


**This is**

**a**

**Cover**

**Image**



# Flying Circus

My Custom Setting  
Sample Flying Circus Book



Look strange? You probably don't have the fonts installed.

Download the fonts from [HERE](#). Install them on your computer, upload them to the Typst web-app (anywhere in the project is fine) or use the Typst command line option `-font-path` to include them.

Tetragramm





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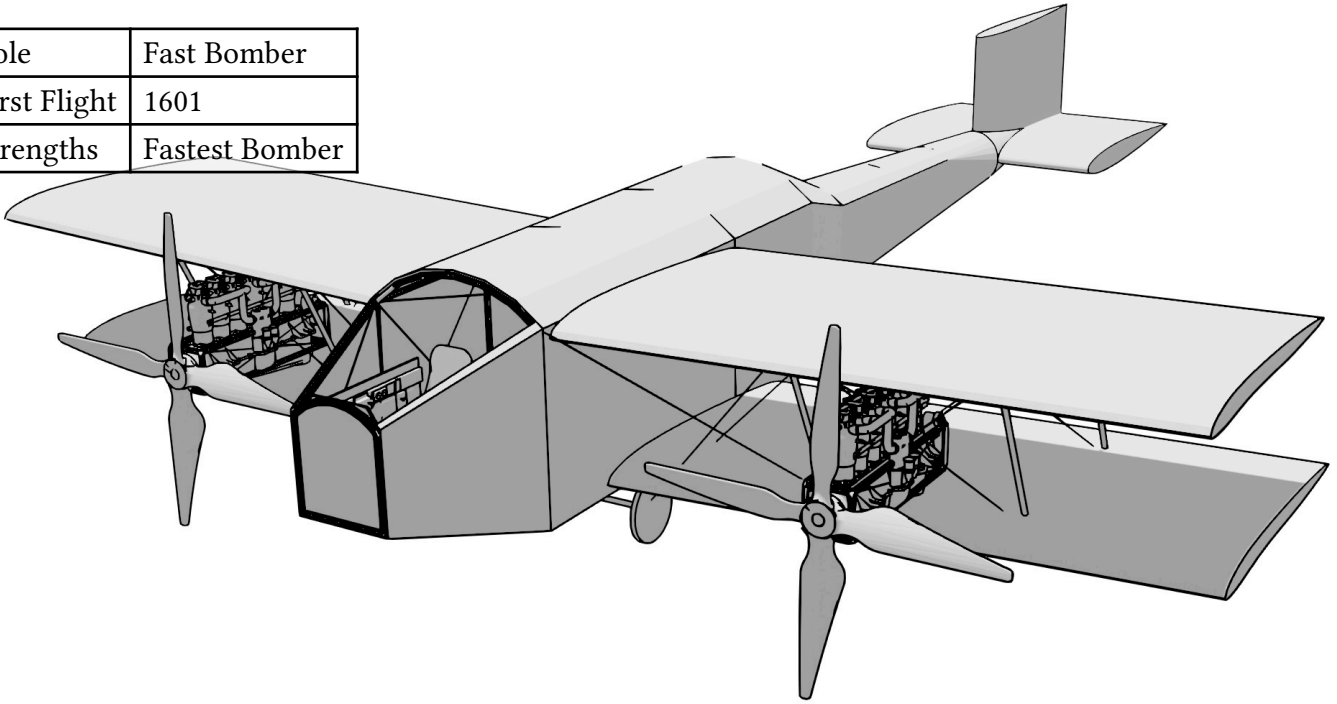
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Role	Fast Bomber
First Flight	1601
Strengths	Fastest Bomber



## Basic Biplane

*"Bring home the bacon!"*

11p New, 5p Used  
0p

	Boost	Handling	Climb	Stall	Speed	Vital Parts
Full Fuel	2	100	5	6	14	Controls, Seat, Fuel Tanks, Engine, Oil Tank, Guns, Landing Gear Pilot
Half Fuel	2	100	5	5	14	
Empty	-	101	-	5	0	
Dropoff 8, Reliability -1, Overspeed 18, Ideal Alt. 0-29, Fuel 12						
Visibility -1, Stability -1, Energy Loss 3, Turn Bleed 1						
Toughness 8, Max Strain 34, Escape 2, Crash Safety -1, Flight Stress 2						
Seat #1: 1x Fixed MG fires [Forward] for 2 damage with 4/3/2/1 hits with 10 ammunition. [Jam 2/3, Reload 0, Rapid Fire, AP 1, Fully Accessible] Rotary: +1 to Dogfight! when turning right.						

*This text is where the description of the plane goes. Formatting is pretty simple. This is italic.*

- Sub-items!

- Unnumbered list

Words get underlined.

Leave an **empty** line or it will be the same paragraph

1. numbered list
  1. Sub-Lists!
2. Things! But you can have multiple lines for an item by indenting the next one, or just one long line.

Break the column where you want it with `#colbreak()`

Images can be added by doing `#image(path)`. The FC functions do fancy stuff though, and may override some arguments when you pass an image into them using an argument.

Find the full documentation for Typst on the website [HERE](#)

## Plane Builder Link

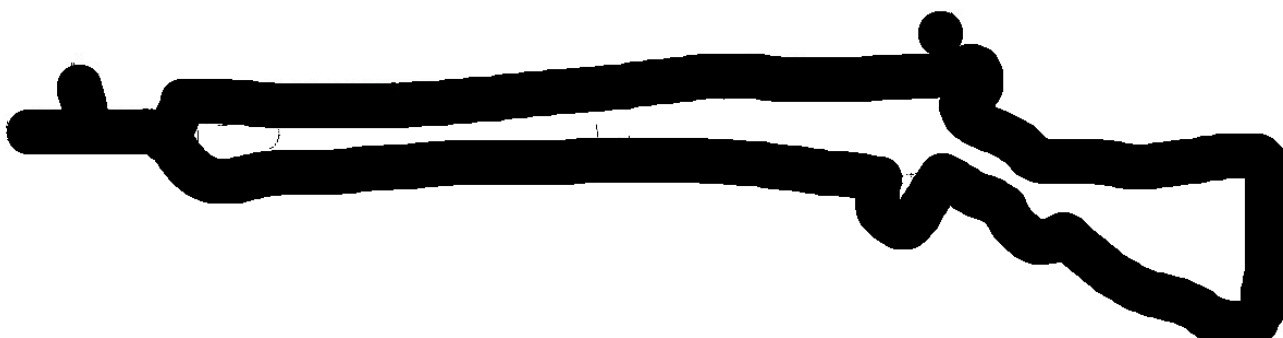
## 20b, 0b Upkeep

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt  
 ut labore et dolore magnam aliquam quaerat voluptatem. Ut enim aequale doleamus animo  
 cum corpore dolemus, fieri tamen permagna accessio potest, si aliquod aeternum et  
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 ut postea variari voluptas distinguere possit, augeri amplificarique non possit. At  
 etiam Athenis, ut e patre audiebam facete et urbane Stoicos irridente, statua est in  
 quo a nobis philosophia defensa et collaudata est, cum id, quod maxime placeat, facere  
 possimus, omnis voluptas assumenda est, omnis dolor repellendus. Temporibus autem  
 quibusdam et aut officiis debitis aut rerum necessitatibus saepe eveniet, ut et voluptates  
 repudiandae sint et molestiae non recusandae. Itaque earum rerum.

Speed	2	Torque	-2	Handling	24
Armour	1/0/0	Integrity	17	Safety	0
Reliability	2	Fuel Uses	13	Stress	1
Large (5 Volume)			1 Tiny Cargo		

## Crew

		Type	Vis.	Escape	Notes
Driver		Closed	0	0	
Commander		Sealed	-	-1	2x HSS (Fore, Right, Left)
	2x Loader	Sealed	0	0	
2x Passenger		Closed	-1	-1	
Passenger		Exposed	-	-	



Scrip

Note that you can set the text in the cell boxes to whatever you want.

Hits	1	Damage	2	AP	1	Range	Extreme	Test	Hello
Manual									

2b

Note that you can set the text in the cell boxes to whatever you want using the dictionary.

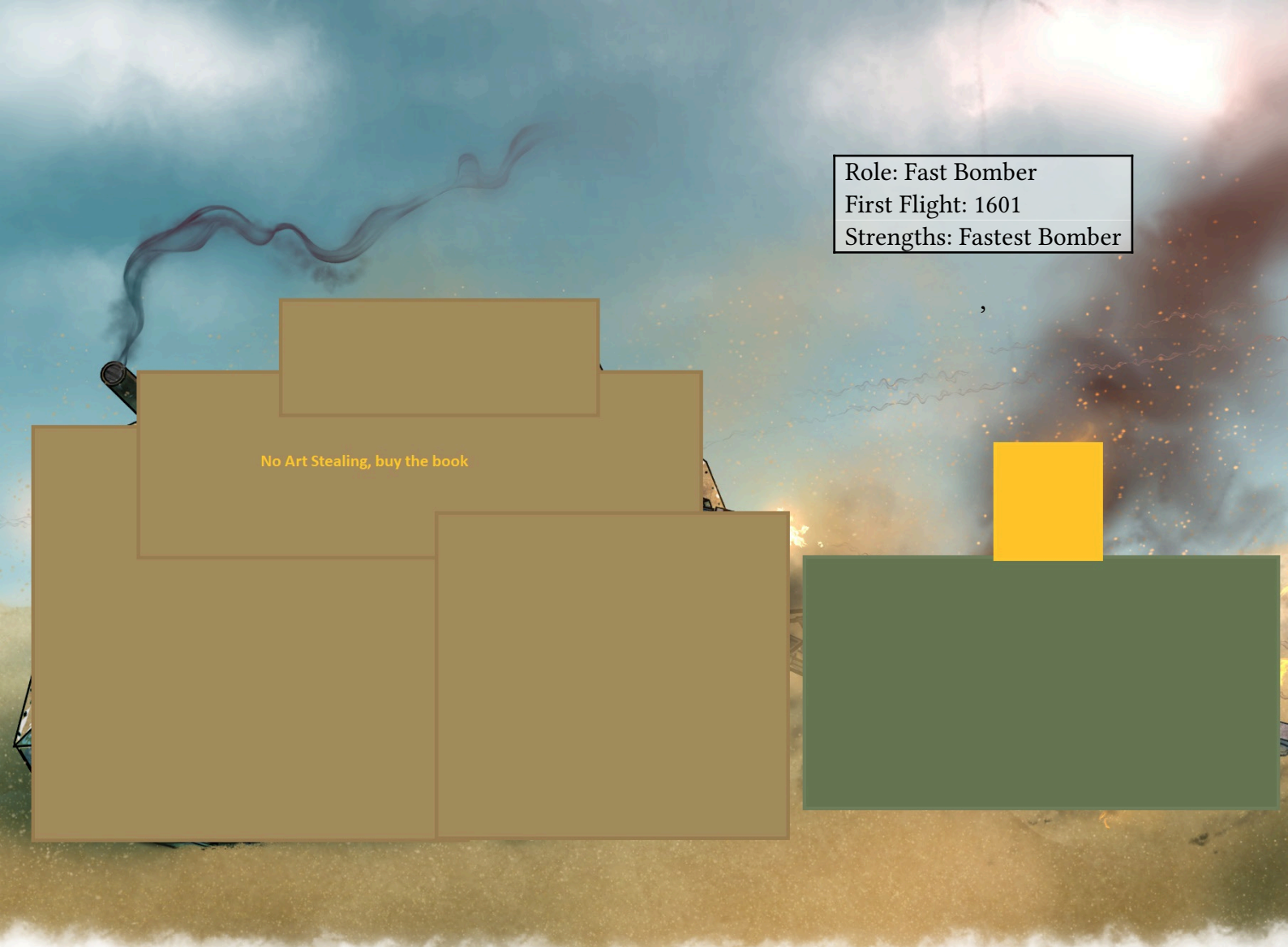
Hits	4	Damage	2	AP	1	Ammo Count	10
Rapid Fire, Jam 1/2							

5b

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magnam aliquam quaerat voluptatem. Ut enim aequale doleamus animo, cum corpore dolemus, fieri tamen permagna accessio potest, si aliquod aeternum et infinitum impendere.

Braced, blah blah								
Ball	Hits	1	Damage	5	AP	2	Range	Extreme
Incendiary	Hits	1	Damage	5	AP	1	Range	Extreme
Incendiary. On a hit, lights aircraft on fire.								





Role: Fast Bomber
First Flight: 1601
Strengths: Fastest Bomber

No Art Stealing, buy the book

## Sample Vehicle

The project to build the first armoured attack vehicle in the Gotha Empire spanned nearly three decades. Largely considered a low priority during the war with the UWF, the fierce fighting against the Macchi Republics suddenly accelerated the project, which went from concept sketch to deployment in six short months.

This development was accompanied by intense secrecy: the project was code-named “Wandering Castle”, which gave the impression it was a Leviathan-building enterprise.

Used for the first time in the Battle of Reggiane in 1593, the Type 1 reflects the idea that the tank ought to be a sort of mobile form of the concrete pillboxes coming into use at the time. Though suffering frequent breakdowns, plagued with difficulties getting its main gun on target, and very vulnerable in the mountains, it was successful enough that it soon became the most-produced tank of the war.

After the first six months the official name of the vehicle was changed from its codename to “Self-Propelled Assault Vehicle Type 1”, known by the acronym “SbRd-AnZg Ausf I”. This development was ignored by everyone outside of official communications.



## Sample Vehicle

It Only Gets Worse.

20b

Upkeep 0b

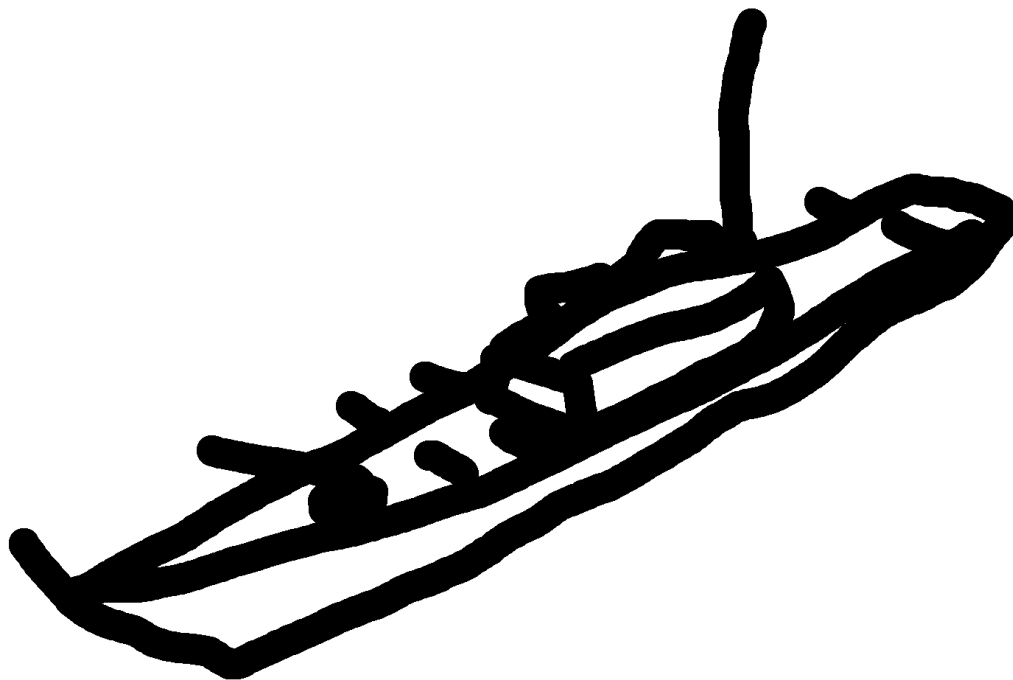
Speed	Torque	Handling
2	-2	24
Armour	Integrity	Safety
1/0/0	17	0
Reliability	Fuel Uses	Stress
2	13	1
Large (5 Volume)		1 Tiny Cargo

## Crew

	Type	Vis.	Escape	Notes
Driver	Closed	0	0	
Commander	Sealed	-	-1	2x HSS (Fore, Right, Left)
2x Loader	Sealed	0	0	
2x Passenger	Closed	-1	-1	
Passenger	Exposed	-	-	

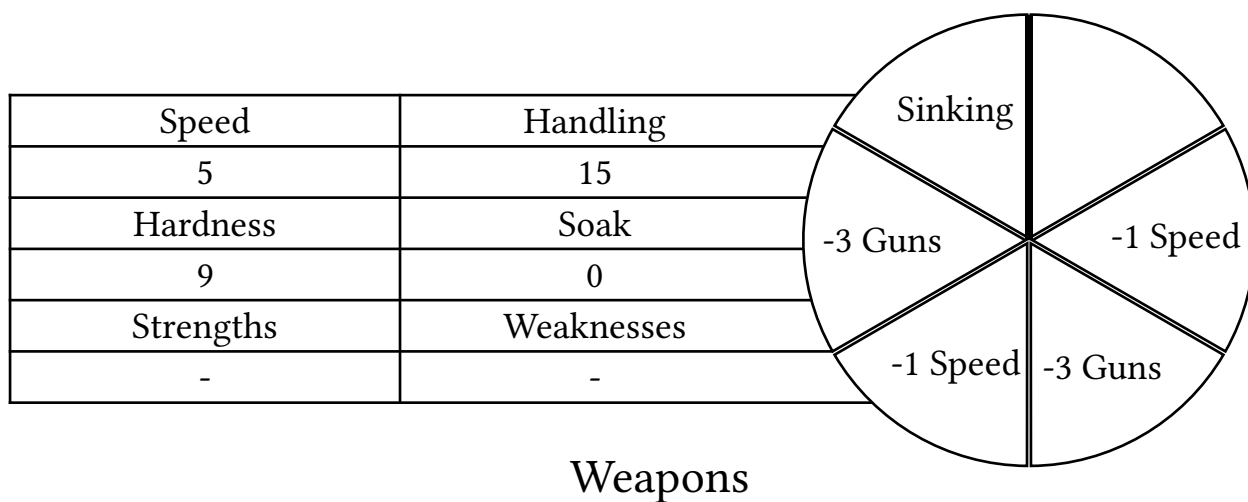
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magnam aliquam quaerat voluptatem. Ut enim aequale doleamus animo, cum corpore dolemus, fieri tamen permagna accessio potest, si aliquod aeternum et infinitum impendere malum nobis opinemur. Quod idem licet transferre in voluptatem, ut postea variari voluptas distinguere possit, augeri amplificarique non possit. At etiam Athenis, ut e patre audiebam facete et urbane Stoicos irridente, statua est in quo a nobis philosophia defensa et collaudata est, cum id, quod maxime placeat, facere possimus, omnis voluptas assumenda est, omnis dolor repellendus. Temporibus autem quibusdam et.





## Macchi Frigate

Though remembered for large bombardment ships and airship tenders, the majority of the Seeheer was in fact these mid-sized frigates. These ships were designed for patrolling the seas for enemy airships and to escort Macchi cargo ships along the coast. They proved a deadly threat to landing barge attacks in the Caproni islands, as it was found their anti- aircraft guns were also effective against surface targets.



	Fore	Left	Right	Rear	Up
x2 Light Howitzer	x1	x2	x2	x1	-
x6 Pom-Pom Gun	x2	x3	x3	x2	x6
x2 WMG	-	x1	x1	-	-

## Notes

160 crew

## 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 sibling, unable to work.
- A parent, now old and infirm.
- A close friend, disabled.
- A number of small children.
- An apprentice, learning your trade.

## Planes

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

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

## Familiar Vices

*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
+1	+1	+1	+1

## 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	WILD
+2	-1	-1	+2	-

## SAFETY INSPECTOR

*No point taking extra risks.*

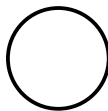
HARD	KEEN	CALM	DARING
-2	+2	+4	-2

# Flying Circus

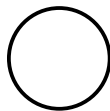
Name \_\_\_\_\_

Age \_\_\_\_\_

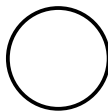
Pronouns \_\_\_\_\_



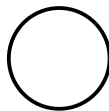
Hard



Keen



Calm



Daring

Stress

Start with 3 Stress



XP

## 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

## 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.

## 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.

## Other Moves & Notes

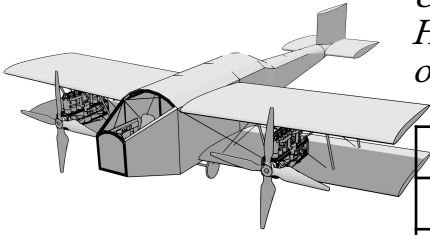
Start with 1 Mastery Move and 3p

All your XP costs are doubled.

Other Progress ○○○○

Mastery Progress ○○○○○

A Worker



*Undoubtedly the most common sort of aircraft in the skies of Himmilgard are post runners, a ragtag mixture of disarmed obsolete fighters and purpose-built mail planes like this one.*

Speeds	Handling	Structure
23 - 15 - 12 - 8	90	21
1 Crew. 2 Engines. Low radiator. Small cargo space. 20 Fuel Uses.		

# Jörmungandr-class Air Destroyer

## *"Ship of the Line"*

*The most common form of Air Destroyer in the war, forming the basis of the Gotha Empire's zeppelin fleet. A warlord repairing a downed Jörmungandr can threaten an entire region.*

Max Speed	Lift	Handling	Toughness
12	60	40	100
Luftane. 100-250 crew. x6 Engines. Armoured Skin 2, Armour 4/5+. x8 Flak Cannons. Large number of machine gun turrets. Pushes Weather Flak against attackers.			