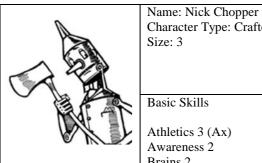
Name: Dorothy	Traits
Character Type: Child in Oz Size: 2	Craftsman: Sewing
Basic Skills  Athletics 2 Awareness 3 Brains 1 Presence 4 (Plain Spoken) Sneaking 2 Wits 4	Roleplay Notes: Eve farm girl at heart. St as equals, never infe Her friendship with political resources.

Roleplay Notes: Even though Dorothy is a Princess of Oz, she is still a Kansas				
farm girl at heart. She doesn't stand on ceremony, preferring to treat everyone				
as equals, never inferiors. She expects that same level of respect in return.				
Her friendship with Ozma gives her access to many of Oz's magical and				
political resources.				

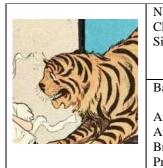
Friends: Ozma

Friends:

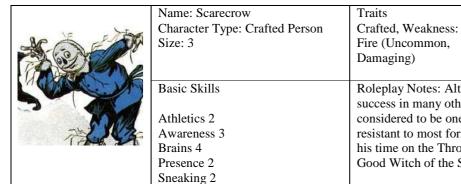


Character Type: Crafted Person	Crafted, Craftsman:	Queen of the Field Mice	
Size: 3	Wood, Deadly		
	Weapon, Weakness:		
	Water (Common,		
	Incapacitating)		
Basic Skills	Roleplay Notes: Nick Chopper, the beloved Tin Woodman of Oz, is one of		
	the most caring people in the Land of Oz. When the Wicked Witch of the		
Athletics 3 (Ax)	West was destroyed by Dorothy, the Winkies chose the Tin Woodman to rule		
Awareness 2	over them. In one of his early adventures, he saved the life of the Queen of		
Brains 2	the Field Mice and she swore to provide him with whatever aid she could		
Presence 2	from that point forward	i.	
Sneaking 1			
Wits 2			

Traits



Traits	Friends:	
Deadly Weapon	Cowardly Lion	
Roleplay Notes: As his name implies, the Hungry Tiger is always hungry. He		
is particularly hungry for fat babies, though his conscience will not allow him		
to partake of this treat. Along with his friend the Cowardly Lion, he protects		
Princess Ozma from danger. Although Ozma has little to fear in Oz, and		
especially in the Emerald City, he is often used when Ozma must cross the		
desert to treat with the countries that surround Oz.		
	Roleplay Notes: As his is particularly hungry for to partake of this treat. Princess Ozma from date especially in the Emerat	



Wits 2 (Resisting Fear)

Presence 2 (Public Speaking)

Brains 5

Wits 2

Wits 3

Sneaking 2

Roleplay Notes: Although a failure in the job he was created for, he has found success in many other jobs, including Ruler of Oz. The Scarecrow is considered to be one of the wisest people in Oz. His straw stuffed body is resistant to most forms of injury, making him difficult to intimidate. During his time on the Throne of Oz, he came to welcome the advice of Glinda, the Good Witch of the South, as well as her magical assistance.

his close friend, the Wizard of Oz. The Royal Athletic College of Oz is administered by the Woggle-Bug with the help of the Wizard's magical

Friends:

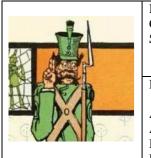
Glinda



Name: Professor H.M. WoggleBug, T.E.
Character Type: Scholar
Size: 3

Roleplay Notes: The esteemed Professor was once a rather ordinary wogglebug until an unusual course of events caused him to be both Thoroughly
Educated and Highly Magnified. He has been an advisor to Ozma since the
beginning of her reign, but his most recent project was a collaboration with

School Pills, education which is easily swallowed.



Name: Omby Amby Traits Friends: Character Type: Soldier Deadly Weapon Ozma Size: 3 Basic Skills Roleplay Notes: Originally the Soldier with the Green Whiskers, he shaved them off shortly after Ozma assumed the Throne of Oz. For some time, he was the only private soldier in the Army of Oz. After his heroism against the Athletics 3 Awareness 3 (Detecting Ambush) armies of the Nome King, he was promoted to Captain-General of the Army Brains 1 of Oz and Ozma's Personal Bodyguard. Presence 2 Sneaking 2