




	Name: Dorothy Character Type: Child in Oz Size: 2	Traits Craftsman: Sewing	Friends: Ozma
	Basic Skills Athletics 2 Awareness 3 Brains 1 Presence 4 (Plain Spoken) Sneaking 2 Wits 4	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.	

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

	Name: Hungry Tiger Character Type: Large Animal Size: 4	Traits Deadly Weapon	Friends: Cowardly Lion
	Basic Skills Athletics 3 Awareness 3 Brains 1 Presence 3 (Intimidating) Sneaking 2 Wits 3	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.	

	Name: Scarecrow Character Type: Crafted Person Size: 3	Traits Crafted, Weakness: Fire (Uncommon, Damaging)	Friends: Glinda
	Basic Skills Athletics 2 Awareness 3 Brains 4 Presence 2 Sneaking 2 Wits 2 (Resisting Fear)	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.	

	Name: Professor H.M. Woggle-Bug, T.E. Character Type: Scholar Size: 3	Traits Poet	Friends: Wizard of Oz
	Basic Skills Athletics 2 Awareness 3 Brains 5 Presence 2 (Public Speaking) Sneaking 2 Wits 2	Roleplay Notes: The esteemed Professor was once a rather ordinary woggle-bug 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 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 School Pills, education which is easily swallowed.	

	Name: Omby Amby Character Type: Soldier Size: 3	Traits Deadly Weapon	Friends: Ozma
	Basic Skills Athletics 3 Awareness 3 (Detecting Ambush) Brains 1 Presence 2 Sneaking 2 Wits 3	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 armies of the Nome King, he was promoted to Captain-General of the Army of Oz and Ozma's Personal Bodyguard.	