

## A Fisher

### Coastal Enclave

*Clinging to the cliffs that overlook the great Dark Sea, windbeaten coastal settlements make their living by fishing the depths from hot air balloons. Every time the balloons go out, families sit at the windowsill, finding comfort in the knowledge that, even if their loved ones are lost to the waves, the unknowable Gods below will save their souls. You learned to fly out above this awful sea, where losing a thermal or being cast adrift could mean certain death.*

**Name** *Choose, or write your own*

Arren, Derrick, Emst, Erroll, Pepin, Selig, Wilmot, Zelig

Genivee, Gretel, Ilse, Isabelle, Mitzi, Monika, Nixie, Yseult

*Fischer, Morgenthau, Richter, Sauer, Schreiber, Weiß*

Age Ranges: Initiate (17-19), Blooded (20-29), Elder (30+)

**Hometown** *Choose, or write your own*

Rothsee, Blutmoor, Niebeltor, Regensee, Innsmund

**People** *Choose all that apply*

*Fischervolk, or Fischervolk and another.*

**Expectations** *Tell the table or write it out*

This is an archetypical image of a Fisher. What resonates with you? What doesn't?

- Masculine, feminine, both, or neither.
- Trusting, quiet, communal, secretive, beyond pain and the fear of mortality.
- Robust, tattooed body, touched by the Gods. Hands scarred by ritual and ropeburn.
- Waterproof, concealing clothing, appropriate for your place in the community.

**Character History** *Choose all that apply*

I was taught to fly by...

- ... a priest, to aid in ritual.
- ... the undertaker, to pay respects.
- ... my parents, to mind the balloons.
- ... myself, to escape the pull of the sea.

I left my home because I was...

- ... too frightened.
- ... too poor.
- ... too questioning.
- ... too faithful.
- ... too restless.
- ... too lonely.
- ... too queer.
- ... too doubtful.

I fly so I can...

- ... serve my dark masters.
- ... find my destiny.
- ... earn enough to settle down.
- ... spread the tale of those lost.
- ... have my name remembered.
- ... find fortune.
- ... escape death.
- ... die meaningfully.

### Questions

*Write your answers, and speak them*

- How do your people dress and act to enforce a hierarchy?
- Who was the first person close to you who you lost to the sea?
- Why do the patrons of the deep look out for you?
- What has to change before you would return home?

### Trust

*Ask and record answers*

Look to each of your comrades. Decide if your gods would know them. Trust those they would.

### Start With...

#### Assets

*Choose 3*

- An acolyte, skilled in combat.
- A sweetheart, following you into exile.
- A fine silk parachute.
- A ritual fillet knife, razor sharp.
- A thick vest, blessed to ward off harm.
- A fishing spear, tipped in leviathan bone.

#### Baggage

*Choose 3*

- Luminescent tattoos, recording your life.
- A set of blessed fish hooks and a line.
- A book, bound in leather, written in blood.
- A necklace of sharp teeth from relatives.
- A dark pearl, which whispers to you.
- Carved bone charms, for luck.

#### Planes

*Choose 1, or a seaplane worth up to 20p*

- König-Werke S1 (New)
- Ritter Model D 'SeePfau' (New)
- König-Werke S4 (Used)
- Teicher Möwe I3S-J (Used)

#### Familiar Dices

*Choose 2*

- Drinking
- Prayer
- Music
- Gambling
- Opiates
- Flagellation
- Lust
- Gluttony

*Choose, and add +1 to a stat.*

#### DEVOTEE

*You are awaited.*

HARD	KEEN	CALM	DARING
+2	-2	+2	0

#### WANDERER

*There has to be more to the world than fish.*

HARD	KEEN	CALM	DARING
-2	-1	+4	+1

#### CRYPTIC

*Everyone has their secrets.*

HARD	KEEN	CALM	DARING
-1	+2	+3	-2

#### SHARK

*There's blood in the water.*

HARD	KEEN	CALM	DARING
+3	-2	+3	-2

# Flying Circus

Name \_\_\_\_\_

○  
HARD

○  
KEEN

○  
CALM

○  
DARING

Age \_\_\_\_\_ Pronouns \_\_\_\_\_

Stress ○○○○●●●●●☀ xp

### Triggers

- If you took a life.....I Stress
- If you saw a corpse .....I Stress
- ... or worse, a shade..... 2 Stress
- If you fight a great beast ..... 2 Stress
- If you call out to your Patrons.....I Stress
- ... and your faith was tested..... 2 Stress
- If you or a comrade were hurt ....I Stress
- If you flew over open water.....I Stress

### Vents

- Perform an act of faith in a public place which will disturb those who see it.
- Express displeasure in your comrades.
- Sacrifice something of value.
- Find a quiet place, regardless of danger.
- Put yourself in danger as a test of faith.

### Comrades

### Trust?

○

○

○

○

### Familiar Vices

### Intimacy Move

*Start with this Move*

**Suggestion:** *When you spend your time close with another, if you Trust one another, one person can lead the others in a trance, highlighting a stat for all of them. The entranced characters take +2 to that stat, and -1 to another of their choice, until the leader ends it with a word or signal.*

*When you use this move in the air, choose 1: ignore the penalty, take a +3 instead of a +2, take +2 to two stats.*

### Personal Moves

*Take Creepy and choose 3 more*

- **Creepy:** *When inlanders and apostates witness your faith's practices or are confronted by your alienness, they must choose to Break Trust or take 1 Stress. NPC characters will be disturbed, offended, or overly curious. If a PC learns any Fisher moves, they negate this effect, but gain Creepy.*
  - **Whispered Answers:** *When you sleep, roll 2d10+Calm. 16+, ask 2. 11-15, ask 1. The GM answers: take +3 forward when you act on that information.*
    - Where am I supposed to go next?
    - What is a secret I should not know?
    - What should I be afraid of?
    - How can I serve my dark masters?
- On a miss, the player asks one and should expect the worst answer.
- **Deep Ones:** *When you call out to your patrons, they give +1 forward on your next roll.*
  - **Soul-Bound:** *When you paint a rune in blood on an aircraft, it gains twice your Calm in Handling. Take 1 Stress when it runs out of Toughness, and 1 Injury if the engine dies.*
  - **Ideomotor Response:** *Your plane is possessed by a spirit that functions as a programmable autopilot.*
  - **Written in Ink:** *When you get a tattoo to mark a milestone, take 3 Stress, describe the tattoo and where it's inked, and link it to a Fisher move. When you use that Move, lose 1 Stress (max once per Routine per Move).*
  - **Blessing:** *When you dab fresh blood on an item roll +Calm. On a 16+, take both. On an 11-15, choose 1. Effects last 1 Routine.*
    - Take +1 Ongoing with this item. (+5 Handling for a plane)
    - The item cannot break. (Armour 3/8+ for a Plane.)
- On a miss, make a bigger sacrifice or the item is damaged.
- **Lashed to the Mast:** *When you tie yourself into your aircraft, hold 2. Spend that hold to ignore incoming Injury or reroll any move. Take Disadvantage to Bail Out or Go Down.*
  - **Gifts from the Abyss:** *Your connection to the Deep Ones is physically changing you. Name the physically obvious mutation you have received and describe how it frightens or disgusts the unfaithful. It can be hidden, but not perfectly, and just seeing it will trigger Creepy. All XP advances now cost 1 less XP (minimum 1).*

### Other Moves & Notes

*Start with 1 Mastery Move and 3p*

Mastery Progress ○○○○○○



## A Fisher

## A Witch

### Hidden Coven

The old world of empires and machines was rarely kind to women. It controlled their lives, denied their dreams, and took their children to feed its war machine. Those who did not or could not fit these societies' narrow definitions of womanhood fared especially badly. Unsurprisingly, there were those who escaped it, and on the outskirts of the so-called civilized world, they rediscovered a birthright long denied to them.

**Name** \_\_\_\_\_ Choose, or write your own

...

Agnes, Helena, Katharina, Maria, Merga, Sidonia, Ursula, Walpurga

Bien, Bernauer, Curtens, Hausmännin, Henot, Junius, Singer, Trude

Age Ranges: Maiden (<19), Mother (20-29), Crone (30+)

**Hometown** \_\_\_\_\_ Choose, or write your own

Bad Jungfer, Heiligenholz, Hintertupfingen, Riederwald, Südholz

**People** \_\_\_\_\_ Choose all that apply

Wildleute, Verloren, Himmilvolk, Rishonim, or any other.

**Expectations** \_\_\_\_\_ Tell the table or write it out

This is an archetypical image of a Witch. What resonates with you? What doesn't?

- Woman
- Clever, brave, patient. Caring of those who deserve it. Scornful of the world.
- Unburdened by social expectation, yet feminine. Hands skilled and tough.
- Simple, plain clothes which conceal your body and all you carry.

**Character History** \_\_\_\_\_ Choose all that apply

I was taught to fly by...

- ... a mentor, as flight is magic.
- ... myself, after much experimentation.
- ... a sister, so I could escape.
- ... the winds themselves.

I left my home because I was...

- ... too curious.
- ... too doubting.
- ... too constrained.
- ... too queer.
- ... too naive.
- ... too in debt.
- ... too carefree.
- ... too sympathetic.

I fly so I can...

- ... learn about myself.
- ... escape my debts.
- ... see the larger world.
- ... find safety.
- ... master my powers.
- ... beat them at their own game.
- ... meet new people.
- ... return stronger.

### Questions

Write your answers, and speak them

- How did the world of industry, the world of men, spurn or reject you?
- When you began learning magic, who guided you? What mistakes did you make?
- To whom do you still owe a debt? What will you do if they come to collect?
- What has to change before you would return home?

### Trust

Ask 1 and record answers

Ask each player what they put their faith in. If their response is a product of modernity, distrust them.

- or -

Trust everyone in the crew but the men.

### Start With...

#### Assets

Choose 3

- An elegant blade, which glows slightly.
- A vial of pure spring Water.
- An amber pendant, imbued with Fire.
- A feather from a beast of the Air.
- A jewellery box containing sacred Earth.
- A child, too young to care for themselves.

#### Baggage

Choose 3

- A prewar portable radio, kept hidden.
- An esoteric map to a mythical place.
- The name of your long-lost father.
- A man who will do anything for you.
- A familiar (cat, raven, or similar)
- A broom, not yet magical.

#### Planes

Choose 1, or a plane worth up to 8p

- Theler Drachen (New)
- Living Grove (Used)
- Rathenau-7k (Used)
- Braun Model VJ (Used)

#### Familiar Dices

Choose 2

- Drinking
- Hallucinogens
- Violence
- Research
- Cannabis
- Casual Sex
- Stunt Flying
- Bickering

Choose, and add +1 to a stat.

#### WIDE-EYED

There is magic in everything.

HARD	KEEN	CALM	DARING	WILD
-1	-2	+1	+4	+2

#### SCHOLAR

What you don't know can hurt you.

HARD	KEEN	CALM	DARING	WILD
-1	+2	+4	-3	+2

#### AVENGER

My power will even the odds.

HARD	KEEN	CALM	DARING	WILD
+3	+2	-2	-1	+2

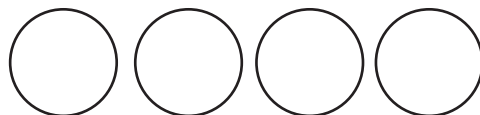
#### RECLUSE

I have no place in their world.

HARD	KEEN	CALM	DARING	WILD
-2	+3	+3	-2	+2

# Flying Circus

Name \_\_\_\_\_



Age \_\_\_\_\_ Pronouns \_\_\_\_\_

HARD KEEN CALM DARING

Stress xp

## Triggers

- If you used magic violently .....I Stress
- If you failed your mission.....I Stress
- If you missed a spell .....I Stress
- If you faced down the fae .....I Stress
- ... and you lost .....I Stress
- If a comrade crashed.....I Stress
- If you were injured..... 2 Stress
- ...if you passed out .....I Stress

## Vents

- Lose one of your Bonds.
- Wander out into the Wild.
- Hex somebody who has it coming.
- Use yourself as a focus.
- Make an unwise pact with the fae.
- Break a piece of needed technology.
- Call somebody out. Make it hurt.

## Comrades

## Trust?



## Familiar Vices

## Intimacy Move

Start with this Move

**Of Blood:** When you share an intimate moment with someone, gain a bond of Blood with them, in addition to the bond you may already have. If you already have a bond, take +3 forward to use them as a Focus or target.

If you use this move in the air, the next time you use them as a Focus they are immune to the Injury they might take in the process.

## Personal Moves

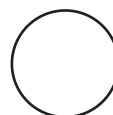
Take Bond and choose 3 more

- **Bonded:** When you invest yourself in a person, place, or thing, come to a consensus with the player most responsible for it (or the GM) about the Nature of that thing, and take 1 Stress. You may now use it in magic as a Focus. If a Focus is destroyed or lost, take another Stress.
  - Start with a bond with yourself, your blood relatives, your existing lovers, and any elemental items you took as Assets.
- **Reach Out:** As long as you still know where it is, you can use a Focus without touching it.
- **Teacher:** You can teach other characters how to use Magic as part of a Move Exchange. The student gains a Wild of -1 and a Focus whose nature matches their character. You can also help them create Bonds to a Focus: you take the Stress, they get the Focus.
- **As the Crow Flies:** Sacrifice a Focus of Air to imbue an item with the power of flight. See page 168 for the stats and special rules of the flying item: you can write the profile in advance to save gameplay time.
- **Will of Iron:** You can create and use an Iron Focus, but it only works for one spell, and using it may warp, corrupt, or destroy the object.
- **Faerie Speak:** When you show proper respect to the Fae, you can Press the Issue or Turn on the Charm rather than having to Parlay with the Strange.
- **Technophobe:** When you throw away or destroy a valuable piece of technology, gain +3 Forward to your next spell cast.
- **Woods-Wise:** When you exposit about flora, fauna, or fae, roll +Wild. On a 16+, answer two. On an 11-15, answer one: What benefits it could provide, what grave dangers it presents, what will pacify it if needed.
  - Also, in nature, you may roll Explore the Wild +Wild instead of +Daring.
- **Out of Mind:** When you shut off your engine or hide your face, you will pass unseen by anyone who hasn't already spotted you.

## Other Moves & Notes

Start with 1 Mastery Move and 3p

You can use the Cast a Spell move on page 167.



WILD

Mastery Progress

## A Farmer

## Agricultural Community

The lynchpin of civilization is the agricultural community, a valley packed with farmsteads and small hamlets who grow their own produce and run their own cottage industries. For all the pomp and wealth of the old empires, it was the wheat and mutton of the valleys which fuelled their factories and furnaces. Life in a farming valley is peaceful, idyllic, and intensely boring. You learned to fly from an early age to dust crops and watch over herds, and have left to find yourself part of a wider world.

**Name** *Choose, or write your own*

Oskar, Derry, Mandel, Schaeffer, Windell, Zelig, Carl, Jurgen, Eloy

Joli, Arleigh, Katrina, Georgia, Geneve, Ertha, Suzanne, Tresa, Eartha

Moser, Scheffler, Hamann, Muller, Schmidt, Weber, Becker, Bauer

Age Ranges: Youth (16-22), Adult (23-30)

**Hometown** *Choose, or write your own*

Altenhaßlau, Bernbroich, Märdorf am Ludwigsee, Schuntertissen, Wingendorf

**People** *Choose all that apply*

Himmilvolk, Wildleute, Verloren, or any other.

**Expectations** *Tell the table or write it out*

This is an archetypical image of a Farmer. What resonates with you? What doesn't?

- Masculine or Feminine.
- Practical, humble, insular, spiritual, family-minded, suspicious of outside things.
- Tall, robust, sun-kissed, strong hands worn from hard work.
- Hard-wearing clothing, traditionally decorated but never ostentatious.

**Character History** *Choose all that apply*

I was taught to fly by...

- ... an old veteran, after I begged.
- ... a traveller who saw potential.
- ... a family member, to tend to the farm.
- ... myself, while restoring an old plane.

I left my home because I was...

- ... too restless.
- ... too ambitious.
- ... too wild.
- ... too work-shy.
- ... too adventurous.
- ... too lonely.
- ... too queer.
- ... too rebellious.

I fly so I can...

- ... become a hero.
- ... see the world.
- ... become the very best.
- ... find what was missing in my life.
- ... strike it rich.
- ... have my name known everywhere!
- ... live on the edge.
- ... make my folks proud.

### Questions

*Write your answers, and speak them*

- What kind of farm did you grow up on? What did you grow or raise?
- Who is your hero? How do you emulate them?
- What do you enjoy most about flying? Do you enjoy flying in combat?
- What has to change before you would return home?

### Trust

*Ask and record answers*

Ask the other players: Who among you judged me harshly for my inexperience or naivete, and how did you show it? Distrust those people, and trust everyone else.

### Start With...

#### Assets

*Choose 3*

- A loyal and adorable canine companion.
- A close family friend as ground crew.
- An antique shotgun or long hunting rifle.
- A cutting edge plane, missing the engine.
- A high-quality toolkit.
- A pressing rescue mission to launch.

#### Baggage

*Choose 3*

- A letter from a long-lost relative.
- The deed to land in a far-away place.
- A packet of seeds from the family farm.
- A well-worn musical instrument.
- A promise to return home safe.
- The last words of your dying mentor.

#### Planes

*Choose 1, or a used plane worth up to 10p*

- Arntwerke c.7 Rennflugzeug (Used)
- Mitscher IG J-79SF (Used)
- Recht Luftschelepper (Used)
- Ritter Model Cj 'Spatz' (Used)

#### Familiar Dices

*Choose 2*

- Drinking
- Pulp Fiction
- Brawling
- Gambling
- Cannabis
- Hunting
- Casual Sex
- Daydreaming

*Choose, and add +1 to a stat.*

#### BUSH PILOT

*Finding thrills in an old cropduster.*

HARD	KEEN	CALM	DARING
-1	+2	-3	+4

#### HUNTSMAN

*You have ten seconds to get off my land...*

HARD	KEEN	CALM	DARING
+3	-1	-2	+2

#### ESCAPIST

*Alter time or airlift me off this rock!*

HARD	KEEN	CALM	DARING
-4	+3	+0	+3

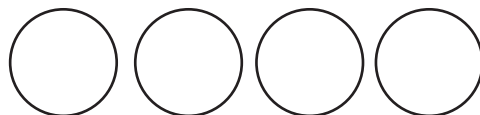
#### BUMPKIN

*It's the simple things.*

HARD	KEEN	CALM	DARING
0	-3	+3	+2

# Flying Circus

Name \_\_\_\_\_



Age \_\_\_\_\_ Pronouns \_\_\_\_\_

HARD KEEN CALM DARING

Stress xp

## Triggers

- If you got hit by enemy fire.....1 Stress
- If you took a life..... 2 Stress
- If a comrade was wounded .....1 Stress
- ... and they didn't make it..... 2 Stress
- If you caught fire .....1 Stress
- If you lost your plane..... 2 Stress
- If innocents came to harm .....1 Stress
- ...and you couldn't stop to help.. 2 Stress

## Vents

- Throw away or detach a weapon.
- Whine and complain non-stop.
- Go flying alone and unwisely.
- Do something heroic and stupid.
- Call somebody out. Make it hurt.

## Comrades

## Trust?



## Familiar Vices

## Personal Moves

*Take Naive and choose 3 more*

- **Naive:** You cannot try any unfamiliar Vices unless a comrade with that Vice as Familiar guides you through it. Guidance does not count as Help, and you must roll their Daring instead of yours.
- **Here Goes Nothing:** Gain 1 Stress to use a Mastery Move you haven't taken yet from any of your unlocked Mastery Trees.
- **Let's Try Spinning:** *When you beg your plane to hold together, roll any air combat move +Daring.* If any of your dice are a 1, your plane suffers a spin or mechanical failure.
- **One in a Million:** Hold 1 each routine. *When you let instinct guide an attack, with weapons or words, spend the hold for a perfect hit, right where you want it. If you target a person's body, take 2 Stress. Then, you are left vulnerable from tunnel vision.*
- **Trust Your Instincts:** You get a new Mastery move every 3 marks.
- **This Is Where The Fun Begins:** *After a flight, clear 1 Stress.* If you didn't fight, remove another.
- **You Came in That Thing?:** *After you've flown a plane three times, you can roll on the Used chart and take the penalty. In exchange, select another of the penalties and apply its inverse. Restoring the plane to New doesn't remove the advantageous modifications.*

You can do this twice per plane. The bonus only work for you and people you Trust.

- **It's Working!** Once per routine, *when you work on a plane, roll +Daring.* On a 16+, choose 2. On an 11-15, choose 1. On a miss, you break something.
  - Permanently reduce Upkeep by 1 (once per plane).
  - Repair all damaged components for free.
  - Cut the cost of an upgrade in half.
- **I Can Fix It!** *When you engage in percussive maintenance, roll Patch Fix +Daring and take +1 result. Add the following results. On a miss, the engine stops and won't restart.*
  - Double your Speed gain from the next Boost.
  - Ignore the next Fuel Check move pushed.
  - Reset the RPM gauge to 0.

## Intimacy Move

*Start with this Move*

**I Will Be With You, Always:** *When you hold those you care for close, they roll 4d10 and take the 2 highest when you Help them, ongoing as long as they Trust you.*

If they're an NPC, anything you do for them or help them with lets you roll 4d10 as well.

If you choose to Break Trust with one of these people, take 5 Stress.

If the Intimacy Move is used in the air, when you Help, you only take a hard move if both extra dice are 1s. A single 1 has no effect.

## Other Moves & Notes

*Start with 1 Mastery Move and 3p*

**Why Didn't You Tell Me?:** *When you discover your true heritage, you may switch to the Scion playbook. If you reject it instead, take 15 XP.*

Mastery Progress

## A Soldier

### Regimental Holdouts

When the winds rose and the Great War came to its abrupt end, the armies of the old empires had their strings cut. Soldiers fighting far from home were forced to work together to survive. A generation later, a feudal order emerged in which old allegiances are but a memory, but traditions and heraldry are still guarded with honour. You learned to fly a sentry-plane, protecting your holdfast, keeping the local trade winds safe, and upholding the honour of your banner.

**Name** *Choose, or write your own*

Arnulf, Einhardt, Garen, Gunther, Jaecar, Markel, Sigmund

Aloysia, Armina, Brunhild, Clarimonde, Erma, Evonna, Hylda

Moser, Scheffler, Hamann, Muller, Schmidt, Weber, Becker, Bauer

Age Range: Cadet (16), Recruit (17-19), Hardened (20-22), Old Veteran (23+)

**Hometown** *Choose, or write your own*

Bernenburg, Festung 3095, Festung Karl-Wilhelm, Königsstein, Marienstein

**People** *Choose all that apply*

Städter, Himmilvolk, Edelfrei, or any other

**Expectations** *Tell the table or write it out*

This is an archetypical image of a Soldier. What resonates with you? What doesn't?

- Male, or perhaps female.
- Proud, disciplined, obedient, unquestioning, uncompromising, one of many.
- Lean, fit, sharp gaze, physically able, hands a lethal weapon.
- A uniform, practical but bold, traditional and recognizable, impeccably kept.

**Character History** *Choose all that apply*

I was taught to fly by...

- ... an instructor, like all children.
- ... a parent, the General.
- ... a veteran, to replace them.
- ... myself, as I ran.

I left my home because I was...

- ... too reckless.
- ... too disorderly.
- ... too merciful.
- ... too opinionated.
- ... too independent.
- ... too entitled.
- ... too queer.
- ... too impatient.

I fly so I can...

- ... protect the weak.
- ... take revenge.
- ... prove my skills.
- ... die gloriously.
- ... protect my friends.
- ... be a hero.
- ... be recognized as a hero.
- ... fulfil my duty.

### Questions

*Write your answers, and speak them*

- What is the military insignia of your holdout? What emotion does it inspire for you?
- What rank did you hold? Did you earn it, or was it given to you?
- How were you harshly disciplined when you stepped out of line? What did you learn?
- What has to change before you would return home?

### Trust

*Ask and record answers*

Ask your new comrades if they find you intimidating.

Either Trust all that do, or all that don't.

### Start With...

#### Assets

*Choose 3*

- A steel breastplate and helmet.
- 4 old comrades as guards or observers.
- A service rifle and bayonet.
- A razor-sharp duelling sabre.
- A box of stick-bombs.
- A clockwerk Attendant and its key.

#### Baggage

*Choose 3*

- A perfect duelling scar.
- A collection of medals and ribbons.
- A hatred for a long-dead nation.
- Tales of your regiment's last great battle.
- Sealed orders, to be opened at a later date.
- The name of your old CO, who must pay.

#### Planes

*Choose 1, or a new plane worth up to 30p*

- Theler Kobra MD (New)
- Ritter Model F 'Singvogel' (New)
- Kreuzer Spinne M3 (New)
- Markgraf Zerstörer B (New)

#### Familiar Dices

*Choose 2*

- Drinking
- Opiates
- Gambling
- Duelling
- Methamphetamines
- Meaningless Sex
- Training
- Brawling

*Choose, and add +1 to a stat.*

#### BLUEBLOOD

*An officer is not trained, they are born.*

HARD	KEEN	CALM	DARING
+2	-2	+2	0

#### BLOWHARD

*...and that's why I'm history's greatest soldier.*

HARD	KEEN	CALM	DARING
-3	+4	+4	-3

#### RECRUIT

*Join the air service, see the world!*

HARD	KEEN	CALM	DARING
+1	+1	0	0

#### PROFESSIONAL

*It's a job like any other.*

HARD	KEEN	CALM	DARING
+3	0	+1	-2

# Flying Circus

Name \_\_\_\_\_



Age \_\_\_\_\_ Pronouns \_\_\_\_\_

HARD KEEN CALM DARING

Stress xp

### Triggers

- If you fought non-humans .....1 Stress
- If you were hit by enemy fire.....1 Stress
- If you missed a full volley ..... 2 Stress
- If you were wounded .....1 Stress
- If a comrade was wounded ..... 2 Stress
- If you ran out of ammunition.....1 Stress
- If a comrade was lost..... 2 Stress
- If your plane caught fire .....1 Stress

### Vents

- Pick a fight with authority.
- Pick a fight with a comrade.
- Get a comrade to break Trust with you.
- Draw a weapon at a bad time.
- Hurt yourself to avoid going back up.
- Throw away an award, medal, or prize.

### Comrades

### Trust?



### Familiar Vices

### Personal Moves

*Take Stiff Upper Lip and choose 3 more*

- **Stiff Upper Lip:** Unless you are Stressed, attempts to Get Real with you automatically miss. You cannot initiate Get Real at all.  
The second time you Burn Out, cross out this move.
- **Strategist:** *When you lay out a plan of action, anyone following the plan (including you) can opt to use your stats on the roll if they are better, and roll Seize the Initiative with their best stat. This lasts until a comrade is wounded or events go drastically off script.*
- **Marching Boots:** Any group you're in moves +1 Trek when you Explore the Wild, and you automatically score at least a Partial Hit on Seize the Initiative.
- **Steelheart:** Even if you are Burnt Out, you can still fly. While Stressed, take +1 Results to Draw a Bead. While Burnt Out, take +2.
- **Trigger Discipline:** *When you draw a gun on somebody, take +3 forward to Press the Issue. If you miss, pull the trigger.*
- **Commanding Presence:** *When you bark an order to a friend or foe in combat, it gives +1 forward to PCs that follow. Against NPCs, Press the Issue with Hard. On a hit, they do it. On a partial, they do it, but they hesitate first.*
- **Advanced Recon:** The group gets +1 to the Engage Roll, Seize the Initiative, and Brawl (stacks with multiple holders of this Move).
- **Style Study:** *When you spar with a comrade, both of you roll +Hard. If you both hit, both of you hold 2. If one of you hit and one missed, the winner holds 1 and the loser holds 3. If you both miss, somebody gets hurt.*  
Spend these holds to use one of your opponent's Personal or Mastery Moves.
- **Last Mistake:** *When you're suspicious of somebody and you keep an eye on them, take 1 Stress and hold 1. If they try to hurt you or your friends, spend that hold to kill them on the spot.*

### Intimacy Move

*Start with this Move*

**In Shining Armour:** *When you hold someone close to you, hold 1. When they are in danger, spend that hold to arrive at their side.*

*If you use this move in the air, when you spend the hold, your next Move is an automatic full hit, no dice required.*

### Other Moves & Notes

*Start with 1 Mastery Move and 3p*

Mastery Progress



## A Believer

## Isolated Colony

The foothills were always the last frontiers, perilously close to the high mountains or the wastelands far below. Those who didn't fit in with the Old World retreated here, safe in remoteness to preach radical ideas and live how they wished. Life on the edge was harsh, but these marginal communities thrived outside the grip of imperial control. You learned to fly your settlement's single battered plane, to trade for essential supplies and drive off beasts wandering too close to home.

**Identity** Choose, or write your own

Andreas, Franz, Gustav, Karl, Magnus, Martin, Thomas, Ulrich

Elisabeth, Hildegard, Irmgard, Käthe, Petra, Rosa, Sophie, Ulrike

Dethmann, Gutenberg, Jonas, Kollwitz, Scholl, Schwartzert, Thälmann

Age Range: Comrade (15-35)

**Hometown** Choose, or write your own

Hirschruh, Märdorf im Grauwald, Sigvirdsheim, Wichlingforst, Wiesental

**People** Choose all that apply

Städter, Himmilvolk, Rishonim, or any other.

**Expectations** Tell the table or write it out

This is an archetypical image of a Believer. What resonates with you? What doesn't?

- Other, Feminine, or Masculine
- Sharp, committed, well-read (in the right books). Loyal, but always suspicious.
- Fit, tough, ready to weather hardship. Hands equally at home with pistol or pen.
- Austere and practical paramilitary clothing that makes your devotion hard to miss.

**Character History** Choose all that apply

I was taught to fly by...

- ... the Leader, who saw promise in me.
- ... a parent, so I could serve the Cause.
- ... a mercenary, to defend the town.
- ... a parent, so I could escape.

I left my home because I was...

- ... too questioning.
- ... too curious.
- ... too constrained.
- ... too queer.
- ... too radical.
- ... too rebellious.
- ... too carefree.
- ... too practical.

I fly so I can...

- ... escape the world.
- ... spread the Word.
- ... destroy my enemies.
- ... find the truth.
- ... pay my way.
- ... learn other ways.
- ... protect my home.
- ... bring back knowledge.

## Questions

*Write your answers, and speak them*

- Who was the leader of your colony? How did they enforce their doctrine?
- Who taught you what you know? Do you begrudge them for it?
- How do your beliefs not line up exactly with your colony's ideology?
- What has to change before you would return home?

## Trust

*Trust no one.*

## Start With...

**Assets** Choose 3

- A fellow pilot from your colony.
- Three devoted friends with useful skills.
- An unreliable, home-made firearm.
- An explosive with a handheld trigger.
- A vial of potent poison.
- A naturally trustworthy face.

**Baggage** Choose 3

- A book written by your Leader.
- The name and photo of a wanted traitor.
- An armband or banner of the Cause.
- A password to recognize other faithful.
- A folder of encoded Old World secrets.
- A framed photograph of your leader.

**Planes** Choose 1, or a used plane worth up to 15p

- Theler Zweihänder (Used)
- Mitscher IG J-83 'Geistliche' (Used)
- Arntwerke d.13 (Used)
- Rathenau-9c (New)

**Familiar Dices** Choose 2

- Drinking
- Cannabis
- Training
- Brawling
- Opiates
- Prayer
- Arguing
- Meddling

*Choose, and add +1 to a stat.*

### SINGLE-MINDED

*There is only the cause.*

HARD	KEEN	CALM	DARING
+3	0	-4	+3

### INTELLECTUAL

*Trust, but Verify*

HARD	KEEN	CALM	DARING
-2	+3	+3	-2

### ENFORCER

*All change is violent.*

HARD	KEEN	CALM	DARING
+3	-2	+2	-1

### DREAMER

*You're not the only one.*

HARD	KEEN	CALM	DARING
-3	+1	+2	+2

# Flying Circus

Name \_\_\_\_\_



Age \_\_\_\_\_ Pronouns \_\_\_\_\_

HARD KEEN CALM DARING

Stress xp

## Triggers

- If a comrade was harmed.....I Stress
- If you didn't score a kill.....I Stress
- ... but a comrade did .....I Stress
- If the mission failed..... 4 Stress
- If your engines cut out .....I Stress
- If you had to abandon a kill.....I Stress
- If you were shot at.....I Stress
- ...but they missed completely.....I Stress

## Loss of Faith

- When Burnt Out, you can only Vent by...
- Acting against your Convictions, losing I Reflection and I Stress each time.
  - Changing a Conviction, clearing all Stress and Reflection. Half of your Reflection is returned as XP.
  - At 10 Reflection, making a Sacrifice. This clears 3 Stress.

## Comrades

## Trust?



## Familiar Vices

## Personal Moves

Take Idealist and choose 3 more

- **Idealist:** Create two Convictions to form an ideology. There are examples on page I49. *Whenever you suffer hardship or Break Trust for a Conviction, mark I Sacrifice. You must make 2 Sacrifices each Routine before you are allowed to Indulge in Vice or have Quality Time. Count resets at Introspection.* During Introspection, you may invest XP into the Reflection track, I-I. At 5 marks, your Sacrifice target is I, and as long as it is full, you no longer need to make any Sacrifices, but when you do, you lose I Stress.
- **Evangelical:** *When you explain your theories to a comrade, they hold one. When you judge their actions uphold a Conviction, gain Trust, and they take Advantage forward.*
- **Theory & Praxis:** *When you disagree with an NPC, explain what must be true given your Convictions. If they admit you're right, erase a Reflection and take Advantage forward. If they stand by their story, mark Reflection. If Reflection is already at 10, gain I XP instead.*
- **Conversion:** *During a Move Exchange, you may also offer the other player Idealist with a Conviction of your choice. Non-Believers always count as having a full Reflection track.*
- **Undying Faith:** *When you fly without a parachute, take +I ongoing to your worst stat.*
- **Fanatic:** *When you miss a move and then try the exact same thing again, take +I forward.*
- **Songbird:** *Once per Routine, when you sing a hymn or marching song, describe your song. Take +I ongoing. When a singer misses a roll, the song ends, and the next singer to roll takes Disadvantage forward.*  
*When everyone with this move sings together, increase the bonus by +I for each singer. The once-per-routine restriction is for the whole group.*
- **Force of Will:** *When a foe wounds you, hold I. Spend for a 20+ on a roll to take revenge.*
- **Revolutionary:** *When you drive a crowd to a revolutionary fervour, roll +Keen. On an 11-15, pick 1. On a 16+, pick 2. On a 20+, take all 3.*
  - Your revolution sweeps the current order from power completely.
  - The revolution's goals and methods are guided by your ideals.
  - The revolution is restrained: innocent casualties are minimal.

## Intimacy Move

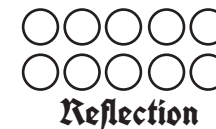
Start with this Move

**Change for You:** *When you let others in, allow them to give you a 3rd Conviction. They may instead choose to affirm a current belief: mark 3 on the Reflection track. At the end of the routine, remove I of your Convictions so you only have 2.*

*If you use this move in the air, if your partners give you a new Conviction, they may choose to gain Idealist, with the belief they gave you as their Conviction. Non-Believers always count as having a full Reflection track. If they choose to mark Reflection instead, mark 5.*

## Other Moves, Convictions, & Notes

Start with I Mastery Move and 3p



Sacrifices

Mastery Progress



## A Skyborn

...created with Aishwarya "Ashley" Moni

## Generational Convoys

They say that centuries ago, the Skyborn came from across the sea in massive balloons and just kept sailing for the love of it. This romantic idea downplays the distrust they are treated with, which has kept them from settling in any one place. Though the rise of the steam engine devastated their traditional trade, the time has come to reclaim the skies. You grew up climbing rigging, swinging between masts, laughing in the face of danger and learning to fly to defend your home from those below.

**Name** Choose, or write your own

Aniket, Dev, Dipak, Jayesh, Kalyan, Mayur, Navin, Pravin, Rakesh, Suraj

Anisha, Chanda, Esha, Indira, Jyotsna, Kavita, Mira, Riya, Tara

Age Ranges: Young Adult (16-19), Sailor (20-25), Old Hand (25+)

**Airship Names** Choose, or write your own

Anand, Devapala, Flaschenpost, Haridhrava, Joshi, Schatzsucher, Vikranta

**People** Choose all that apply

Skyborn, or Skyborn and another.

**Expectations** Tell the table or write it out

This is an archetypical image of a Skyborn. What resonates with you? What doesn't?

- Masculine, feminine, or third gender.
- Bold, free, expressive, transgressive. At home in their place on the ship.
- Lithe, tough, in top physical condition. Hands and feet tar-stained from rigging.
- Simple clothes in bright patterns, wearing whatever wealth you have

**Character History** Choose all that apply

I was taught to fly by...

- ... a parent, to mind the home.
- ... myself, just playing around.
- ... the leader of the defense squadron.
- ... embarrassingly, a groundpounder.

I left my home because I was...

- ... too impatient.
- ... too queer.
- ... too irresponsible.
- ... too rebellious.
- ... too curious.
- ... too grounded.
- ... too tired.
- ... too independent.

I fly so I can...

- ... strike it rich.
- ... chase thrills.
- ... return home better.
- ... be my own person.
- ... find my destiny.
- ... make friends.
- ... prove myself.
- ... have a good time.

## Questions

Write your answers, and speak them

- When did you first touch the ground, and for what purpose?
- What do you think you'll find on the ground you couldn't have in the air?
- Do you have a way to find your home, should you wish to return?
- What has to change before you would return home?

## Trust

Ask and record answers

Trust the groundpounder you've known longest, and any other Skyborn on the crew.

Otherwise, keep your distance.

## Start With...

### Assets

Choose 2

- A wingsuit crafted from a great bird.
- An old but beautifully decorated firearm.
- A fine sword that can cut anything.
- A small trade balloon and four crew.

### Baggage

Choose 4

- A pet bird, who knows a few words.
- A blue crystal which sometimes levitates.
- A large, ornate clockwork key.
- A belt that is almost certainly dragonskin.
- A treasure map of dubious validity.
- A compass that points somewhere odd.
- The blueprints for an amazing aeroplane.
- A deck of cards with strange icons and art.

### Planes

Choose 1, or a used plane worth up to 15p

- Ajeet Interceptor (Used)
- Shamsheer Interceptor (Used)
- Bahadur Escort (Used)
- Cheetal Fighter (Used)

### Familiar Dices

Choose 2

- Drinking
- Coffee
- Prayer
- Flying
- Music
- Theatre
- Casual Sex
- Stargazing

Choose, and add +1 to a stat.

#### WINGWALKER

Always keep a sure footing.

HARD	KEEN	CALM	DARING
-2	-2	+2	+4

#### TRICKSTER

They'll fall for anything.

HARD	KEEN	CALM	DARING
-3	+3	-1	+3

#### DEFENDER

Who else is going to do it?

HARD	KEEN	CALM	DARING
+2	0	-2	+2

#### TRADER

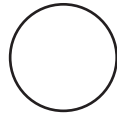
It's a living.

HARD	KEEN	CALM	DARING
-1	-2	+3	+2

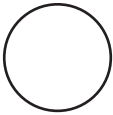
# Flying Circus

Name \_\_\_\_\_

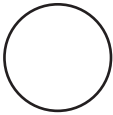
Age \_\_\_\_\_ Pronouns \_\_\_\_\_



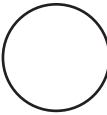
HARD



KEEN



CALM



DARING

Stress            xp

## Triggers

- If your plane lost control.....I Stress
- If you fought humans.....I Stress
- ... other Skyborn, even..... 2 Stress
- If you were forced to land.....3 Stress
- If you failed the mission .....I Stress
- If the plane caught fire..... 2 Stress
- If the fuel ran dry .....I Stress

## Vents

- Call somebody out. Make it hurt.
- Pick a fight with a local.
- Pointlessly put yourself in danger.
- Deliberate, egregiously, and hilariously violate local customs.
- Get your stuff packed and move on to the next town, right now.

## Comrades

## Trust?

## Familiar Vices

## Intimacy Move

Start with this Move

**Aloft:** When you get intimate with somebody on the ground, they can teach you a move as per a Move Exchange.

If you use this move in the air, you can instead teach them a move in the same way, and it costs only 2 XP.

## Personal Moves

Take Nomad and choose 3 more

- **Nomad:** While in groundpounder towns, you take I Stress when you...
  - Introduce yourself to others.
  - Spend more than I Routine in a town.
  - Press the Issue +Calm.
  - Pay I or more thaler for something.
 If you are Stressed during Introspection, you can choose to cross out a Skyborn move you have not taken yet to mark one of these triggers. When you do, describe how you change (name, presentation, gender expression, actions) to blend in. The trigger now takes effect *when in Skyborn communities* instead.
 

You can cross out 3 moves max, and crossed out moves can only be learned in a Move Exchange with other Skyborn. If you learn one of those moves, remove a trigger entirely.
- **Swashbuckle:** When you use a melee weapon nonlethally, attack +Daring. On a hit, disarm them, trip them up, or make a fool of them. On a crit, all of the above. *When you Seize the Initiative in the air*, do not take Stress.
- **Leap of Faith:** Each Routine, hold I. *When you fall or jump into open air*, spend that hold to have something, anything, catch you.
- **What's Up Danger:** When you do something flashier than you need to, take -2 forward. If you get a hit, choose one: Onlookers are stunned, impressed, or dismayed (your choice), or everyone is looking at you instead of something else.
- **We Have History:** When you arrive in a town, either establish two facts about it, one of which is bad news for travellers, or three facts, one of which is bad for you specifically.
- **Free as a Bird:** You can use a wingsuit: Stats on page 147. Each flight, hold equal to Daring: spend to ascend I Altitude on a thermal for free. You are only hit on a critical. *When you board a hostile aircraft with it*, you always score a 20+ to Seize the Initiative.
- **Up the Rigging:** When you are barefoot, if you score a 16+ on a 2d10 move while Wingwalking, you take Advantage forward.
- **Overstayed your Welcome:** When you make a sudden escape, roll +Daring. On a 16+, you're out of there and you take everything and everyone valuable with you. On an 11-15, leave something valuable behind.

## Other Moves & Notes

Start with I Mastery Move and 1b

Mastery Progress

## A Student

## Academic Enclaves

The great seats of learning of the Old World were grand universities, where the next generation of the intellectual elite were educated. Once cloistered and isolated religious academies, they gradually evolved to serve the demands of the industrial revolution. After the fall of the world, they continued much as they always had, ruled by their deans and professors as private fiefdoms and confronting the rigours of the new world with grad student labour. You learned to fly as part of your education.

**Name** *Choose, or write your own*

Albert, Engelbert, Friedrich, Hugo, Immanuel, Ludwig, Max, Theodor,  
Amalie, Dorothea, Friedrica, Grete, Hannah, Käte, Marianne, Tanja  
Adorno, Arendt, Ehrmann, Flügge-Lotz, Kant, Leibniz, Stirner, Wolff

Age Ranges: Prodigy (19-22), On Track (23-26), Adult Student (27-32)

**Schools** *Choose, or write your own*

Geinshoven, Heidelberg, Herzogbrunn, Obergrafenhorst, Steinfurth

**People** *Choose all that apply*

Städter, Rishonim, Edelfrei, or any other

**Expectations** *Tell the table or write it out*

This is an archetypical image of a Student. What resonates with you? What doesn't?

- Masculine, feminine, or nonbinary.
- Brilliant, hard-working, dedicated, self-assured, above the uneducated.
- The body is merely a tool for the mind. Hands stained from chalk and ink.
- Dressed respectably, tweed and ties. Coats in the lab, robes for formal situations.

**Character History** *Choose all that apply*

I was taught to fly by...

- ... the University militia team.
- ... a TA, while prepping to leave.
- ... a physics professor, in a classroom.
- ... myself, to test new inventions.

I love my school because it's...

- ... so isolated.
- ... so exclusive.
- ... so orderly.
- ... so advanced.
- ... so safe.
- ... so communal.
- ... so queer.
- ... so traditional.

I'm pursuing my thesis so I can...

- ... become one of the ruling elite.
- ... challenge myself.
- ... pursue important research.
- ... live an easy life.
- ... prove my professors wrong.
- ... be remembered forever.
- ... pay for something important.
- ... escape the school for a while.

## Questions

*Write your answers, and speak them*

- Did you seek out your school and education, or were you born there?
- How do the professors abuse their power?
- To whom are you deep in debt for your education?

## Trust

*Ask and record answers*

As a test, ask every other character an obscure question about world. If they know the answer, trust them. If they didn't, they're clearly an idiot.

You get to decide what the answers are.

## Start With...

### Assets

*Choose 3*

- A set of high-quality engineering tools.
- A unique melee weapon that can stun.
- A collection of useful reference books.
- An underclassman you can boss around.
- A compact camera.
- Sterile and cutting-edge medical tools.

### Baggage

*Take on Debt and choose 2 others*

- Crippling debt.
- Family out in the world.
- A portable typewriter.
- A research task outside your speciality.
- Extensive and updated world maps.
- A set of blueprints for something special.

### Planes

*Choose 1, or design a plane worth up to 20p*

- Gernsback Experiment 0012 (Used)
- Das Gegenbeispiel (Used)
- Universität Kobra MOI (Used)
- Teicher 'Schnelles Mammut' (Used)

### Familiar Dices

*Choose 2*

- Drinking
- Cannabis
- Reading
- Gluttony
- Procrastination
- Hookups
- Napping
- Caffeine

*Choose, and add +1 to a stat.*

#### RESEARCHER

*Well, actually...*

HARD	KEEN	CALM	DARING
0	+2	0	-1

#### INVENTOR

*Either this works, or... it doesn't.*

HARD	KEEN	CALM	DARING
-1	-2	+2	+2

#### TOURIST

*Can't wait to see it all!*

HARD	KEEN	CALM	DARING
+1	+1	-2	+1

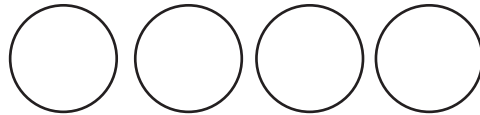
#### STUDY BUDDY

*We might be killed! Or worse, expelled.*

HARD	KEEN	CALM	DARING
0	+2	+2	-3

# Flying Circus

Name \_\_\_\_\_



Age \_\_\_\_\_ Pronouns \_\_\_\_\_

HARD KEEN CALM DARING

Stress xp

## Triggers

- If you fought at all.....I Stress
- If you were wrong .....I Stress
- ... and it got someone hurt..... 2 Stress
- If your plane lost a vital part.....I Stress
- If there was a fire.....I Stress
- If you were injured.....I Stress
- If your ego was injured .....I Stress
- If you didn't learn anything.....I Stress

## Vents

- Tear up work (remove I Progress mark)
- Make decisions for the team.
- Spend money you don't have.
- Lock yourself in to your work.
- Deride the intelligence of others.
- Steal or plagiarize work.
- Make a roll without a skill you could have used.

## Comrades

## Trust?



## Familiar Vices

## Intimacy Move

*Start with this Move*

**Curiosity:** When you put aside your work for somebody, each of you asks another a personal question. You do not need to answer, or answer honestly, but each question answered honestly gives everyone I XP. Nobody can be asked more than one question.

If you use this move in the air, anyone who is honest gets +I XP.

## Skills

*Assign 5 Points*

When a Skill would be applicable to a roll, you can add a bonus equal to your points in the skill. It costs 3XP to add I to any Skill.

Physical Education		Arts & Literature	
Clinical Psychology		Engineering	
Politics & Law		History & Mythology	
Biology & Medicine		Economics & Business	

## Personal Moves

*Take Thesis and choose 1 more*

- **Thesis:** Once per routine, if you give up on something the rest of the team is doing to work on your Dissertation, mark I Stress and tally I for Dissertation Progress.  
When you present your thesis, roll 2d10+Progress. On a I6+, you may choose to retire to academia as your Destiny. Your comrades can all use your Skills for rolls, providing they can contact you. Otherwise, erase all your Dissertation progress.
- **Tinkerer:** When you create something (a contract, a map, a weapon, an engine) or fix something (a machine, a law, a person), state how it should work and roll +Calm. On a hit, it works. I6+, choose I: accept a limitation or complication from the GM, or pay extra to get it to work right. On an II-15, take both.
- **Know It All:** When you offer an explanation, speak it and roll +Keen. On a I6+, it's true. On a II-15, you're mostly right: pick another player to tell the rest of the story. The team takes +2 forward if they use this information. On a miss, you're very wrong.
- **Anthropology:** When you ask about where somebody came from, roll +Hard. On a I6+, you can spend XP to take one of their moves as though there was a Move Exchange. They do not spend XP, get a move, or get to veto your choice, but they gain 2 XP if they Break Trust with you.

## Other Moves & Notes

*Start with 1 Mastery Move and 3p*

Dissertation

Mastery Progress

## A Survivor

## Dead Cities

At the End, when there was nothing left to lose, terrible weapons were unleashed against the industrial heart of the Old World. Millions died when the black smoke crept into shelters or chewed through seals and masks. The lucky ones stayed dead. A rare few individuals survived, clinging to life amongst the ghosts of the Old, and the demons that came after. You learned to fly to escape.

**Name** *Choose, or write your own*

Choose a name from another playbook, and/or choose a nickname for yourself informed by your environment or habits.

Does the name feel like it belongs to you? Who spoke it aloud last?

Age Ranges: Old Enough to Remember (26+), Too Young to Remember

**Cities** *Choose, or write your own*

Doanaburg, Einchenfeld, Neustadt, Oberzell, Schrottlingen

**People** *Choose all that apply*

Any, but obscured to others and distant to you.

**The Mask** *Answer the following*

Your appearance, voice, and identity is buried under layers of protection.

- You wear a mask to let you breathe. Is it military, civilian, or improvised?
- A suit keeps the gas from your skin. Is it a wax-sealed coat or a rubberized suit?
- What is under the suit? Outdated fashions, clothes you've outgrown, a uniform?
- You carry a sentimental item from your childhood. What is it? What does it mean?

**Character History** *Choose all that apply*

I was taught to fly by...

- ... an old instructional film.
- ... myself, through trial and error.
- ... another survivor, before they passed.
- ... a parent, so I could have a chance.

I left my home because I was...

- ... too scared.
- ... too lonely.
- ... too constrained.
- ... too sad.
- ... too tired.
- ... too old.
- ... too restless.
- ... too alive.

I fly so I can...

- ... stop being scared.
- ... do more than survive.
- ... never be helpless again.
- ... be free of this mask.
- ... heal the shades of the dead.
- ... figure out who I am.
- ... help others feel safe.
- ... be like the heroes I remember.

## Questions

*Write your answers, and speak them*

- What was the nature of the gas that clung to your city? How was it a complex threat?
- What did you eat? Where did you sleep? What resource was always scarce?
- Who safeguarded you in your younger days?

## Trust

*Ask and record answers*

Ask the others who was the first person who did something nice for you. Trust them, value them, hold them close. Trust nobody else.

## Start With...

### Assets

*Take your gas mask, and choose 3 others*

- Your gas mask.
- A loyal dog or scrappy pet cat.
- Relatives, somewhere out there.
- Improvised homemade armour.
- A salvaged or homemade gun.
- Two other survivors who stick by you.
- A flare gun for signalling.
- The location of valuable salvage.

### Baggage

*Choose at least 3*

- A need to find the exits of every room.
- A little jump any time you're addressed.
- A long routine of checking the gas seals.
- A habit of hand-wringing when nervous.
- A pathological need to avoid arguments.
- A compulsion to hoard food.
- An inability to meet anyone's eyes.
- A noticeable stutter or overly quiet tone.

### Planes

*Choose 1, or a used plane worth up to 15p*

- Ritter 'Ersatz S' (Used)
- Hugo's Ganzmetall Wunderflzeug! (Used)
- Kreuzer Spinne V8 Conversion (Used)
- L&L Kessel IIb (Used)

### Familiar Dices

*Choose 2*

- Drinking
- Reading
- Sleeping
- Watching Films
- Fidgeting
- Wandering
- Talking
- Cleaning

*Choose, and add +1 to a stat.*

#### FERAL

*You've sorta forgotten how to be.*

HARD	KEEN	CALM	DARING
+3	+3	-2	-2

#### WIDE-EYED

*You didn't know there was so much life.*

HARD	KEEN	CALM	DARING
-4	+3	+2	+1

#### RECLUSE

*Everything always happens so much.*

HARD	KEEN	CALM	DARING
-2	+3	+3	-2

#### RESIGNED

*Your time was always coming.*

HARD	KEEN	CALM	DARING
0	+2	-2	+2

# Flying Circus

Name \_\_\_\_\_



Age \_\_\_\_\_ Pronouns \_\_\_\_\_

HARD KEEN CALM DARING

Stress xp

## Triggers

- If you fought at all.....I Stress
- If you braved poison gas.....I Stress
- If your engine stopped .....I Stress
- If a friend was hurt .....I Stress
- ... if they died.....3 Stress
- If you ran out of fuel or ammo ...I Stress
- If you couldn't escape .....I Stress
- If you had to socialize..... 2 Stress

## Vents

- Ruin a social gathering.
- Hide yourself away somewhere.
- Steal something.
- Stockpile something useless.
- Run away to somewhere unsafe.
- Find the high ground and stay there.

## Comrades

## Trust?



## Familiar Vices

## Personal Moves

Take Masked and choose 3 more

- **Masked:** While you are wearing your mask, you are at Disadvantage to Get Real or Press the Issue. When you reveal a detail about the person under the mask, take 1 Stress. At 6, remove your mask in front of a comrade, and gain Comfort Object.
- **Comfort Object:** When you are in a safe place, you may remove your mask. When you are not wearing your mask, whenever you Press the Issue, Get Real, or the first time you talk to anyone new, roll Id10+Progress. On a 1-8, you must put your mask back on, and suffer the Masked penalties. After each roll you make, mark 1 Progress.  
At 8 Progress, cross out your Core Moves & add +1 to all Attributes (max 5).
- **Cornered Animal:** When you look for an exit, roll +Keen. On a 16+, hold 1 for the scene: spend it to bail. 11-15, take +2 Keen forward. Miss, no way out, but take +2 Hard forward.
- **Tough it Out:** You never pass out from Injury.
- **Scavenger:** When you search a ruin or downed plane, name what you hope to find and roll +Keen. On a 16+, it's there. On an 11-15, you find something that might work for the same purpose, with some effort.
- **Make Do:** You personally cost 0 Upkeep.
- **Expendable:** While on Overwatch, you may choose to Take Fire for a comrade, giving them Advantage forward.
- **Paranoid Sense:** When you make a pessimistic prediction, mark 1 Stress and take Advantage forward.
- **Gone Feral:** When you brawl vicious, everyone in the fight (you included) takes 1 Injury.
- **Of Two Minds:** Select a second statline from any playbook. While your mask is off, use that statline instead. When you increase a stat, the XP cost is halved, but you must also buy an advance for the other statline as well.

## Intimacy Move

Start with this Move

**Together:** When you try to be intimate with others...

- If you only have Masked, it doesn't happen.
- If you have Comfort Object, gain 1 Progress.
- If you've crossed both out, the participants all tell a secret about themselves and hold 1. These holds can be spent to reroll a move.

If you use the final move in the air, everyone gains 2 holds.

## Other Moves, Holds, & Notes

Start with 1 Mastery Move and 3p

Your mask is both Gas Protection and a Filter Mask (page 176), but without penalties.

Masked

Progress

Comfort Object

Progress

Mastery Progress



## A Scion

## Hidden Fortress

As empires came to prominence, the old nobility waned. Their gleaming mountain castles, built atop mines and vast caverns, fell into disrepair, their children marrying industrialists and petrol barons to stay afloat. Eventually, the government appropriated the buried keeps as hidden factories for the war effort. When the end came, these shelters were occupied only by minor nobles, their staff, and a wealth of machines. You learned to fly the underground tunnels in a brand-new aircraft.

**Name** Choose at least three, or write your own

Archibald, Derek, Friedrich, Karl, Leon, Otto, Walter, Wilhelm

Adelaide, Elsa, Louise, Maria, Minna, Theodora, Theresa, Wilhelmina

Pick a town and put 'von' in front as your family name.

Age Ranges: Youth (16-22), Adult (23-30)

**Estate** Choose, or write your own

Kohlhof, Kottbach, Pützlow, Ribbeck, Seelestadt

**People** Choose all that apply

Edelfrei, Städter, or perhaps other sorts.

**Expectations** Tell the table or write it out

This is an archetypical image of a Scion. What resonates with you? What doesn't?

- Masculine, feminine, or intriguingly androgynous.
- Educated, refined, honourable, arrogant. Always puts the family first.
- Well fed, well groomed, elegant. Hands pristine, free from hard work.
- Perfectly tailored formal clothing that shows your wealth and good taste.

**Character History** Choose all that apply

I was taught to fly by...

- ... one of the last of the glider-knights.
- ... a family member who flew in the war.
- ... an instructor, from a young age.
- ... a commoner, during my escape.

I left my home because I was...

- ... too restless.
- ... too adventurous.
- ... too queer.
- ... too complacent.
- ... too bored.
- ... too detached.
- ... too irresponsible.
- ... at risk of death.

I fly so I can...

- ... earn my parent's respect.
- ... prove that I am not obsolete.
- ... find a place among the commoners.
- ... live up to my family name.
- ... find glory and honour.
- ... restore my family's wealth.
- ... restore my family's reputation.
- ... pass the time.

## Questions

Write your answers, and speak them

- What is the noble history of your house? What grand historical events were they part of?
- What is your estate like? What does it produce, what are its traditions?
- Who is ruling in your stead? Are they family, or lesser? Why can't you trust them?
- What has to change before you would return home?

## Trust

Ask and record answers

Ask the other players if they recognize the power of your noble title. Trust those that know their place.

## Start With...

### Assets

Choose 3

- A loyal footman or maid.
- A fine sword and silver breastplate.
- A clockwerk Attendant and its key.
- A famous heirloom of considerable value.
- A high-tech sidearm.
- Titles and deeds proving your identity.

### Baggage

Choose at least 2

- You didn't leave home voluntarily.
- You aren't in full control of the Estate.
- Your family has been long disgraced.
- Your family has a reputation for cruelty.
- You aren't as noble as you pretend to be.
- Somebody else stands to inherit.

### Planes

Choose 1, or a new plane worth up to 45p

- Markgraf Attentäter C (New)
- Von Morgen Vampyr (New)
- Königskondor L.I (New)
- Hugo's Stahl-Jagdbomber! (New)

### Familiar Dices

Choose 2

- Drinking
- Hunting
- Card Games
- Casual Sex
- Opium
- Gambling
- Theatre & Music
- Sports

Choose, and add +1 to a stat.

#### FAHNENJUNKER

Nobility is taken at the end of a sword.

HARD	KEEN	CALM	DARING
+3	+1	-2	0

#### HIGHBORN

I won't sully my hands with such things.

HARD	KEEN	CALM	DARING
0	+1	+2	-1

#### DILETTANTE

Oh, that sounds dreadful.

HARD	KEEN	CALM	DARING
-1	+2	+2	-1

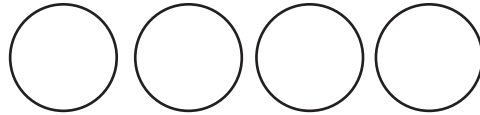
#### CHARLATAN

... well you see, I was adopted.

HARD	KEEN	CALM	DARING
-2	+4	-2	+2

# Flying Circus

Name \_\_\_\_\_



Age \_\_\_\_\_ Pronouns \_\_\_\_\_

HARD KEEN CALM DARING

Stress xp

### Triggers

- If you were wounded.....I Stress
- If you were disobeyed.....I Stress
- ... but everything worked out..... 2 Stress
- If your plane was damaged.....I Stress
- If you had to fight family. .... 2 Stress

### Vents

- Take money from your estate for something frivolous.
- Insult the heritage of a comrade.
- Claim something that isn't yours.
- Challenge somebody to a duel.
- Blame somebody else for your failures.
- Go to the law with a complaint.

### Comrades

### Trust?



### Familiar Vices

### Estate

As the Scion, you have an Estate, a town and its associated people and industry you are nominally the ruler of. It is a Town in every sense and starts at Wealth 1. Every routine, roll 2d10+Wealth. On a 16+ it gains +2 Wealth, on a miss it loses 1 Wealth. (Max. 5)

At any time, you can tap the resources of the Estate, reducing its Wealth by 1 to gain 10p.

When you visit your Estate, you can give up 15p, equivalent goods, or do a pro bono job to increase its Wealth by 1, max. once per Routine. If the Estate hits -3 Wealth, they revolt.

When you give other classes your Moves, they use your Estate's Wealth stat.

### Personal Moves

*Take The Finer Things and choose 3 more*

- **The Finer Things:** Every Routine you must spend an additional Thaler on personal upkeep. If you don't, take 2 Stress. The second time you Burn Out, cross this move out.
- **Don't You Know Who I Am:** *When you use your title and bluster to get what you want, Press the Issue + your personal Company Value.*
- **Gold Standard:** *When you take from your Estate, take 15p instead of 10p.*
- **I'm Too Good For This:** *When you miss a move, any move, reduce your Estate Wealth by 1 to get a full success instead.*
- **Family Ties:** *When you land in a new town, roll flat. On a hit, you have a family connection to the ruler or somebody important here. On a 16+, they actually like you.*
- **Glorious History:** *The power of your family name adds +1 to your personal Company Value. This move can only be learned by other characters if they are an Ace already.*
- **Old Tales:** *When you tell a story of your family history, true or not, hold 1. When you follow or defy the lesson of the story, spend the hold for Advantage.*
- **Entitled:** *When you call on your home to furnish you with something, roll Get Stuff +Estate Wealth. Either pay for it, or reduce their Wealth by 2 to take it for free.*
- **Annexation:** *When you incorporate a new town into your Estate, add +2 Wealth. If they join willingly, add +4.*

### Intimacy Move

*Start with this Move*

**Entrusted:** *When you hold those you care for close, figure out among your partners who takes charge. If it's you, add +1 to a Stat for the next routine. If it's one of them, clear 2 Stress immediately.*

*If you use this move in the air, all PCs involved get both +1 to a Stat and clear 2 Stress, though you should still figure it out.*

### Other Moves, Estate Details, & Notes

*Start with 1 Mastery Move and 12p*

Mastery Progress

## A Worker

## Industrial Town

The Old World might be gone, but many of its technological wonders persist, and to keep them going, those towns that can still support industry work double-hard. Many people, be they refugees from the old cities or poor folks from across the world, come to these places in hopes of steady work. They'll find it, more often than not, but that labour is frequently backbreaking and the compensation paltry. Compared to that, who wouldn't want to take to the skies?

**Name** Choose, or write your own

Anthony, Dietrich, Gunter, Hans, Hermann, Jan, Klaus, Werner, Willy

Bertha, Emma, Gertrud, Hilda, Ilse, Ingrid, Karla, Mercédès

Moser, Scheffler, Hamann, Muller, Schmidt, Weber, Becker, Bauer

Age Range: Youth (16-22), Adult (23-30)

**Current Residence** Choose, or write your own

Choose a town from another playbook, though it is far behind you now.

**People** Choose all that apply

Städter, Himmilvolk, Rishonim, or any other.

**Expectations** Tell the table or write it out

This is an archetypical image of a Worker. What resonates with you? What doesn't?

- Masculine, feminine, or nonbinary.
- Responsible, organized, hardworking, never complains. Always tired.
- Worn, sore, gone to seed. Hands rough, stained, often scarred.
- Simple, drab, cheap clothing, hard-wearing enough for the job ahead.

**Character History** Choose all that apply

I was taught to fly by...

- ... an expensive training course.
- ... a family member, passing it on.
- ... an instructor when I was conscripted.
- ... nobody, I'm just winging it.

I left my home because...

- ... jobs dried up.
- ... it was killing me.
- ... they learned I was queer.
- ... I got hurt and fired.
- ... I want something better.
- ... I broke the law.

I fly so I can make some money and so I can...

- ... make sure my kids have it better.
- ... finally get on that adventure.
- ... do something with my life.
- ... break free of my obligations.
- ... maybe retire, ever.
- ... escape the town I've been stuck in.
- ... pay off some serious debts.
- ... find a reason to keep going.

## Questions

*Write your answers, and speak them*

- What were you, before you were another anonymous worker?
  - Take 2 Personal Moves from another playbook (or 1 Student move) to represent this origin, or two additional Worker moves if this is all you've ever known.
- What was your dream job, as a child? What job did you actually end up working?
- Where are your family staying, if not with you?

## Trust

*Ask and record answers*

You trust everyone. They're your co-workers, you're not here for drama.

## Start With...

### Assets

*Choose 3*

- A plane large enough to carry your family.
- A simple, robust sidearm.
- A membership in a large union.
- Two co-workers with special skills.
- A house somewhere relatively safe.
- A set of solid boots.

### Dependents

*Choose 2*

- A spouse without meaningful income.
- A parent, now old and infirm.
- A number of small children.
- A sibling, unable to work.
- A close friend, disabled.
- An apprentice, learning your trade.

### Planes

*Choose 1, or a plane worth up to 15p*

- Theler KanonenKobra MB (Used)
- König-Werke Adler-N (Used)
- Kreuzer Skorpion (Used)
- Markgraf Volksfestung A (Used)

### Familiar Dices

*Choose 3*

- Drinking
- Tobacco
- Music
- Reading
- Opiates
- Cannabis
- Bickering
- Sleeping

*Choose, and add +1 to a stat.*

#### JOBBER

*Let's get paid and go home.*

HARD	KEEN	CALM	DARING
+I	+I	+I	+I

#### WORN DOWN

*Just punching the clock.*

HARD	KEEN	CALM	DARING
+2	+2	+2	-4

#### NEW LEASE ON LIFE

*Beats going back to the mines!*

HARD	KEEN	CALM	DARING
+2	-I	-I	+2

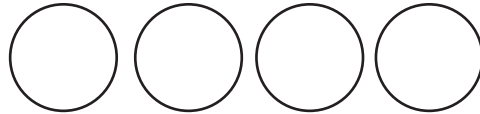
#### SAFETY INSPECTOR

*No point taking extra risks.*

HARD	KEEN	CALM	DARING
-2	+2	+4	-2

# Flying Circus

Name \_\_\_\_\_



Age \_\_\_\_\_ Pronouns \_\_\_\_\_

HARD KEEN CALM DARING

Stress xp

*Start with 3 Stress*

## Triggers

- If you took a life.....1 Stress
- If there was combat. ....1 Stress
- If your plane got shot. ....1 Stress
- If you were wounded..... 2 Stress
- If a comrade was wounded. .... 2 Stress
- If your plane stopped working... 2 Stress
- If you had to wingwalk.....1 Stress
- If the job got out of hand. .... 2 Stress

## Vents

- Complain about your circumstances to a comrade.
- Buy something nice for yourself.
- Complain about pay to a comrade.
- Stir up trouble with the employees.
- Deliberately trigger End of Night by maxing out your Vice track.

## Comrades

## Trust?



## Familiar Vices

## Personal Moves

*Take Breadwinner and choose 3 more*

- **Breadwinner:** Instead of personal upkeep, you have two Dependents. Write their names, and mark 1 on one and 2 on the other. Each Routine, during Expenses, choose to pay 0, 1, or 2 Thaler for each Dependent. If you pay 0, erase one mark. If you pay 2, mark their track and describe what special thing you do for them to make their lives easier.

A Dependent at 2 Marks removes 1 Stress per routine. A Dependent losing a Mark gives 1 Stress, and at 0 Marks they cause 2 Stress per routine.



- **There for You:** *When you Get Real*, your target always loses 1 extra Stress.
- **Get it Done:** Each Routine, hold 3. Spend that hold to score a partial hit on any roll, without rolling first.
- **Time Out:** *When you intervene in a dispute*, roll +Calm. On a hit, the conflict cannot escalate to violence. 16+, everyone names a compromise they would be willing to make.
- **Hard Drinking:** You may reroll two dice in the End of Night roll.
- **Old Reliable:** After 3 Routines in the same plane, without it being modified or upgraded, the plane gains +8 Toughness and +3 Reliability. This is once per plane, and the bonus is removed if the plane is modified.
- **No Drama:** The first time each Routine that somebody Vents with you as the victim, instead of Stress you take 2 XP directly.
- **Open Mind:** When you perform a Move Exchange, both sides can learn as many moves as they have XP for from one another, instead of just 1. Other playbook moves cost 1 less XP to learn, and this character can teach any move they've learned.
- **Domestic Bliss:** While you have 0 Stress, take +1 ongoing to all rolls outside of air combat.

## Intimacy Move

*Start with this Move*

**Share the Burden:** *When you are intimate with comrades*, the Stress of all the characters participating can be freely redistributed between them. If there are any NPC participants, 1 Stress is also removed from each PC.

*If you use this move in the air*, 1 additional Stress is removed from each character.

## Other Moves & Notes

*Start with 1 Mastery Move and 3p*

*All your XP costs are doubled.*

Mastery Progress

# Flying Circus

Name	Position	Upkeep

Plane	Upkeep

### Overruns

- Go up with half fuel.
- Go up with half ammo.
- Bombs at -3 Attack.
- +I to Jam values.
- Rotary engines -3 Reliability.
- No free repairs.
- Upset Employees.
- Take +I Stress per Routine.
- No more Scrip.

### Fame

○ ○ ○ ○ ○ ○

- **Defenders:** If you are defending a town, halve your Tab before rolling.
- **Hard at Work:** Get +Id10 pay for jobs that don't mandate combat.
- **Good Bosses:** Your Labour Clock has 8 Segments, and you have Advantage to Get Stuff when hiring.
- **Good Credit:** When you take a loan, you may choose to halve the interest or forgo the collateral.
- **Feared:** In large battles, the enemy starts with I mark on their Battle Clock.
- **Solid:** Add +3 to your Company Value.

### Infamy

○ ○ ○ ○ ○ ○

- **Bad Sports:** Your foes will never respect any attempt to surrender on your part.
- **Gone Soft:** Towns will offer -Id10 for jobs when they have a sob story.
- **Raiders:** Add a result to Get Work, "The work is on the level". If you don't take it, the work is always morally dubious.
- **Resented:** The Labour Clock is reduced to 4 Segments.
- **Death Mark:** Name an organization or Circus with long reach that are not hostile. They will shoot on sight.

Company Name \_\_\_\_\_

Structure \_\_\_\_\_

Company Value

## Roster



## Game Basics

You are fantasy aeroplane pilots. This game is played in a cycle between air combat and a ground game where you get drunk and pay for things.

Tell the table what your character does. Your actions will trigger Moves: resolve them as they come up. If a move asks you to roll dice, you roll 2d10 + one or more stats.

When you have Advantage, roll 3d10 and drop the lowest. When you have Disadvantage, drop the highest. Use a different dice colour for the extra die: if it's a 1 on Advantage or a 10 on Disadvantage, it is a Fault.

When you take Injury, it gives an equal penalty to all your rolls. At 3 Injury, you pass out. You can only die if you agree to.

## Universal Moves

These moves can happen at any time. Many of them relate to Stress, which builds up on your character, and the binary state of Trust that exists between characters.

### PRESS YOUR LUCK

*When you take a risk, you do it, and consequences unfold.*

### BREAK TRUST

*When you lose trust in a comrade, erase their mark and choose one.*

- Keep your feelings hidden, and take 1 Stress.
- Show directly and explicitly how you feel, and remove 1 Stress.

### RESTORE TRUST

*When you show faith in a comrade, mark Trust and take 1 Stress.*

### HELP/HINDER

*When you put yourself at risk help a comrade, give them Advantage forward. If you didn't trust them, Restore Trust.*

*When you make a point to hinder a comrade, give them Disadvantage forward. If you trusted them, Break Trust.*

### DISCOVER BEAUTY

*Once per routine, when you witness beauty in the world, describe how you are moved by what you see, and lose 1 Stress.*

### INTIMACY

*When you share a moment of emotional (and possibly physical) intimacy with one or more characters, all PCs activate their Intimacy Move.*

## Preflight Checks

Set up your Instrument Panel, and cards for your Engine, Weapon, and Radiator if you need them. Place out tokens to track your Speed, Altitude, Wet Stat line, G-Forces, RPM and Wear. Use a note or tokens to track your ammunition and fuel.

Your aircraft has Speed and Altitude. Altitude is measured in 100s of meters; an Altitude of 12 is 1200 meters up. Speed is measured in 10s of kilometres per hour; a speed of 15 is 150 kilometres per hour. Your Speed Factor is the 10s place of your Speed; i.e. a plane at Speed 19 has a Speed Factor of 1. Your Altitude Factor works the same way.

Your aircraft's Structure is its Hit Points, made up of Toughness and Max Strain. When you take damage, it lowers your Toughness until it reaches 0, then it lowers Max Strain. At 0, your plane falls apart, and lower Max Strain means your plane can handle less Gs.

Your G-Force is how much stress your plane is currently under. You take a penalty equal to your G-Force on all moves where you roll, and if your G-Force is ever greater than the 10s place of your Max Strain, your plane is in danger of falling apart.

Your engines have an RPM gauge and a Wear gauge. RPM is how hard you are working your engines, and Wear is damage to those engines. As a rule of thumb, an RPM of 5 or above is dangerous for an undamaged engine.

### CONTACT!

*When you take off, the GM yells "Contact!" Respond "Switch On!", mark 1 RPM on all engines, set cruising Altitude, and set Speed to the lowest Max in the squadron. Make engine noises as appropriate (page 279).*

### AIR PATROL

*When you lead the squadron on a search, roll +Calm. Take +1 for each subsequent Air Patrol in a mission. This stacks for multiple uses.*

On a 16+, you find what you were looking for. On an 11-15, you find something else. On a miss, either something finds you and Engage is rolled at Disadvantage, or push Fuel Check and roll again.

### LONG HAUL

*When the squadron flies a great distance, make a clock with 1-4 segments, and roll Flat. 16+, mark 3. 11-15, mark 2. Miss, mark 1. If you're still flying, the GM either makes a move or pushes Fuel Check.*

# Player Reference 1

## Air Combat Basics

Flying Circus does not use maps or miniatures. Instead, all combat is handled abstractly, using air speed and altitude as the mechanical anchors.

Your goal in air combat is to get your guns pointed at enemy aircraft to shoot them down. As most guns are in the front of your aircraft, that means a lot of chasing and being chased.

There is no turn order in this game. Players act when prompted, NPCs act and react as the GM needs for the story. You don't have to keep track of everything all the time: anything you aren't paying attention to has disappeared and will need to be found again.

Always start combat with Engage, and always end with a Fuel Check.

### ENGAGE

*Before combat*, one player rolls 2d10. On a hit, choose 1. I6+, choose 2. The enemy then chooses 1 other.

- Start with altitude advantage.
- Spot the enemy and act while they are unaware.
- Catch the enemy spread out.
- Come in behind your foe.

*When you join a fight or ambush*, just pick 1.

### FUEL CHECK

*When you check your fuel*, spend 1 Fuel Use, 2 if a fuel tank is leaking, for each of the below since you last checked.

- If you've been flying under power.
- If you've flown a long distance.
- If you've engaged in combat.
- If you've climbed more than 10 Altitude.

Spend 1 less Fuel Use (min. 1) for every 3 Altitude Factors high you are.

## Support Moves & Crew

Any character can do the moves in this section, including characters who are not pilots. Crew on a plane can offer Advantage to Eyeball, and will also do the following (p.59).

- An Observer can attack enemies with small arms or gun turrets. Non-Observers firing these weapons are always at Disadvantage.
- A specialized Mechanic can perform in-air Patch Fixes.
- A specialized Bombardier lets you reroll missed Bombs Away! rolls.
- A Navigator will give Advantage on Air Patrol/Long Haul.
- A co-pilot can take control, and reduce Flight Stress.

### EYEBALL

*When you scan around you*, ask one of these questions (or devise a new one) and roll +Keen, +Visibility. If you aren't currently flying the plane, add +3. If you have other crew looking as well, take Advantage.

- Where have they gone?
- What is that? (plane/creature/machine)
- Who is that? (pilot/company/figure)
- What is hidden there? (sun/clouds/shadow/terrain)
- Where is their weak point?

Regardless of your roll, the GM gives an answer, and you take Advantage forward to react. On a I6+, the answer puts you in a position of strength. On a miss, the answer is one you don't want to hear.

### EMPTY SEAT

*When there is nobody flying the plane*, roll +Stability.

On a I6+, it ploughs on for a while. On an II-15, the plane starts listing, turning, or diving.

### WINGWALK

*When you leave the safe areas of the plane*, whenever you are called to roll an Attribute, roll +Daring instead of what the move calls for.

## Boarding Actions

You can board a plane if you're at Knife range, though you may need to Dogfight +Hard to get there. When you *Seize the Initiative* (pg. 81) a partial is either freezing up, panicking, or letting go of the controls, all of which trigger Empty Seat.

### PATCH FIX

*When you repair your plane in the air*, choose one and roll +Keen.

- Reduce engine wear by 2.
- Put out a fire.
- Restart an engine (reducing Wear to 4).
- Restore a damaged Radiator, Electric system, or Fuel Tank.

On a I6+, you do it. II-15, choose 1.

- You use up all your spare parts: no more Patch Fix this mission.
- You take 1 Injury from boiling water, oil, or fire.
- You fix it, but must break a Vital Part in the process.

# Player Reference 2



## Manoeuvres

Manoeuvres are the moves you use to manage your aircraft's functions and features. You might say "I dive in, attack, and pull up afterward". It can also be dynamic, like "I want to escape while diving far enough to recoup my lost speed".

### EXTEND

*When you fly straight to regain speed*, increase your Speed up to Max Speed, add +1 RPM, reduce your G-Force tracker to 0, and...

- If you are clear of immediate danger, disengage from the fight.
- If you are in the thick of things, leave yourself vulnerable.

You cannot Extend if you don't have engine power.

### ALTITUDE ADJUSTMENT

*When you point the nose up*, trade Speed for Altitude, 5 to 1. If you are gliding, trade Speed for Altitude 6 to 1.

*When you climb steady*, reduce your Speed to your Stall Speed. When you next act, climb by up to your Climb and gain 1 RPM. You can't steady climb without engine power.

*When you point the nose down*, trade Altitude for Speed, 1 to 3.

*If you aren't diving*, and your Speed is above your Max Speed, reduce your Speed by your Energy Loss. This can't take you below Max Speed.

### PULL UP

*When you pull up from a steep dive or out of an attack*, take G-Force equal to Speed Factor. Spend Altitude to reduce G-Force taken, 1-1. You can take no more G-Force than 1/10th your Handling.

If you pull up at ground level, Evade Danger.

### OVERSTRAIN

*When your G-Force exceeds the ten's place of your Max Strain*, roll 1d10 per G (total, not over Strain). Subtract your Daring (unmodified), and take the total as Damage. If your plane survives, reset G-Force to the tens place of your Max Strain.

### OVERSPEED

*When you increase your Air Speed in excess of your engine's Overspeed*, that engine gains 1 RPM, +1 per 5 Speed above Overspeed.

### BOOST

*When you open the throttle*, add your plane's Boost stat to your Speed, up to Max Speed. You can choose to add less than your full Boost.

If your Speed is below your Dropoff, double your Boost.

*If you Boost in a dive*, add to your Speed, even above your Max Speed.

Then, increase your engine RPM by 1.

### COOL OFF

*When you pull back on the throttle to spare your engine*, or when you exceed 7 RPM, reduce your Speed to your Max Speed or less.

For each engine, roll 1d20+Reliability for each RPM. Your engine takes 1 Wear per Failure. After you've rolled, reduce RPM and G-Force to 0.

The GM makes a hard move after you Cool Off, unless this move is pushed, or you are out of danger.

### STALL/SPIN

*When your Air Speed falls below your Stall Speed*, you stall out. *When you lose control*, you spin out. You may choose to induce either at any time.

In either case, choose one.

- Try to Recover.
- Make one last desperate move, and accept the consequences.

### RECOVER

*When you recover from a spin or stall*, roll +Calm. On a 16+, you recover smoothly; Spin for 1. On an 11-15, Spin for d5-Stability (min 1). On a miss, Spin for d10-Stability (min 1).

You must spend at least as much Energy (p.55) as your Spin, in this sequence: 1 Speed, 1 Altitude, then 1 of either; then repeat. If you are below your Stall Speed, Dive and/or Boost until you reach it.

### COLLISION

*When two planes collide*, roll 1d20 per Speed Factor of the faster plane. Roll 1d10 if Speed Factor is 0.

*If it's head on*, roll 1d20 per Speed Factor of both planes.

Both planes take that much damage.

# Player Reference 3

## Air Combat

Here's the moves that really matter for air to air fighting. Remember: enemy planes never make these moves, only player aircraft. Air combat will inevitably come back to Dogfight!, which is used to resolve any time two planes are wrestling for dominance.

### STAY ON TARGET

When you press on through danger, roll +Calm. On a hit, you make it to the target, and only then face consequences. On an I6+, choose I: take Advantage forward, or soften the consequences.

### EVADE DANGER

When you swerve to avoid an impact or melee attack, roll +Keen. If you do not attempt to evade, you *collide* or otherwise take the damage.

On a I6+, you did it. On an II-15, choose one. On a miss, take all three.

- You are left vulnerable as you recover your nerves.
- *Collide* for half damage -or- take Melee damage.
- Go into a spin.

### OVERWATCH

When you watch over a friend, hold one. Spend your hold to...

- Help or Hinder one of their Moves.
- Place yourself between them and a pursuer.
- Drop on the tail of their pursuer, no roll required.

### CHASE!

When there's a straight-line chase or race, compare Speeds.

- *If you're at equal speed*, nothing changes.
- *If the pursuer is faster*, move one range band closer.
- *If the defender is faster*, move one range band farther away.

A difference of Speed of 10 or more means the chase immediately ends: the pursuer gets as close as they want, or the defender gets out of range.

*If a plane is forced to turn*, they count as slower regardless of speed.

## DOGFIGHT!

When you battle another plane for dominance in order to...

- ... *pursue them, make an attack*, roll+Hard+Agility.
- ... *escape a bad spot, bait them, defend*, roll+Keen+Agility.
- ... *to turn the tables on your pursuer*, roll+Daring+Agility.

Take -I for each of the following:

- If the enemy has a higher Speed.
- If the enemy has a tailgunner.
- If the enemy is diving.
- For each additional foe.

Take Disadvantage if they are above you or have taken you by surprise.

After you roll, reduce your Speed by Turn Bleed + Speed Factor.

You may *Commit to the Turn* to increase your result by spending additional Speed. Each multiple of your Turn Bleed spent gives +I. Take G-Force equal to Speed Factor, +I for every 10 additional Speed spent.

On a hit, you pull it off. On an II-15, the GM chooses I. *If you are turning the tables* or closing to Knife Range, take +I results.

- Your success is brief, compromised, or incomplete.
- You are exposed to enemy fire or unexpected danger.
- Afterward, you lose track of where they are.

On a 20+, take -I result, move to Knife range, or take Advantage forward.

After resolving, *if there is a 10+ Speed difference between planes*, there is at best a brief window to attack, then the planes move apart.

## Agility Bonus

We compare the Handling of the two aircraft to get an Agility bonus. If there are multiple planes involved, there is a primary attacker and a primary target whose stats are used.

If the PC has better handling than their foe, even just 1 point better, their Agility bonus is +I. Every 10 points of Handling difference between the two planes gives an additional +I, up to a maximum of +5. This works in reverse: if the player's plane has less Handling than their opponent, their Agility is -I. If it has 10 less Handling, -2, and so forth.

## Commit to the Turn

When you Commit to the Turn, you add a bonus to your result which costs Speed equal to the bonus you need times your Turn Bleed. If you reduced your speed this way, increase your G-Force Tracker by your Speed Factor, and an additional +I for every full 10 Speed reduction. Use your Speed from before you started spending to assign G-Force.

# Player Reference 4

## Shooting

Whenever you shoot, you're shooting with one or more weapon systems - groups of similar weapons on your aircraft. Check the weapon profiles on page 178.

### Machine-Gun (MG)

Hits	4	Dam	2	AP	I	Ammo	IO
Rapid Fire, Jam 1/2							

Every weapon system has a Range Chart. The four boxes in the chart list the number of hits and the amount of damage a weapon inflicts at different ranges:

- Knife Range. Up to 100 meters. Parts flying off is a real danger.
- Close Range. Up to 200 meters, use this range by default.
- Long Range. Up to 500 meters. Some weapons still have a chance.
- Extreme Range. Past 500 meters. Most weapons are useless.

Hull guns Hits drop off at 100/75/50/25 percent, but wing-mounted guns use 100/90/20/10. Then, for each band, multiply the Hits by the weapon's Damage stat. Here's an example range charge for two hull-mounted MGs.

RANGE	KNIFE	CLOSE	LONG	EXTREME
HITS	4	3	2	1
DAMAGE	8	6	4	2

### OPEN FIRE

*When you shoot, spend Ammo, find Absolute Range, and roll +Hard.*

On an II-15, shift the Effective Range farther by I. On a miss, shift farther by 2. On a 20+, shift closer I. Inflict Hits and Damage.

*Additionally, roll Id20+Hits.*

On a 20+, the attack Crits; roll another Crit Check with 50% of the Hits of the last roll. (This penalty stacks with each additional Crit Check.)

A natural 20 always strikes a crewmember; a natural 1 never Crits.

- A Crit destroys one of the plane's Vital Parts (see pages 60 & 226 for details.)
- A Deflection Shot is when the shooter must lead the target: there is a penalty equal to the target's Speed Factor.
- Rapid Fire gives Advantage by spending I more ammo and increasing Jam chance.
- Shift 2 Effective Range Bands closer when attacking slow large targets.
- Gunsights give a flat bonus, sometimes with conditions for applying.

### TAKE FIRE

*When you are shot at, determine range, and roll -Keen.*

*When another PC shoots at you, roll +Shooter's Hard, - Target's Keen.*

Resolve exactly as you would Open Fire, including Crits, except the player rolling is the target.

### DRAW A BEAD

*When you carefully line up a shot, choose I, then Open Fire.*

- Name a part or crew member. If you Crit, that's what you hit.
- Measure your range: Roll your attack +Calm instead.
- Maximum time on target: Move one range band left.
- Clustered Shots: Roll +I Crit die.

After you shoot, the GM reveals the consequence of your tunnel vision.

## Planes Going Down

### BAIL OUT

*When you bail out of a dying plane, tell the GM one thing you take with you and roll +Calm+Escape.*

On a I6+, you make it out without trouble. On an II-15, choose one: you take I Injury in the process of bailing or landing, or the plane descends Id10 Altitude before you can get out.

If the plane hits the ground before you escape, Go Down.

*If the plane is spinning, take Disadvantage. When you jump from an intact plane, you do it. When you bail out without a chute, or below 300 meters, hit the ground.*

### GO DOWN

*When you put down anywhere you shouldn't, roll +Calm+Crash Safety.*

On a hit, you land safely, more or less. I6+, choose I. II-15, choose 2.

- Each member of the crew takes Id5-I Injury.
- Take Id10 x Speed Factor Damage.
- You land somewhere deeply unfortunate.

On a miss, take all three above, but choose one below as well.

- You or your crew die.
- The plane is completely totalled.
- The place is the worst possible spot imaginable.

*If you land hard with no control over your plane, you're at Disadvantage.*

# Player Reference 5

## On Foot Moves

These moves apply when the players are on the ground somewhere unsafe. Anywhere outside of towns is considered 'The Wild', filled with danger and mystery. You can also end up using these moves during combat inside towns, boarding actions on large vessels like zeppelins, and other situations.

These moves are not kind. You are pilots, not soldiers. Stay off the ground!

### EXPLORE THE WILD

*When you lead the group forward into the wild, roll +Daring.*

On a hit, overcome 1 Trek. 16+, choose 2. On an 11-15, choose 1.

- Move safely and quietly.
- If something happens, you have Advantage to Engage.
- Overcome another Trek.
- Leave a trail, giving Advantage to backtrack.

### CONFRONT YOUR FEARS

*When you stand against that which stalks you, state what you fear it is and roll Flat.*

On a 16+, the GM reveals how it is more innocuous than you suspected. On an 11-15, the GM reveals how it is stranger than you suspected. On a miss, the GM reveals how it was far worse than you feared.

### PARLAY WITH THE STRANGE

*When you try to strike a deal with supernatural forces, state what you want and name two things you'd be willing to do or lose in exchange. If the offers are worthy, roll Flat.*

On a 16+, they take one of your offers and give you what you want, no strings attached.

On an 11-15, they take one, and the GM chooses 1.

- They take the other offer too.
- They'll collect a favour from you in the nebulous future.
- They demand something else. Something more.
- What they give you isn't quite what you asked for.

On a miss, the GM chooses as many as they want, and maybe the player gets something. On a 20+, you get what you want and keep everything.

### SEIZE THE INITIATIVE

*When you encounter the enemy on foot, take 1 Stress and roll +Daring. If you are ambushing or defending a prepared position, take Advantage.*

On a 16+, you find cover and take your next steps rationally. On a 20+, you also catch them flat-footed and act before anyone else. On an 11-15, choose 1. On a miss, the GM chooses for you.

- You see red, rushing in or shooting first, but fail to get to cover.
- You run or hide. You can't attack, but you're a low priority target.
- You freeze up after you find cover, and act after everyone else.

### PERSONAL ATTACK

*When a PC attacks with a personal weapon, roll 1d20 per Hit, +Hard.*

*When a PC is attacked, roll 1d20 per Hit, -Keen.*

An 11+ hits for listed damage, a natural 20 is a Crit (against ground targets, x2 damage and ignores armour), a natural 1 is a jam or misfire. When firing against targets in cover or moving planes, only a 16+ hits.

*When you use a melee weapon against a plane, you may damage a Vital Part of your choice on an 11+ instead of doing structure damage.*

## Coming Home

When you arrive back from the mission, take Stress. You mark Stress equal to the Flight Stress of your aircraft, and you also mark Stress for the Stress Triggers on your playbook which came up during the mission. You or the GM can agree to assign extra Stress if you feel the events of the mission warrant it.

Then, check to see how the squadron's reputation has changed.

For each of the following that is true, mark 1 Fame.

- Did this job indisputably, measurably make the world a better place?
- Was the mission witnessed and end up making you look skilled?
- Did you forgo pay for this job?

For each of the following that is true, mark 1 Infamy.

- Did this job measurably make the greater world a worse place?
- Did you do something morally repugnant during the mission?
- Did this job target or exploit innocent people?

## Stress

Once you hit 5 or more Stress, your character is Stressed and can no longer buy moves with XP. At 10 Stress, you Burn Out, and are at Disadvantage to Press the Issue and Get Real, cannot lead Negotiations, and *cannot* fly again until you are at 4 Stress or under.

### VENT

When you are Burnt Out and use a Vent action, lose 2 Stress. If one or more of your comrades bears the brunt of the ire or consequences, you lose 3 stress instead, but they take 1 Stress each.

### INDULGE IN VICE

When you indulge a Vice, add +1 to the Vice Track.

- If you indulge alone, suffer a consequence.
- If you and a comrade indulge together, describe how you get disruptive, argumentative, or distracted.

When you go back to the same Vice again, additionally take 1 miss forward to End of Night, and worsened consequences.

When you engage in an unfamiliar Vice, additionally roll +Daring. On a 16+, add it as a Vice. On a miss, suffer worsened consequences.

If somebody familiar with an unfamiliar vice guides you, that's Help.

### END OF NIGHT

When you end the night, or hit 5 Vice, roll 1d20 for each mark on the Vice Track, then clear the track. You can spend Attendant holds after you roll to retroactively add a +1 to all dice.

11-15, remove 1 Stress. 16+, remove 2 Stress.

If you get 3 or more misses (1-10), choose one below.

- You become Addicted to a Vice you indulged.
- You become Immune to a Vice you indulged.
- You take a -1 Ongoing to all your rolls for the next routine.

### QUALITY TIME

When you devote time and attention to your trusting Confidant, remove 2 Stress. This move can be used once per Routine.

## Other Ground Moves

### PRESS THE ISSUE

When you try to get somebody to do what you want...

- ... with money, pay their price and they'll do it.
- ... with intimidation or force, roll +Hard.
- ... with honest reasoning, roll +Calm.
- ... with lies or misdirection, roll +Keen.

On a hit, they'll do it. On an 11-15, the GM chooses 1.

- They need something from you first.
- They'll resent this, and that'll be a problem later.
- They'll do it, but only the bare minimum.

### TURN ON THE CHARM

When you entice an interested party, roll +Daring. If they aren't inclined to be interested, the move has no effect.

On a 16+, they choose 2. On an 11-15, they choose 1.

- They throw themselves at you.
- They do you a favour or show you a kindness.
- They'll listen to what you have to say.

### GET REAL

When you speak the truth from your heart, and they are willing to listen, choose a goal from below, take 1 Stress, and roll +Calm.

- Take them as a Confidant, repair a relationship.
- Begin a *Move Exchange*.
- Remove 3 Stress between the two of you, however you choose.
- Offer them a chance to *Rethink their Life* (p.123). You choose the stats that change, and if they accept they don't spend any XP.

On a hit, you do it. On a 16+, both of you lose 1 additional Stress.

On a miss, if the target is a PC, they choose one below, and the GM asks "What did they say which hurt you?" NPCs react at GM discretion.

- The goal is achieved, but the target has to do most of the work. They don't lose Stress, and take 1 miss forward to End of Night.
- Both sides must Vent (p. 89) immediately. The target must be the other participant. The requirement to be Burnt Out is waived.
- The target loses 3 Stress as they throw a punch and start a Brawl!

# Player Reference 7

## BRAWL

When you start something, verbal or physical, roll +Hard. On a 16+, choose 2. On a 11-15, choose 1.

- Hurt somebody bad.
  - Hurt a whole lot of folks.
- Win the fight, whatever that means.
- Get out clean and relatively unscathed.
- Remove 1 Stress.

## Financial Moves

### GET STUFF

When you want to purchase something, roll +Wealth. If it's one of the town's specialities, take Advantage.

On a 16+, pay for it and it's yours. On an 11-15, the GM chooses one.

- It's similar, but not exactly what you want.
- It's available, but it's more expensive than usual.
- They don't have it, but they know where you can get it.

On a miss, they just don't have it, or more than one complication is true. Don't roll for things that are offered or already established to exist.

### SELL STUFF

When you want to sell something, roll +Wealth. If the town already has it in abundance, take Disadvantage.

On an 11-15, it sells at market value. 16+, you make a little profit, GM's discretion. Otherwise, expect a lacklustre offer or sketchy clients.

### FIND WORK

When the company looks for work, pick a client and roll +Wealth. On a hit, there's a job. The GM rolls up a mission with 2 complications. On a 16+, players pick one:

- The employer is desperate. Add +1d10 to their starting offer.
- The job is simple and straightforward, no complications.
- High time pressure grants a +2 to Negotiation rolls.
- The client is offering two contracts the players can pick between.

On a miss, the GM rolls up a particularly dangerous mission, or there isn't any work to be had here and you must move on.

## NEGOTIATE A CONTRACT

When you push for a better deal, make your argument for why you deserve more, and roll 2d10 +Daring. On an 11+, your squadron's CV is added to the pay, and you may choose to roll again to push your pay up. Each subsequent roll is at -1.

In place of a pay hike, you can also press for one of the following:

- Assistance from the client such as employees.
- Half payment ahead of time.
- Expenses (repairs and medical bills from the job).

You may continue to negotiate until you fail. If any roll fails, you lose any benefits negotiated, and must settle for the initial price, plus one of the following (GM's choice).

- -1d10 pay.
- The client demands collateral so you don't bail on the job.
- The client never wants to see you in town again after this job.

## End of Routine

### INTROSPECTION

While you wait for the mission to start, reflect on recent events. Consider the mistakes you made, the ways you were weak, and the things you are proud of. Promise yourself a change you'll make, if you survive.

You may share these thoughts, but you don't have to.

Then, if you aren't Stressed, select Advancements and Masteries.

Take a new Personal Move from your playbook.	4 XP
Add +1 to your lowest stat.	8 XP
Increase a stat from 3-4, or 4-5.	8 XP
Add +1 to any stat lower than 3.	4 XP
Mark 1 Mastery	2 XP
Reduce 1 Attribute by 1, and add +1 to another	4 XP
Remove an Addiction or Immunity	4 XP
Add +1 to an Attribute for the next routine only (max 1)	1 XP

# Player Reference 8

## Flying Circus

### Bushwack Mastery

Victories: Aircraft or balloons shot down.

Passive: Each move taken past the first gives a flat +2 Damage at all ranges when you Open Fire.

**Ambush Predator:** When you attack an aircraft which doesn't know you are there, inflict double damage.

**Vanishing Act:** When you attack an enemy from above, take I RPM to make the enemy lose track of you afterward. This would allow Ambush Predator to be activated again.

**Overdrive:** When you Open Fire while travelling faster than your Max Speed, shift your Effective Range one band closer.

**Boom & Zoom:** Count your G-Force as one lower for pilot penalties, and reduce your Energy Loss by I (minimum I).

**Vulture:** When you attack a target below half Structure, activate Ambush Predator (even if you don't have the move).

### Dogfighter Mastery

Victories: Aircraft shot down, pilots surrendered, or probable kills.

Passive: Each move taken past the first adds a flat +4 Damage when you Open Fire at an Absolute Range of Knife.

**Riding the Edge:** Your plane counts as having +5 Handling, and you lose I fewer Speed overall when you Commit to the Turn (minimum 0).

**Head to Head:** When you would be shot at from behind, you can spend Speed equal to Turn Bleed to instead transition directly into a knife-range head-on attack, and take +3 forward to Open Fire.

**Nerves of Steel:** When you attack at an absolute range of Knife, you can reroll your attack move if you don't like the result. Second results stand.

**Belly Scrape:** When you fly at ground level, gain a +10 Handling and +I to Evade Danger.

**Switch Weave:** When you escort a formation, you provide Overwatch to all members, not just one.

### Slipstream Mastery

Victories: Aircraft shot down, crashed, or lured to their destruction.

Passive: Each move taken past the first adds +2 Hits (for the purposes of Crits only) when you Open Fire.

**Tables Have Turned:** If you are being chased or get behind your attacker, the next person to attack your pursuer (including yourself) may use their best stat to Open Fire against them.

**Dangerous Merge:** If you go head-on with a foe while trailing a pursuer, roll +Daring. On a I6+, your foes collide. On an II-15, they are both made vulnerable while recovering, as per Tables Have Turned.

**Headache Spin:** When you deliberately induce a spin while being chased, roll to Recover as usual. Your enemy will believe you have been shot down, and you will take Advantage forward against them.

**Welcome to Earth:** When you dive to ground level to escape a plane on your six, on a I6+, your pursuer ploughs into the ground.

**Slippery Customer:** You may roll Dogfight to escape any aircraft attacking you before you Take Fire, even if you would normally just Take Fire, so long as you aren't rolling two Dogfights in a row.

### Sharpshooter Mastery

Victories: Aircraft or balloons shot down, or probable kills.

Passive: Each move taken past the first adds a flat +4 Damage when you Open Fire at an Absolute Range of Long, and +2 Damage at an Absolute Range of Extreme, providing you hit at all.

**Metal or Meat:** When you Draw a Bead, the Open Fire +Calm result can be taken for free, in addition to other results you qualify for.

**Concentrated Shooting:** When you Draw a Bead, take +I results.

**Tracer Dance:** When you fire on an enemy during a chase, spend I ammo. The enemy is forced to turn, and you immediately win the chase.

**Lead the Target:** Ignore the Deflection Shot penalty (but not Awkward).

**Lucky Shot:** When attacking at an absolute range of Long or Extreme, roll +I Crit Die.

## Mastery's

## Agenda

- Put the players in thrilling danger.
- Mix glory and tragedy in equal measure.
- Play to find out what happens next.

## Principles

- Make players love the world.
- Talk to the characters, not the players.
- Speak your moves through fiction.
- Litter the world with hooks, and use the interesting ones.
- Treat humans as humans, even the nameless ones.
- Figure out what everyone wants.
- Ask provocative questions and build on the answers.
- Say “Yes, and...” or “No, but...”
- Wash your hands of cruel decisions.

## Air Moves

### *Their Plane*

- Forecast problems with sounds and sensations.
- Steal their energy from them.
- Push a move or mechanical consequence.
- Spray something into the cockpit.
- Turn them around and confuse them.

### *Enemy Planes*

- Drop in behind them.
- Climb and attack from above.
- Offer bait to draw them in.
- Leave them behind.
- Twist out from under their guns.
- Fill the air with bullets.
- Return fire with tailguns.
- Chase them doggedly.
- Outrun them and leave them behind.

## Ground Moves

### *Ground Missions*

- Stalk them with a Threat.
- Separate them.
- Get them lost (-1 Trek)

### *Town Moves*

- Ask them pay for it.
- Bring in local authority.
- Have the goodwill of the town run out.
- Have the goodwill of their employees run out.
- Have the goodwill of a Confidant run out.
- Create or worsen a feud with other pilots.
- Dare them to do something stupid.
- Show the consequences of their actions.

## Best Practices

- Make Notes.
- Prep threats and reuse them.
- Talk up details to make places cozy.
- Make the food sound delicious.
- Take breaks.

## Decision Making

- Ask them to intervene or else.
- Require a success or else.
- Ask them what they think is fair.
- Roll a dice and have it choose.

## Setting Up Threats

Every threat needs to have a goal, a rough outline of their numbers, some way of being recognized specifically, and a leader with a basic personality. Write it down.

If a threat is recurring, give them a plan with multiple steps. Every routine, they complete one step. When players confront them, the next step is the next mission.

## Omnipresent Threats

- 2 or 3 bandits harassing the town in simple planes.
- The town militia (6-12 folks with rifles and lanterns)
- A rival circus (3-8 elite pilots in shiny planes)
- The Fae, who always feel entitled to something.

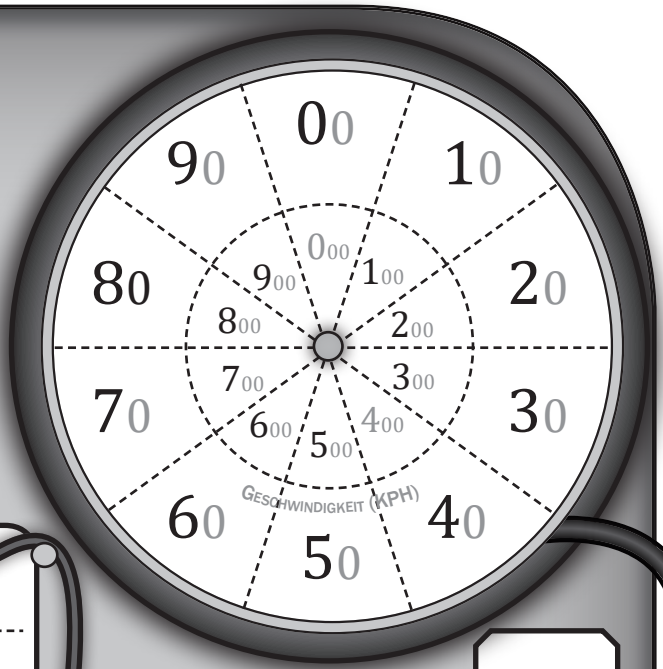
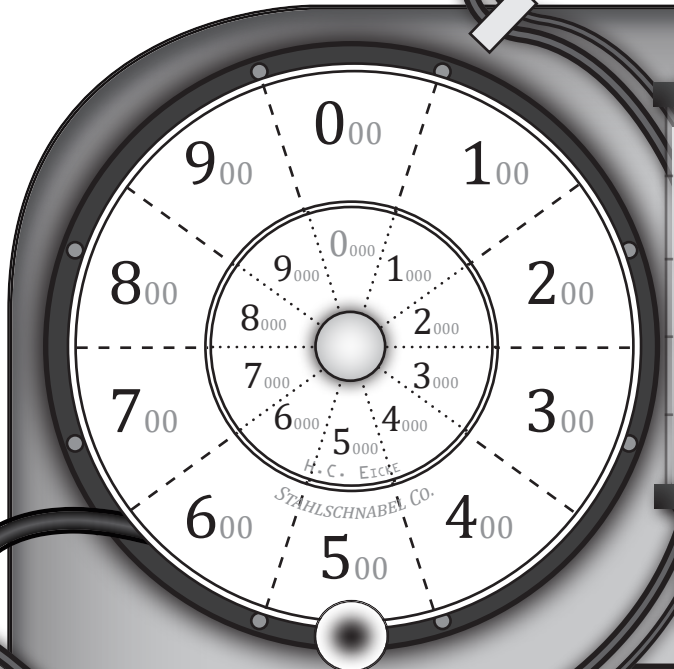
## Emergency NPC Planes

- Biplane: Speeds 19/15/14/7, Handling 100, 2 MGs.
- Monoplane: Speeds 20/14/13/6, Handling 100, 1 MG.
- Interceptor: Speeds 37/18/16/7, Handling 96, 1 MG 1 LMG
- Observer: 28/17/16/5, Handling 88, 1 MG, LMG Turret
- Observation Balloon: 24 Toughness, no vital parts.

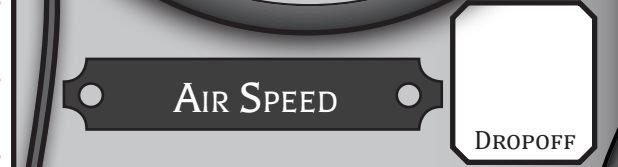
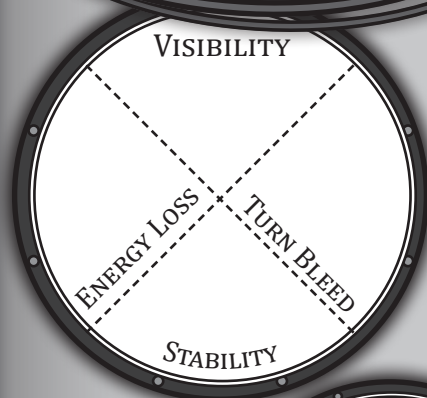
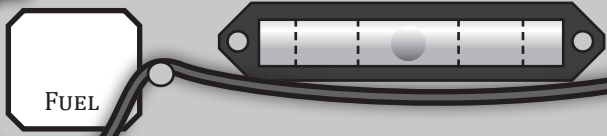
## Combat Reminders

- When people get hurt, give them 1 Injury for a fluke, 2 for a good hit, and 3 for a serious weapon.
- Humans can usually take 2 Injury before falling over. 3 will always take out a human NPC.
- A machine gun 4/3/2/1 Hits, 8/6/4/2 Damage. Double machine guns is double that.
- An NPC plane should usually run away if it has less than 10 Strain left, no weapons, leaking fuel, or no engine.
- Turrets shoot up attacking planes unless the attacker went out of their way to avoid it.

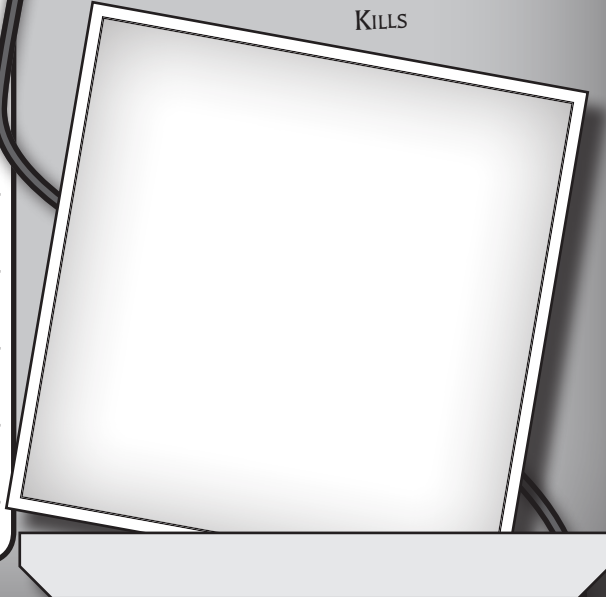
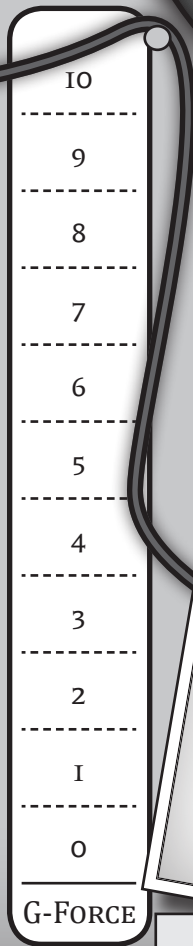




	BOOST	HANDLING	CLIMB	STALL	SPEED
FULL LOAD					
HALF FUEL BOMBS					
FULL FUEL NO BOMBS					
HALF FUEL NO BOMBS					
EMPTY					



VITAL PARTS	
ARMOUR	
ORDNANCE	Max Bomb Load
NOTES	



ESCAPE

CRASH

