

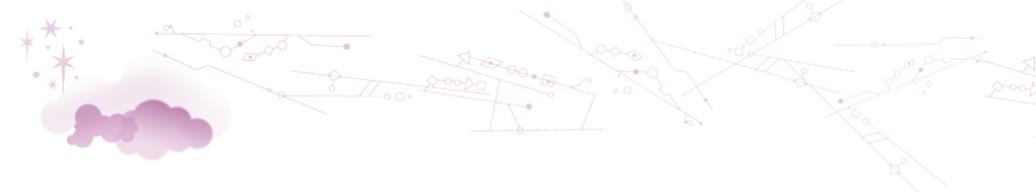
DREAMWORKS
SHE-RA
AND THE
PRINCESSES OF POWER

ORIGIN OF A HERO

BY TRACEY WEST
ILLUSTRATED BY AMANDA SCHANK



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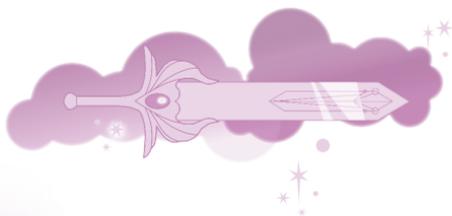
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THE WORLD OF ETHERIA



On a planet called Etheria, two forces battle for control.

The Horde, with its skillfully trained soldiers and advanced technology, has one goal: to conquer all of Etheria in the name of Hordak.

The other force, the Rebellion, is made up of princesses from across the planet and has been fighting to maintain harmony and freedom for all of Etheria's inhabitants. But a series of heartbreaking defeats left their alliance broken, with the princesses looking out for their own kingdoms instead of working together.

Hidden among them all is a hero to be. Her destiny was written by the First Ones a thousand years ago. Now she is about to rise again, and the future of Etheria lies in her hands.

As her story unfolds, meet her and some of the characters who will help determine her fate . . .

ADORA

Raised by the Horde, Adora believed she was doing good. But when she finds a mythical sword that unlocks her power as She-Ra, Adora is driven to fight for Etheria as a leader of the Rebellion.

ABILITIES: Adora is a clever problem solver, a fast and athletic soldier, and a brave fighter.



SHE-RA

When Adora raises her sword and pledges to fight “for the honor of Grayskull,” she is transformed into the mythical warrior princess She-Ra. Adora retains her personality and sense of self, but she’s taller and stronger—and has much better hair.

POWERS: Super-strength, shape-shifting sword, limited healing powers, connection to the ancient First Ones of Etheria



THE HORDE

CATRA

Catra and Adora were both orphans and were close growing up in the Horde; they thought of themselves as sisters. Catra is a prankster with a villainous streak that she is forced to explore once Adora discovers the sword.

ABILITIES: She's cunning and fast, with catlike reflexes.



SHADOW WEAVER

This scheming sorceress was the closest thing Adora and Catra had to a mother when they were growing up. Her mask hides more than her face . . . it hides the secret to her mysterious past.

POWERS: Sorcery and control of shadows



HORDAK

The evil leader of the Horde is bent on world domination. The Horde recruits rarely see him, as he prefers to plot from the depths of his lab.

ABILITIES: He has a brilliant technological mind.



THE REBELLION

GLIMMER

The princess of Bright Moon is driven to find her own path and is an enthusiastic leader of the Rebellion. She has inherited magical powers from her mother, but her magic is limited, which can make her feel insecure at times.

POWERS: Teleportation, energy blasts, sparkle powers



BOW

Glimmer's best friend is a good guy who values loyalty and honor above everything else. He will do anything for his friends—and even complete strangers.

ABILITIES: He's an expert archer and a whiz with technology.



QUEEN ANGELLA

She is Glimmer's mother and the immortal queen of Bright Moon. After the tragic death of her husband at the hands of the Horde, she is over-protective of her daughter.

POWER: Flight

