69	Pride
70-76	Reckless
77-79	Sympathy
80-86	Unfeeling
87-95	Unintelligent
96-00	Young

Random Access.

Roll	Accessory
01-04	Arm Bands
05-12	Strap-Armour
13-24	Axe
25-28	Belt
29-36	Breast-Plate
37-48	Laser Pistol
49-64	Mace
65-72	Shield
73-84	Staff
85-96	Sword
97	Custom Acc.
98	C. Creature
99	C. Vehicle
00	C. Playset

Masters of the Universe Toys

Start the first episode, use Wave 1 toys and advance the waves of toys as the episodes continue, the fastest option being 1 wave for each episode.

Masters of the Universe Wave 1 - 1982

1982	Character	Type	Description
01-11	He-Man	Figure	Most Powerful Man In The Universe
12-17	Man-At-Arms	Figure	Heroic Master Of Weapons
18-22	Stratos	Figure	Heroic Winged Warrior
23-25	Teela	Figure	Heroic Warrior Goddess
26-36	Skeletor	Figure	Evil Lord Of Destruction
37-39	Beast-Man	Figure	Savage Henchman
40-42	Mer-Man	Figure	Evil Ocean Warlord
43-53	Zodac	Figure	Cosmic Enforcer
54-61	Battle Cat	Creature	Fighting Tiger!
62-67	Screech	Creature	Barbarian Bird
68-72	Battle Ram	Vehicle	Detachable Sky Sled is over-used!
73-78	Wind Raider	Vehicle	Assault Lander
79-83	Castle Greyskull	Playset	Fortress of Mystery and Power for He-man and His Foes
84-92	He-Man & Battle Cat	Giftset	Figure He-Man and creature Battle Cat
93-00	He-Man & Wind Raider	Giftset	Figure He-man and the vehicle Wind Raider

Masters of the Universe Wave 2 - 1983

1983	Character	Type	Description
01-03	Man-E-Faces	Figure	Heroic Human...Robot...Monster
04-06	Ram-Man	Figure	Heroic Human Battering Ram
07-13	Evil-Lyn	Figure	Evil Warrior Goddess
14-16	Faker	Figure	Evil Robot Of Skeletor
17-22	Trap-Jaw	Figure	Evil & Armed For Combat
23-28	Tri-Klops	Figure	Evil & Sees Everything
29-34	Zoar	Creature	Fighting Falcon
35-44	Panthor	Creature	Savage Cat
45-50	Attak Trak	Vehicle	Battle Machine
51-56	Point Dread & Talon Fighter	Playset	Frontier Outpost. Contains the vehicle Talon Fighter and the playset Point Dread

80s Toybox RPG by James Kerr

1983	Character	Type	Description
57-63	Evil Warriors I	Giftset	Figures Beastman, Faker and Skeletor
64-69	Teela & Zoar	Giftset	Figures Teela and Zoar
70-78	Heroic Warriors I	Giftset	Figures He-Man, Ram Man, and Teela
79-84	Skeletor & Screech	Giftset	Figures Skeletor and Screech
85-91	Battle for Eternia	Giftset	Figures Skeletor, Panthor, and Man-E-Faces
92-00	Skeletor & Panthor	Giftset	Figure Skeletor and creature Panthor

Masters of the Universe Wave 3 - 1984

1984	Character	Type	Description
01-07	Battle Armor He-Man	Figure	Most Powerful Man In The Universe
08-12	Buzz-Off	Figure	Heroic Spy In The Sky
13-16	Fisto	Figure	Heroic Hand To Hand Fighter
17-19	Mekaneck	Figure	Heroic Human Periscope
20-26	Orko	Figure	Heroic Court Magician
27-28	Prince Adam	Figure	Heroic "Secret" Identity To He-Man
29-35	Battle Armor Skeletor	Figure	Lord of Destruction
36-40	Clawful	Figure	Warrior With The Grip Of Evil
41-44	Jitsu	Figure	Evil Master Of Martial Arts
45-47	Kobra Khan	Figure	Evil Master Of Snakes
48-51	Webstor	Figure	Evil Master Of Escape
52-56	Whiplash	Figure	Evil Tail Thrashing Warrior
57-60	Dragon Walker	Vehicle	Heroic Side-Winding Beast/Vehicle!
61-65	Road Ripper	Vehicle	Cheaper than most Vehicles
66-70	Stridor	Vehicle	Heroic Armored War Horse!
71-74	Roton	Vehicle	Evil Assault Vehicle!
75-79	Snake Mountain	Playset	Evil Stronghold of Skeletor
80-81	Weapons Pack	Access.	Contains all common accessories
82-88	Battle Armor He-Man & Road Ripper	Giftset	Figure Battle Armor He-Man and the vehicle Road Ripper
89-95	Battle Armor Skeletor & Screech	Giftset	Figure Battle Armor Skeletor and creature Screech
96-00	Fisto & Stridor	Giftset	Figure Fisto and creature Stridor

80s Toybox RPG by James Kerr

The She-Ra Rule: From 1985 on, all players at the Toy Store roll 1d6. For each player who gets a 1, that's how many She-Ra toys are warming the pegs instead of He-Man toys.

Masters of the Universe Wave 4 - 1985

1985	Character	Type	Description
01-07	Thunder Punch He-Man	Figure	Leader Of The Heroic Warriors Now Packs A Powerful Punch
08	Moss-Man	Figure	Heroic Spy & Master Of Camouflage
09-12	Roboto	Figure	Heroic Mechanic Warrior
13-15	Sy-Klone	Figure	Heroic Fist Flinging Tornado
16-20	Dragon Blaster Skeletor	Figure	Evil Leader and his Dreadful Dragon With The Paralysing Spray
21-22	Spikor	Figure	Evil Master Of Untouchable Combat
23-24	Stinkor	Figure	Evil Master Of Odors
25-29	Two Bad	Figure	Double Headed Evil Strategist
30-32	Hordak	Figure	Ruthless Leader Of The Evil Horde
33-36	Grizzlor	Figure	Hairy Henchman Of The Evil Horde
37-39	Leech	Figure	Evil Master Of Power Suction
40-44	Mantenna	Figure	Evil Spy With The Pop Out Eyes
45-49	Modulok	Figure	Evil Beast Of A Thousand Bodies
50-54	Bashasaurus	Vehicle	Heroic Combat Vehicle!
55-58	Battle Bones	Vehicle	Collectors Carry Case!
59-61	Land Shark	Vehicle	Evil Monster Vehicle!
62-64	Night Stalker	Vehicle	Evil Armored War Horse!
65-68	Spydor	Vehicle	Evil Stalker!
69-71	Fight Zone	Playset	Trap Filled Stronghold of Terror!
72-73	Thunder Punch Ammo	Access.	Ammunition for Thunder Punch
74-76	BA He-Man & Battle Cat	Giftset	Figure BA He-Man and creature Battle Cat
77-80	BA Skeletor & Land Shark	Giftset	Figure BA Skeletor & vehicle Land Shark
81-83	Battle Armor Skeletor & Panthor	Giftset	Figure BA Skeletor & creature Panthor
84-86	Evil Warriors II	Giftset	Figures BA Skeletor, Webstor, and Mer-Man
87-90	Evil Warriors III	Giftset	Figures Stinkor, Whiplash, and Webstor
91-93	Heroic Warriors II	Giftset	Figures Battle Armor He-Man, Man-at-Arms, and Man-E-Faces
94-97	Heroic Warriors III	Giftset	Figures Mekaneck, Buzz-Off, and Moss-Man
98-00	Jitsu & Night Stalker	Giftset	Figure Jitsu and creature Night Stalker

80s Toybox RPG by James Kerr

Princess of Power Wave 1 - 1985

1985	Character	Type	Description
01-08	Angella	Figure	Angellic Winged Guide!
09-21	Bow	Figure	Special Friend!
22-28	Castaspella	Figure	Enchantress Who Hypnotizes!
29-37	Catra	Figure	Jealous Beauty!
38-42	Double Trouble	Figure	Glamorous Double Agent
43-49	Frosta	Figure	Ice Princess of Etheria
50-61	Glimmer	Figure	Guide Who Lights The Way!
62-72	She-Ra	Figure	Most Powerful Woman In the Universe!
73-78	Arrow	Creature	True Blue Horse Flies Bow To Victory
79-80	Butterflyer	Creature	Winged Carrier
81-82	Enchantra	Creature	Swan Friend of She-Ra
83-84	Kowl	Creature	The Know It Owl
85-92	Storm	Creature	Flies Catra to Exciting Adventure
93-00	Swiftwind	Creature	Beautiful Horse, Spirit, Becomes Magical Flying Unicorn

Masters of the Universe Wave 5 - 1986

1986	Character	Type	Description
01-04	Flying Fists He-Man	Figure	Heroic Leader With The Arm Swinging Action
05-08	Extendar	Figure	Heroic Master Of Extension
09-11	Rio Blast	Figure	Heroic Transforming Gun-Slinger
12-14	Rokkon	Figure	Young Heroic Comet Warrior
15-18	Snout Spout	Figure	Heroic Water Blasting Firefighter
19-21	Stonedar	Figure	Heroic Rock People Leader
22-26	Terror Claws Skeletor	Figure	Evil Leader With The Claw Swinging Action
27-30	Hurricane Hordak	Figure	Ruthless Leader And His Wicked Whirling Weapons
31-32	Dragstor	Figure	Evil Transforming Warrior/Vehicle
33-34	Horde Trooper	Figure	Evil Collapsing Robot
35-37	Multi-Bot	Figure	Evil Robot Of A Thousand Bodies
38-40	Kobra Khan	Figure	Evil Snake Men Henchman (Re-release)
41-43	King Hiss	Figure	Dreadful Disguised Leader Of The Snake Men
44-47	Rattlor	Figure	Evil Snake Men Creature With The Quick Strike Head
48-50	Tung Lashor	Figure	Evil Tongue Shooting Snake Men Creature

80s Toybox RPG by James Kerr

1986	Character	Type	Description
51-53	Blaster Hawk	Vehicle	Heroic Land and Sky Disc Launcher!
54-57	Laser Bolt	Vehicle	Heroic Road Rocket!
58-60	Fright Fighter	Vehicle	Evil Dragonfly Attack Vehicle!
61-63	Mantisaur	Creature	Evil Insectoid Steed!
64-67	Monstroid	Creature	The Ultimate Battling Monster!
68-70	Megalaser	Access.	Heroic Wind-Up Beam Blaster!
71-73	Jet Sled	Access.	Heroic Rocket Sled & Jetpack!
74-76	Stilt Stalker	Access.	Heroic Battle Stilts!
77	Slime Vat	Access.	An extra canister of slime for the Slime Pit
78-82	Eternia	Playset	The Ultimate Battle Ground
83	Slime Pit	Playset	Evil Pit of the Gruesome Ooze
84-87	Hordak & Mantisaur	Giftset	Figure Hordak and creature Mantisaur
88-92	Flying Fists He-Man & Terror Claws Skeletor	Giftset	Figures Flying Fists He-Man and Terror Claws Skeletor
93-96	Collector 3 Pack	Giftset	Figures Battle Armor He-Man, Battle Armor Skeletor, and Orko
97-00	Jet Sled & He-Man	Giftset	Figure He-Man and accessory the Jet Sled

Princess of Power Wave 2 - 1986

1986	Character	Type	Description
01-04	Entrapa	Figure	Tricky Golden Beauty!
05-17	Flutterina	Figure	Beautiful Flying Lookout!
18-30	Mermista	Figure	Mist-i-fying Mermaid!
31-43	Peekablue	Figure	Watchful "Feathered" Friend!
44-53	Perfuma	Figure	Scent-sational Flower Maiden!
54-57	Scratchin' Sound Catra	Figure	Jealous Beauty!
58-61	Starburst She-Ra	Figure	Most Powerful Woman In the Universe!
62-68	Sweet Bee	Figure	Honey Of A Guide!
69-81	Clawdeen	Creature	Catra's Glamorous Cat
82-85	Crystal Moonbeam	Creature	Nighttime Protector of Crystal Castle
86-89	Crystal Sundancer	Creature	Daytime Protector of Crystal Castle
90-93	Crystal Swiftwind	Creature	She-Ra's Flying Crystal Unicorn
94-00	Sea Harp	Creature	Musical Sea Horse Carries She-Ra Doll and Her Friends to Adventure!

Masters of the Universe Wave 6 - 1987

1987	Character	Type	Description
01-02	Clamp Champ	Figure	Heroic Master Of Capture
03-04	Gwildor	Figure	Heroic Creator Of The Cosmic Key
05	King Randor	Figure	Heroic Ruler Of Eternia
06-07	Rotar	Figure	Heroic Master Of Hyper-Spin
08-09	Sorceress	Figure	Heroic Guardian Of Castle Greyskull
10-11	Blade	Figure	Evil Master Of Swords
12-14	Blast-Attack	Figure	Evil Blast-Apart Robotic Warrior
15-16	Faker II	Figure	Evil He-Man Imposter
17-19	Ninjur	Figure	Evil Ninja Warrior
20-21	Saurod	Figure	Evil Spark-Shooting Reptile
22-25	Scare Glow	Figure	Evil Ghost Of Skeletor
26-27	Twistoid	Figure	Evil Speed Twisting Robot
28-30	Buzz-Saw Hordak	Figure	Ruthless Leader Of The Evil Horde
31-32	Mosquitor	Figure	Evil Energy Draining Insectoid
33-34	Snake-Face	Figure	Most Gruesome Of The Snake Men
35-36	Squeeze	Figure	Evil Long Armed Viper
37-40	Bionatops	Creature	Heroic Bionic Dinosaur! (Triceratops)
41-44	Turbodactyl	Creature	Heroic Reptile with "Jet" Wings"
45-48	Tyrantisaurus Rex	Creature	Most Terrifying Dinosaur in the Land PRETERNIA
49-52	Astrolion	Creature	Meteorbs. Heroic Lion with Amazing Brute Strength
53-55	Comet Cat	Creature	Heroic Panther is the Fastest of the Meteorbs!
56-58	Cometroid	Creature	Heroic Meteorb with Heroic Might
59-61	Tuskor	Creature	Heroic Mammoth Busts Force-Fields with Tusks!
62-64	Ty-Grrr	Creature	Heroic Tiger Meteorb!
65-67	Crocobite	Creature	Evil Crocodile with Crushing Jaws!
68-70	Dinosorb	Creature	Evil Dinosaur Stomps to Start Quakes!
71-73	Gore-illa	Creature	Evil Ape with Monstrous Muscle Power!
74-76	Orbear	Creature	Evil Grizzly Bashes Enemies with Claws!
77-79	Rhinorb	Creature	Evil Rhino with Horrible Ramming Horn!
80-82	Beam Blaster & Artilleray	Access.	Backpack and artillery
83-86	Cliff Climber	Access.	Motorized Mountain Battle Equipment

1987	Character	Type	Description
87-89	Tower Tools	Access.	A set of tools
90-92	Scubattack	Access.	Underwater adventure!
93-96	Tytus	Creature	Heroic Giant Warlord
97-00	Megator	Creature	Evil Giant Destroyer

Princess of Power Wave 3 - 1987

1987	Character	Type	Description
01-17	Bubble Power She-Ra	Figure	Most Powerful Woman In the Universe!
18-49	Netossa	Figure	Captivating Beauty!
50-66	Shower Power Catra	Figure	Jealous Beauty!
67-92	Spinnerella	Figure	Dizzying Defender!
93-00	Loo-Key	Creature	Hide & 'Sees' All in Etheria!



Criminally Neglected Not-Toys - Not-A-Wave

1985+	Character	Type	Description
01-14	Adora	Figure	Leader of the Great Rebellion!
15-17	He-Ro	Figure	Long-Ago Wizard Hero!
18-23	Laser Power He-Man	Figure	Heroic Master of Light Energy
24-29	Laser Light Skeletor	Figure	Evil Master of Light Energy
30-41	Madame Razz	Figure	Witch of the Whispering Woods
42-56	Octavia	Figure	Wicked Tentacle-Swinging Warrior
57-76	Scorpia	Figure	Evil Scorpion Woman of the Crimson Waste
77-85	Shadow Weaver	Figure	Evil Mistress of Dark Magic
86-00	Vultak	Figure	Hordak's Evil Zoo Keeper



Kid Sheet



RPG

Episode

Airdate

Player

Type of Kid

\$ Beginning

\$ Each Visit

Special Advantage:

Notes:

Collection

Toy

NOTES

OUT?

[illegible]

Character Sheet



RPG

Name _____

Theme _____

Gimmick _____

Story Adv. _____

RANK

Allegiance _____

Weakness _____

Friend _____

Foe _____

Accessories



RANK

--

<input type="checkbox"/>	Axe	<input type="checkbox"/>	_____
<input type="checkbox"/>	Mace	<input type="checkbox"/>	_____
<input type="checkbox"/>	Sword	<input type="checkbox"/>	_____
<input type="checkbox"/>	Laser Pistol	<input type="checkbox"/>	_____
<input type="checkbox"/>	Shield	<input type="checkbox"/>	_____
<input type="checkbox"/>	Strap-Arm	<input type="checkbox"/>	_____



Vehicles & Creatures



RANK

--

<input type="checkbox"/>	_____
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____

Playsets



RANK

--

<input type="checkbox"/>	Castle Greyskull
<input type="checkbox"/>	Snake Mountain
<input type="checkbox"/>	Crystal Palace
<input type="checkbox"/>	Fright Zone
<input type="checkbox"/>	_____
<input type="checkbox"/>	_____

Character Sheet



RPG

Name

RANK

Theme

Gimmick

Story Adv.

Allegiance

Weakness

Friend

Foe

Accessories

RANK


☐
☐
☐
☐
☐
☐

Axe
Mace
Sword
Laser Pistol
Shield
Strap-Arm

☐
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Vehicles & Creatures

RANK


☐
☐
☐

Playsets

RANK


☐
☐
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☐

Castle Greyskull
Snake Mountain
Crystal Palace
Fright Zone





GM Cheat Sheet



GM
Episode
Airdate



Players

Priority Battles

1. **Declare Priorities:** Players state the priority they will use this round from left to right around the table.
2. **Clarify Intent:** Attack / Defend / Restrain. Is the priority going to do what the player thinks it's going to do?
3. **Priority Shift:** Is this Stretching It? Is there an Obvious Superiority? +/- 1 rank. Advise player, but don't coddle.
4. **Distance:** Where are they, based on the priority proposed? Faster happens first. Far Away < At a Distance < Close Up.
5. **Advantages:** Players argue for advantages. (3 advantages = +1 rank.)
6. **Narrate Outcome:** Compare ranks and distances, revealing outcome first for Far Away, then for At a Distance, then for Close-Up. Damage goes into effect.

- * Kill / 4 (Out until next episode.)
- * Incapacitate / 3 (Out until next segment.)
- * Wound / 2 (Priority down till next segment.)
- * Graze / 1 (Maybe disadvantage next round.)

7. **Next Round:** If a character uses the same priority again and had more advantages than their opponent last round, they get +1 rank. Also, mind distances between characters, they may have changed.

Segments

Child: Help the players choose what kind of child they are: Rich Kid, Poor Kid, Lucky Kid, and Initially Ungrateful Kid.

Custom Toy: Help the players build one custom Toy in character creation. They each have 3 common Accessories or 1 common and one vehicle, creature, or playset.

1. **Toy Store:** Manage the Toy Store visit where stuff is purchased. The Big Box Toy Store is first, then the Mom 'n Pop. If a player made a custom creature, vehicle, or playset but spent their 3 accessories, it will always be available for purchase at the store.

2. **Kitchen Table:** Roll events; ask questions.

3. **Living Room:** Roll events; ask questions.

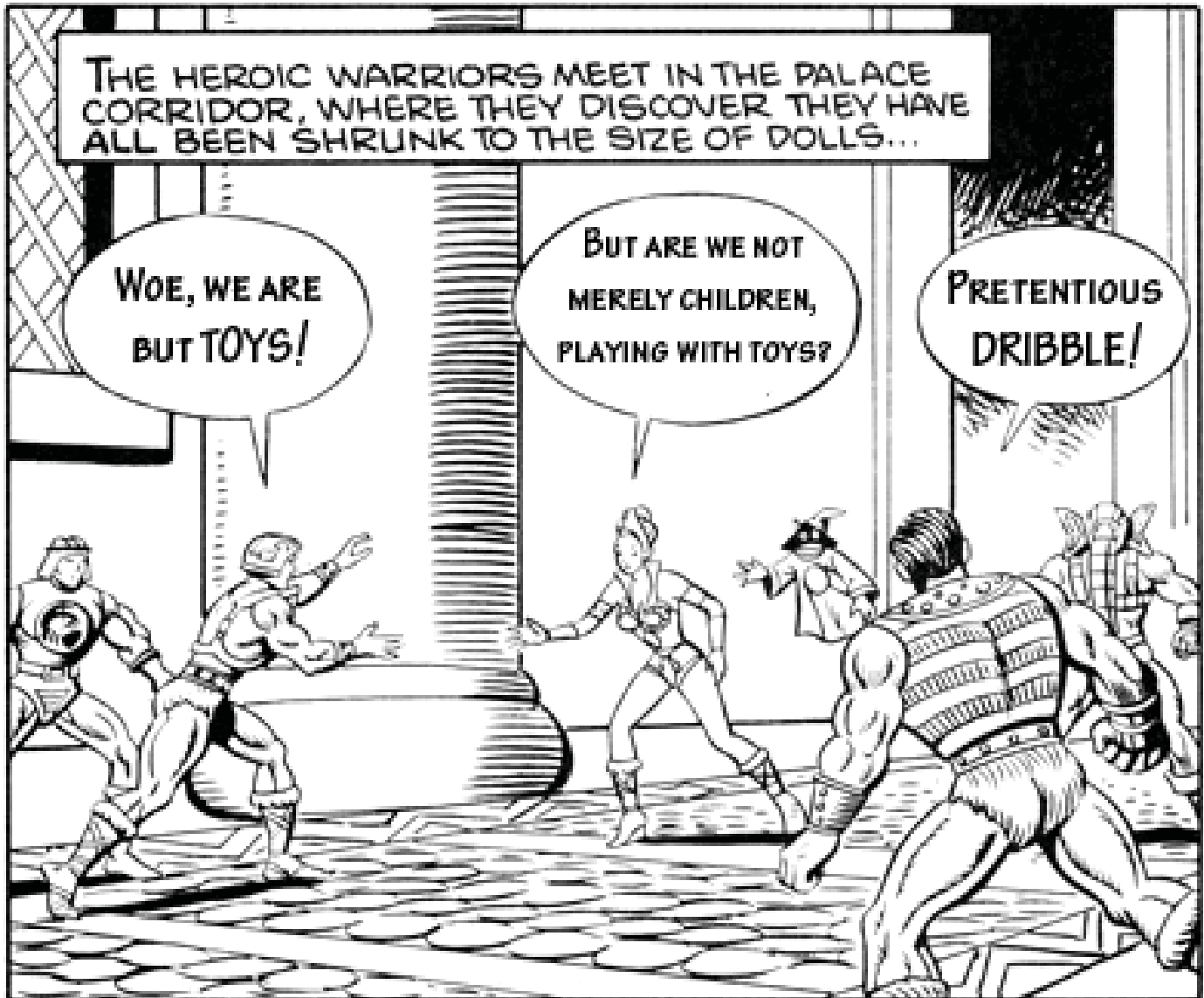
4. **Backyard:** Roll events; ask questions.

X. **Imaginary Additions:** At any time, as dictated by events, include the questions for creating an Imaginary NPC, McGuffin or Playset.

X. **Priority Battle:** At any time, as dictated by events, begin a Priority Battle between characters or an Imaginary Battle.

5. **Public Service Announcement:** At the end of play, players reflect on the Title and Moral of the story. Credits roll. Filmmation.

THE
MASTERS
OF THE UNIVERSE
ROLE PLAYING GAME
RULEBOOK



You are not playing characters, you are playing Children playing Toys that represent Characters. Big difference. There are lots of games where you can play blaster wielding barbarians, but here the nostalgic bent is so strong it can bend bars - here you set out to recreate a half-remembered television episode whilst playing with toys for the most powerful 1980s cartoon roleplaying experience in the universe!

By James Kerr