

Only eight years old and sporting a full face of hair! A marvel of nature, he's...

Bobo the Dog Faced Boy

It isn't often that one gets to be a legend in one's own time. But you literally are that. They have a legend about you in your homeland of Freedonia...

Five hundred years ago, the king and queen of Freedonia died, and under very mysterious circumstance, too. Their son, the young prince Marcus, disappeared as well. From that day forward, Freedonia has been led by the Regent, with the Regency passing down to the heirs of the Regent.

Your people have a myth that gives them hope. They believe that when times are darkest, the young prince will return from his five hundred year sleep, decked in the crown jewels of Freedonia and lead them on to happiness and peace. But until then, the all-powerful Regent rules the Independent State of Freedonia. And his rule is neither kind nor just.

You, of course, are young Prince Marcus, still young after these five hundred years. The evil Regent had your parents killed and you were sent away to be property of the Old Woman of the Woods. Oh, she goes by many names, "the Night Witch," "the Baba Yaga," "the Wood Crone." She is the spirit of the woods at night, mysterious, powerful, and foreboding. She has power, but no good purpose. And every child who wanders into the woods and is never heard from again is hers, now and forever. The simple people of the countryside have reason to fear her and sometimes, yes sometimes, superstitions are real.

And you were property of the Old Woman of the Woods.

She cursed you, cursed you so that you would not run away. She made hair grow over your face and hands, and made you unaging, stuck forever in your eight year old body. You are five hundred years old, and you still look like an eight year old boy, a *hairy* eight year old boy!

So you served her, ran errands for her, cleaned, cooked, and did other menial tasks. You were trapped. If, by chance, a peasant happened to catch sight of you in the woods, she would run screaming back to her village. You led a lonely, horrible, miserable life for five hundred years.

You had almost given up hope when salvation appeared driving down the woods of Freedonia. You looked from the bushes, amazed, as the brightly painted wagons rolled by. You saw wild animals in cages, people dressed in unusual outfits, and – most importantly – odd looking people, people whom others would call "freaks."

Your heart leapt as you considered: would this collection of oddities take you in? But you knew you had no other chance. You leapt into the last wagon of the caravan and asked if you could join their troupe. The man in the troupe – you later found out that he was a clown named Zimmie – was touching up his makeup and was startled by your sudden appearance, but quickly got over his shock when it appeared that you weren't a threat. You don't know why he was so nervous.

Zimmie didn't speak Freedonian and you spoke little English, so communication was difficult, but at the next rest stop, Zimmie unceremoniously presented you to the leader of the troupe, Colonel Sebastian Taylor Rawhide, and stalked back to his trailer.

Colonel Rawhide was an amiable man who also did not understand Freedonian. However, the two of you were able to communicate enough for him to offer you a job, and so – with great joy – you left behind the dark woods of Freedonia, perhaps forever.

The tour of Europe continued through neighboring Fandonia and then back toward France. You met your first real friend in the circus after it left Fandonia. Helena Ferez, the bearded lady, had taken a leave of absence from the circus, but joined back up as it was returning to France. Helena spoke Freedonian and the two of you quickly became friends. She even tutored you in English and now you speak it quite well.

Helena is wonderful. She is sweet, charming, and acts with perfect grace and manners. She is lovely, even with her beard, and – well – she is everything you would want in a woman. You may have the body of an eight year old freak, but inside beats the heart of a man. You can love, romantically, and you are in love, with Helena.

But how can you tell her? And how can you get her to love you, too? You know that the kiss of true love can often break curses – at least if the fairy tales you've read are true – but it has to be true love. You know that you love Helena, but if she kisses you for pragmatism, just to break your curse, it will not work. She has to love you. But how does someone seen as an eight year old boy win the heart of a grown woman? Helena is in her early twenties, a prime age for love and marriage, and you know that if you do not act quickly, she will be taken by someone else. And you do not think your heart could bear losing her.

While considering your problem, you have started making other friends in the circus. You like to help out; the work is so much less onerous than what you

had to do for the Old Woman of the Woods. Because of your affinity with animals – well you are practically one yourself – you have been helping Franklin Winters, the lion tamer. You watch over the animals, and feed them and make sure that they are happy. Franklin is a good man who doesn't drink nearly as much as people say; you've never seen him really drunk, or even tipsy for that matter.

You do a good job and the animals are content and happy. In fact people say that the animals here are treated better than at any other circus. The only animal you don't look after is Señora Mysterioso's snake. Not that you think it needs looking after. Animals, and people, have a very distinct scent, except for the snake. It has no scent at all. Maybe it's dead, or maybe it's a spirit snake or something. You haven't told anyone about this because Señora Mysterioso scares you; she reminds you just a little too much of the Old Woman of the Woods.

You've also been helping Rupert Townshed, one of the Siamese twins. He's the one on the right, as you face them. He's a nice guy – they both are – but the twins are constantly bickering, so they have friends help them by delivering notes. You deliver notes from Rupert.

Most of these notes have gone to Lydia, the Tattooed Lady, with whom Rupert is desperately in love. It's kinda sweet how he is so in love with her and cannot bring himself to talk to her. You'd give him advice, but nobody takes romantic advice from an eight year old boy. Lydia has no idea who the notes are coming from – Rupert made you swear to silence – but she does know they aren't from you. Lydia is nice, but she's no Helena Ferez.

Recently, you were relaxing with Lydia, Franklin, Clifford Credenza, and the Townshed Twins. The subject of Daisy Belle, Colonel Rawhide's fiancée, came up. Poor Daisy. She is a sweet woman, you suppose, but you never see that side of her. She grew up sheltered by her father and has a skewed view of the world.

Daisy doesn't care for circus folk. She feels that they are beneath her. Hm, perhaps if you had been raised in court, you may have grown to agree with her, but five hundred years of servitude can open your mind on how people are worthwhile. But you don't have five hundred years for Daisy. She is pressuring Colonel Rawhide to sell the circus. And you are afraid that he may be forced to choose between the circus and Daisy.

So, a plan was hatched. One of you will steal a mask from the Masked Rider and pretend to kidnap Daisy. The rest of you will stop the kidnapper but allow him to escape. Daisy will be so grateful that she'll like circus people and the circus will be saved. This will happen after the main show – Clifford insisted. You

don't remember who is supposed to obtain the mask, so you think it might be you. You know that the Townshed brothers are to be the "bait" so to speak. They are to get Daisy in the right place at the right time. You may want to talk a bit more about it.

And then you have one more thing to worry about. You've been having odd dreams.

You've been having these dreams about once a month, after you left the service of the Old Woman of the Woods. In them you were running around, low on the ground. You would find things, shiny things, and then... You don't know. The dreams always get so blurry after you wake. You had one of those dreams last night; it seemed so real. You even remember someone skulking out around the wagon where Helena sleeps.

Naturally, nothing bad happened to her last night. It was just a dream, right? Well, maybe you should check just to make sure.

ROLEPLAYING HINT

You think and act like an adult, even though you are in the body of an eight year old. You tend to be level headed and wise, wise beyond your years one might say. You are in love with the bearded lady, Helena Ferez.

THE OTHER CHARACTERS:

Colonel Sebastian T. Rawhide: He is a good man, a great man. It was on his word that you were able to leave the Old Woman of the Woods. You owe him your life, and you will see that debt repaid.

Daisy Belle: Colonel Rawhide's fiancée, a true Southern belle. She doesn't care for the circus. You are working with some others to try to change her mind.

Jack Bungling: The older of the two Bungling Brothers, owners of the Bungling Brothers Circus. You have never met the Bungling Brothers.

The Flying Credenza Brothers: They keep to themselves a great deal. They have their own private wagon, and they don't let anyone else in. Clifford Credenza is helping in the plan to kidnap and rescue Daisy.

Herman Binkowicz, "Binky" the Clown: Binky was one of the original performers. He can make anyone – including you – laugh, and that allowed Colonel Rawhide the income to take the tour of Europe. You are grateful to Binky, too, even though his role in freeing you was tangential.

Susan Wildes, The Strong Lady: She is in her late teens and is very strong. She is a bit naive, but a very nice, polite girl. She can be a bit clumsy though.

Franklin Winters, The Lion Tamer: Other people say he is a drunk, but you've never seen him the least bit tipsy. You help him with the animals. You can empathize with them and that helps a great deal.

The Townshed Brothers: They were also part of the original circus. They are nice people, but they constantly argue. You run errands and deliver notes for Rupert Townshed, the one on the right as you face them.

Helena Perez, the Bearded Lady: Ah, the love of your life. She is refined and elegant, and the two of you share the common bond of facial hair. Unfortunately, she doesn't love you, but you must find a way to make her love you, truly love you. Then you can be free of your curse and the two of you can live happily ever after.

Peter Wainwright, the Fire Eater/Sword Swallower: He has a very flashy act, but there's something about him. He smells funny, not quite normal. You can't put your finger on it.

Zelda the Clown: Zelda joined the circus in Europe not long after you did. She cannot talk, nor read or write, but she is very energetic. You like her and think she is very funny. But for some reason, she shies away from you.

Señora Mysterioso: She is a powerful gypsy fortune teller. She has some sort of mystical snake that isn't an animal; it has no scent at all. She scares you a little bit because she reminds you of the Old Woman of the Woods.

The Masked Rider: Also joined the circus in Europe. You need to steal a mask from the Masked Rider, but you think there are several to spare as the Masked Rider is never seen without a mask.

The Knife Thrower: The Knife Thrower also joined the circus in Europe. The Knife Thrower likes privacy, but is very talented. You saw some knives being thrown perfectly, while the thrower was blindfolded.

Lydia the Tattooed Lady: She joined the circus just before it left for Europe. While in Europe, she had the royal seals of every country she went through tattooed on her body. You're not sure why.

Zimmie the Clown: Zimmie was the first person you met in the circus. You probably owe him as well, for taking you to Colonel Rawhide, but he is such an

unpleasant individual that you aren't sure you want to help him. He also doesn't bathe enough since he always smells of greasepaint.

The Great Zamboni: He arrived today asking for a job. Colonel Rawhide decided to give him a chance. There is something vaguely familiar and unsettling about him although you've never met him before. He makes the hair on the back of your neck stand on end.

WELL KNOWN CHARACTERS NOT IN GAME:

Senator Hiram Bungling: He is the father of the Bungling Brothers. He is a powerful and influential man in Washington DC. Where Bungling goes, so goes the nation.

John Bungling: The younger of the Bungling Brothers. You've never met him.

Uma the Unicyclist: While in France, on the return part of the tour, there were a couple of bizarre accidents. You didn't know Uma that well, but it was still sad when she slipped off her high unicycle and severely twisted her ankle.

Preston the Prestidigitator: His act also was ruined while in France. While he was sawing a woman in half, a panel swung open revealing the illusion. He was booed out of the tent and Colonel Rawhide had to fire him.

ABILITIES

Combat: 9 cards.

The Nose Knows: Everybody has their individual scents. If you see a player in a mask and the same player without a mask, you can tell if it is the same character. Greasepaint masks the scent, though, so you cannot tell who someone in disguise is.

Animal Empathy: You are very good with animals, to the point of almost being able to communicate with them. See a Roustabout to communicate with the animals. Note: This will not work on Señora Mysterioso's snake; you've tried.

Binky the Clown: You find Binky so hilarious that after a few minutes of talking with him (or interacting with him in any way), you must burst into laughter, no matter what the topic of conversation is. You cannot stop laughing until he leaves, and afterwards, you cannot clearly recall what you were talking about (or doing), but – hey – that Binky sure is funny.