

## 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 balloon. 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*

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

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

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

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.
- ... my parents, to mind the balloons.
- ... the undertaker, to pay respects.
- ... 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.
- ... have my name remembered.
- ... find my destiny.
- ... find fortune.
- ... earn enough to settle down.
- ... escape death.
- ... spread the tale of those lost.
- ... 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?

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

### Baggage

*Choose 3*

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

### Planes

*Choose 1, or a seaplane worth up to 25p*

- König-Albert-Werke S1 (New)
- König-Albert-Werke S4 (Used)
- Ritter Model D 'SeePfau' (New)
- Teicher Moewen 13S (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

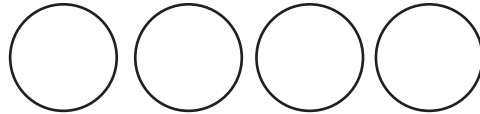
#### SHARK

*There's blood in the water.*

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

# Flying Circus

Name \_\_\_\_\_



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

HARD KEEN CALM DARING

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

- Publicly perform an act of your faith which will horrify those who see it.
- Spill your own blood voluntarily.
- 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 one of their stats. That character takes +2 to that stat, and -I to another of their choice, until the leader ends it with a word or signal.

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

## Personal Moves

*Take Creepy and choose 3 more*

- **Creepy:** When inlanders and apostates witnesses your faith's practices or are confronted by your alienness, they must choose to Break Trust or take I 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. On a 16+, the GM answers 2. On a 11-15, the GM answers 1. Take +3 forward when you act on the answers. On a miss, the player asks one and should expect the worst answer.
  - 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?
- **Deep Ones:** When you call out to your patrons, they give +I forward on your next roll.
- **Soul-Bound:** When you paint a rune in blood on an aircraft, it gains twice your Calm in Handling. You take Stress when it runs out of Toughness, and Injury if the engine dies.
- **Ideomotor Response:** Any plane you know effectively has a programmable autopilot. It does not have to be switched on and off; it "knows" when you are behind the controls.
- **Written in Ink:** When you get a tattoo to mark an major milestone, spend 3 XP, describe the tattoo and where it's inked, and link it to a Fisher move. Whenever you use that Move, gain I XP (max I time 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 I. Effects last I Routine.
  - Take +I Ongoing with this item. (+5 Handling for a plane)
  - The item cannot break. (3 Coverage 2 Armour on the Plane.)
 On a miss, make a bigger sacrifice or the machine 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 I less XP (minimum I).

## Other Moves & Notes

*Start with I Mastery Move and 3p*

Mastery Progress



## 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 the narrow definitions of womanhood pushed by these societies 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.
- ... a sister, so I could escape.
- ... myself, after much experimentation.
- ... the winds themselves.

I left my home because I was...

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

I fly so I can...

- ... learn about myself.
- ... see the larger world.
- ... master my powers.
- ... meet new people.
- ... escape my debts.
- ... find safety.
- ... beat them at their own game.
- ... 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 to? What will you do if they come to collect?

### Trust

*Ask and record answers*

Ask each player what they put their faith in. If they say their plane, technology, a weapon, or similar, distrust them.

- or -

Trust everyone in the crew but the men.

### Start With...

#### Assets

*Choose 3*

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

#### Baggage

*Choose 3*

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

#### Planes

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

- Theler Drachen (New)
- Rathenau-7a (Used)
- Flying Grove (Used)
- Or a simple plane worth up to 16p.

#### Familiar Dices

*Choose 2*

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

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

#### WIDE-EYED

*There is magic is 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





## A Farmer

## Agricultural Community

The lynchpin of civilisation 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.
- ... strike it rich.
- ... see the world.
- ... have my name known everywhere!
- ... become the very best.
- ... live on the edge.
- ... find what was missing in my life.
- ... 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?

## Trust

*Ask and record answers*

Ask the other players: Who among you judged me harshly for my inexperience or naivete? How did you attempt to intimidate me?

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 15p*

- Arntwerks c.7 Rennflugzeug (Used)
- Ritter Sperleng A (Used)
- Recht Luftschlepper (Used)
- Ritter Model C '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

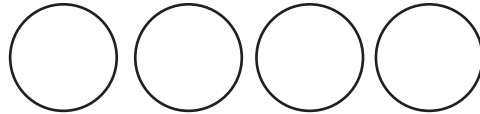
#### BUMPKIN

*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 completely new and unfamiliar Vices unless a comrade with that Vice as Familiar guides you through it. Nobody can Help you on these rolls, and you must roll their Daring instead of yours for the Unfamiliar Vice roll.
- **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 Open Fire or drop a bomb, spend the hold to get a perfect hit on the individual, component, or exact location you desire.
- **Trust Your Instincts:** You get a new Mastery move every 3 marks.
- **This Is Where The Fun Begins:** After a flight, erase 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 on the same airplane. The bonus only work for you and people you Trust.

- **It's Working!:** *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.
  - 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. Add the following possible 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 you use this move in the air, when you Help, you only take a Hard Move if both extra die 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 punished when you stepped out of line? What did you learn?

### 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 dueling saber.
- A box of stick-bombs.
- A clockwerk Attendant and its key.

#### Baggage

*Choose 3*

- A perfect dueling 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 worth up to to 30p*

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

#### Familiar Dices

*Choose 2*

- Drinking
- Opiates
- Gambling
- Dueling
- 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

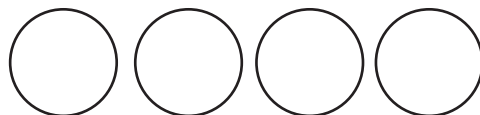
#### PROFESSIONAL

*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 fought non-humans.....I Stress
- If you were hit by enemy fire.....I Stress
- If you missed a full volley ..... 2 Stress
- If you were wounded .....I Stress
- If a comrade was wounded ..... 2 Stress
- If you ran out of ammunition.....I Stress
- If a comrade was lost..... 2 Stress
- If your plane caught fire .....I 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 fail. 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, take +I forward to Engage and +I ongoing to ground combat rolls this routine, until a comrade is wounded or events go drastically off script.
- **Marching Boots:** Any group you're in moves +I Trek when you Explore the Wild, and you automatically score a Full Hit on Seize the Initiative.
- **Steelheart:** Even if you are Burnt Out, you can still fly. You are unaffected by the Stressed penalty as long as you are fighting.
- **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 +I 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 +I to the Engage Roll and the first Skirmish roll of a fight (stacks with multiple holders of this Move).
- **Style Study:** When you spar with a comrade, both of you roll +Hard. If you both hit, 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, get 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, Schwartzertd, 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 lie up exactly with your colony's ideology?

## 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 20p

- Theler Zweihänder (Used)
- Geistliche X4 (Used)
- Arntwerks d.I3 (Used)
- Ratheanu-9c (Used)

**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

The Believer does not Vent. Instead, when they Burn Out, you must change one or both of their Convictions.

You then count has having achieved your number of Sacrifices for the Routine, and get double Stress loss from Vices.

## Comrades

## Trust?



## Familiar Vices

## Personal Moves

Take Idealist and choose 3 more

- **Idealist:** Create two Convictions like those below to form an ideology.
  - "Everyone should share my faith." • "Be prepared for when it gets worse."
  - "Things should be fair, no matter what." • "Might makes right."
  - "The law is the most important thing." • "Don't tolerate anything not human."
  - "Abolish all hierarchy." • "Selfishness is good."
  - "Nobility is the source of all order." • "Magic is evil."

Whenever you suffer hardship or Break Trust for a Conviction, mark 1 Sacrifice. Each routine, set a target number of Sacrifices: it can be any number, but take Stress for the difference if it is lower than last time. When you meet your target of Sacrifices, mark that much XP. Until you do, you cannot use Vices. Start with a target of 2.

- **Evangelical:** When confronted about your actions by a comrade, tell them why it had to be that way. If they agree, exchange Trust. If they don't, take +I forward against them.
- **Lie Detector:** When you call out a lie, the GM tells the truth. If it was true, take 1 Stress.
- **Conversion:** During a Move Exchange, you can additionally offer the other player Idealist with a Conviction of your choice at no XP cost. If they refuse, the exchange is cancelled.
- **Undying Faith:** When you fly without a parachute, +I ongoing to your worst stat.
- **Fanatic:** When you miss a move and then try the exact same thing again, take +I forward.
- **Songbird:** When you sing a hymn or marching song, describe what your song is about. Get +I ongoing until you miss and the song falters, giving Disadvantage forward. Everyone with this Move can sing together, and every singer increases the bonus by +I.
- **Force of Will:** Your Injury gives a I-I bonus, not a I-I penalty. You still pass out at 3.
- **Revolutionary:** When you stand before a crowd and speak against authority, 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

**Make Your Choice:** When you let somebody in, choose if you value them or your ideals more. If you value them, allow them to each pick a new Conviction to replace one of yours. If you value your ideals, Break Trust with them.

You must make the same choice for all partners.

If you use this move in the air, if you trust them, your partners gain Idealist, with the belief they gave you as their Conviction.

## Other Moves, Convictions, & Notes

Start with 1 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.

### Identity

*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?

### Trust

*Ask and record answers*

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

Otherwise, keep you 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 airplane.
- A deck of cards with strange icons and art.

#### Planes

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

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

#### Familiar Dices

*Choose 2*

- Drinking
- Coffee
- Prayer
- Flying
- Music
- Theater
- 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

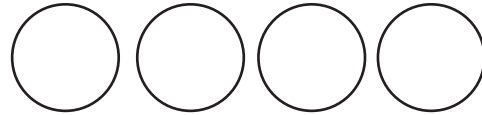
#### TRADER

*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.....1 Stress
- If fought humans .....1 Stress
- ... other Skyborn, even..... 2 Stress
- If you were forced to land.....3 Stress
- If you failed the mission .....1 Stress
- If the plane caught fire..... 2 Stress
- If the fuel ran dry .....1 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 1 Stress when you...
  - Introduce yourself to others.
  - Spend more than 1 Routine in a town.
  - Press the Issue +Calm.
  - Pay 1 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 critical hit, all of the above.
- **Leap of Faith:** Each Routine, hold 1. 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 -3 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 have training to use a wingsuit. A wingsuit is a glider with 1 Energy Loss, 1 Turn Bleed, 10 Authority, 120 Handling, and 0 Stability. You are only hit on a critical, but all hits strike you, the only vital component.
- **Up the Rigging:** When you are barefoot, you automatically score a full hit to Wingwalk. Roll anyway: if you score a 16+, 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 1 Mastery Move and 1p*

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, Obergrafenhurst, 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.
- ... yourself, 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 with 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 a used plane worth up to 25p*

- Gernsback Experiment 0012 (Used)
- Das Gegenbeispiel (Used)
- Thaler 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 fought at all .....I Stress
- If you were wrong .....I Stress
- ... and it got someone hurt..... 2 Stress
- If you got hurt .....I Stress
- If your plane lost a vital part.....I Stress
- If there was a fire.....I Stress
- If you were injured.....I Stress
- If you didn't learn anything.....I Stress

## Vents

- Tear up work (remove 1 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 1XP. Nobody can be asked more than one question.

If you use this move in the air, anyone who is honest gets +1 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 1 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 1 Stress and tally 1 for Dissertation Progress.  
When you present your thesis, roll 2d10+Progress. On a 16+, 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. 16+, choose 1: accept a limitation or complication from the GM, or pay extra to get it to work right. On an 11-15, take both.
- **Know It All:** When you offer an explanation, speak it and roll +Keen. On a 16+, it's true. On a 11-15, 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 16+, 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 2XP 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

Garen, Gunther, Markel, Adolf, Sigmund, Einhardt, Jaecar

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

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

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 breath. 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 for 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

Choose 3

- 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 20p

- Ritter 'Erstaz 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

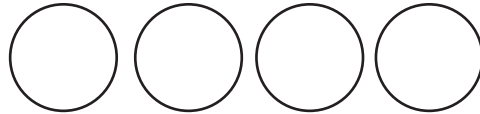
#### RESIGNED

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 details, remove your mask in front of a comrade, and trade this move for **Comfort Object**.
- **Comfort Object:** When you are not wearing your mask, hold 1 when you enter a social situation, when you Press the Issue, and when you Get Real. If you put your mask back on, lose all your holds. At the end of the routine, holds are converted I-I to Progress and Stress.

At 8 Progress, cross out your starting moves and add +1 to all your Stats.

Masked Progress

Comfort Object Progress

- **Cornered Animal:** When you look for an exit, roll +Keen. On a 16+, hold 1 for the scene: spend it to bail. II-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 II-15, you find something that might work for the same purpose, with some effort.
- **Holding Together:** Hold one each routine. Spend to negate incoming damage that would destroy a component or injure you.
- **Paranoid Sense:** When you guess a bad surprise is coming, take 1 Stress. if you're right, take Advantage forward to counter it.
- **Gone Feral:** When you brawl vicious, everyone in the fight (you included) takes 1 Injury.
- **Cool Off:** When you find a place to hide and cool off, take -2 Keen and +2 to all other stats. This lasts until you miss a roll.
- **Make Do:** You personally cost 0 Upkeep.

## 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 hold for Comfort Object.
- 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 179), but without penalties.

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, Wilhemina,

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. 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?

## 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.
- Famous hierloom 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 60p*

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

### Familiar Dices

*Choose 2*

- Drinking.
- Opium.
- Hunting.
- Gambling.
- Card Games.
- Theater & Music.
- Casual sex.
- Sports.

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

#### FAHNENJUNKER

*Nobility is taken at the end of a sword.*

HARD	KEEN	CALM	DARING
+3	+I	-2	0

#### HIGHBORN

*I won't sully my hands with such things.*

HARD	KEEN	CALM	DARING
0	+I	+2	-I

#### DILETTANTE

*Oh, that sounds dreadful.*

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

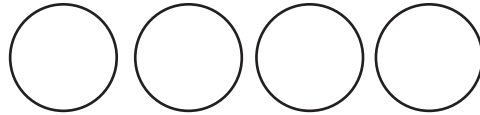
#### CHARLATAN

*... 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.....1 Stress
- If you were disobeyed.....1 Stress
- ... but everything worked out..... 2 Stress
- If your plane was damaged.....1 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 Break, 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 Combat 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 Combat 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 rest of the routine. If it's one of them, clear 2 Stress immediately.*

*If you use this move in the air, all of you get the benefits, 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 to represent this origin, or two additional Worker moves if this is all you've ever know.
- What was your dream job, as a child? What job did you actually end of 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 coworkers 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 25p

- Theler Kobra MB (Used)
- König-Albert-Werke Neue Grille (Used)
- Kreuzer Skorpion (Used)
- Markgraf Volksfestung A (Used)

### Familiar Dices

Choose 3

- Drinking.
- Opiates.
- Tobacco.
- Cannabis.
- Music.
- Bickering.
- Reading.
- 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
+2	-1	-1	+2

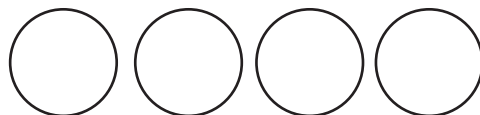
#### SAFETY INSPECTOR

No point taking extra risks.

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

# Flying Circus

Name \_\_\_\_\_



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

HARD KEEN CALM DARING

Stress xp

*Start with 3 Stress*

## Triggers

- If you took a life.....I Stress
- If there was combat. ....I Stress
- If your plane got shot. ....I 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.....I 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.
- Deliberate activate 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 1 Stress per routine ongoing.



- **Catharsis:** *When you Vent*, get rid of 3 Stress instead of 2.
- **Get it Done:** Each Routine, hold 3. Spend that hold to score a partial hit on any roll, without rolling first.
- **No Sick Days:** You can still take Advancements when you are Stressed (but not if you are Burnt Out).
- **Hard Drinking:** Negate 1 Failure from the End of Night move.
- **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, take no Stress, and they lose an additional Stress.
- **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

## Basics

- You are fantasy airplane pilots.
- The game unfolds as a conversation:
  - “I do this, what happens?”
  - “This happens, what do you do?”
- When a move’s Trigger happens in the fiction, the Move happens: resolve it and then continue.
- The game follows a fixed Routine, alternating between ground and air scenes.
- Rolls are 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.

## Universal Moves

- When you do something not covered by another move, you just do it! (Press your Luck, 40)
- When you lose trust in a comrade, Break Trust (40).
- When you show faith in a comrade, Restore Trust (40).
- When you help or hinder a friend as they make a roll, you grant Advantage or Disadvantage (Help/Hinder, 41).
- Once per routine, when you witness beauty in the world, you can lose 1 Stress (Discover Beauty, 42).
- When you share a moment of emotional intimacy, you activate your Intimacy moves (Intimacy, 43).

## Preparing for Battle

- When you take off, add 1 RPM and set your initial Speed and Altitude values (Contact, 52).
- When you lead the squadron on a search, roll +Calm to see if you find what you are looking for (Air Patrol, 52).
- Before combat, roll to set starting conditions (Engage, 62).
- Fuel is checked when the GM asks (Fuel Check, 63).

## Air Manoeuvres

- When you fly straight to regain speed, you go back to max speed in exchange for being vulnerable (Extend, 64).
- When you adjust your altitude, you trade Speed and Altitude in different ratios (Altitude Adjustment, 65).
  - Zoom Climb: Speed for Altitude, 5-1.
  - Steady Climb: Speed for Altitude, 3-1, +1 RPM.
  - Dive: Altitude for Speed, 1-3.
  - Flying Level, Above Max Speed: Lose Speed
- When you pull out of a dive, you take Gs (Pull Up, 66).
- If Gs > Max Strain, take damage (Overstrain, 66).
- If Speed > Overspeed, take damage (Overspeed, 66).
- When you open the throttle, add your Boost to your Speed and take +1 RPM (Boost, 67).
- When you let the engine cool off, roll to resolve the RPM into Wear on the engine. (Cool Off, 67)
- When your speed goes below stall speed, you must roll +Calm+Stability (Stall/Spin, Recovery, 68)
- When you jump out, roll +Calm+Escape (Bail Out, 69).
- When you hit the ground, roll +Calm+Crash Safety to see how you and your plane do (Go Down, 70).
- When two planes collide, it’s bad (Collision, 70).

## Air Combat

- When you plow through a bad situation, you can reduce danger if you stay calm. (Stay on Target, 71).
- When you dodge, roll +Keen (Evade Danger, 71).
- You can escort your friends in flight (Overwatch, 71).
- When you dogfight, reference page 72. You roll different stats depending on if you are attacking or defending, and you can spend your speed to assist you.
- When there’s a straight line chase, just compare speeds to see if you get closer or farther away (Chase, 73).
- When you shoot, roll +Hard, and d20s for the Crits.
- When you are shot, it’s the same, but you roll and subtract your Keen (Open Fire/Take Fire, 75).
- When you take aim, you get bonuses (Draw a Bead, 75).

## Support Moves

- When try to find something, roll +Keen (Eyeball, 76).
- When nobody is flying, roll +Stability (Empty Seat, 76).
- Wingwalk with +Daring, - Speed Factory (Wingwalk, 77).
- You can fix engines in flight +Keen (Patch Fix, 77).

## The Wild

- Overland journeys are divided into Treks, and are rolled +Daring (Explore the Wild, 79).
- Roll to reveal threats (Confront your Fears, 80).
- Fae use special social rolls (Parlay with the Strange, 80).
- Seize the Initiative, then make Personal Attacks (81).

## Landing & Stress

- Check your Stress Triggers and take that stress.
- Check company reputation (84).
- If you hit 10 Stress, Vent it out (89).
- Get rid of stress with Vices at End of Night (91).
- Quality Time with Confidants removes 2 Stress (94).
- You can use any stat to talk to people (Press the Issue, 95).
- There are, in fact, seduction rules (Turn on the Charm, 95).
- Have Calm conversations with comrades (Get Real, 96)
- Bar punch-ups are not lethal fights (Brawl, 98).

## Finances & Jobs

- Every time you spend pocket change, mark your tab.
- You must roll to Buy and Sell Stuff (103).
- Injury always costs 1 to fix, fast or slow (105).
- Meet your expenses! (111)
- Roll town Wealth to Find Work (115).
- Negotiate for a better wage or you’ll go broke (120).

## Introspection

- All the Stress you cleared becomes XP.
- Spend XP and Mastery points before your next flight.
- Check 123 for XP costs!

## Flying Circus

### Bushwack Mastery

*The surest battles are the ones your enemy doesn't know they're fighting.*

Victories: Aircraft or balloons shot down.

- **Ambush Predator:** *When you attack an enemy who is unaware of your presence, roll with Advantage. On an II-15, you may choose to abort the attack and return to the clouds unseen.*
- **Vanishing Act:** *When you pull up after an attack, roll +Keen. On a hit, your enemy loses track of you. On a I6+, activate Ambush Predator as you come back in.*
- **Momentum:** *When you are in a dive, add +I Damage per Hit and +I AP to attacks.*
- **Overdrive:** *When you Open Fire with a rapid-fire weapon while travelling faster than your Max Speed, count your range as one closer.*
- **G-Tolerant:** *Count your G-Force as I lower for penalty to rolls.*
- **Back To The Clouds:** *Reduce your Energy Loss by I, to a minimum of I.*

### Dogfighter Mastery

*Air combat is a test of endurance, and I will endure.*

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

- **Riding the Edge:** *Your plane counts as having +5 Handling.*
- **Stay Aggressive:** *After you are shot at from behind, you can spend Speed equal to your Turn Bleed to transition directly into a head-on attack.*
- **Nerves of Steel:** *When you hold your fire until the last moment in a head-on attack, attack at Knife Range. You can reroll your attack and crit dice if your first results weren't good enough. If they don't go down or break off, collide.*
- **Belly Scrape:** *When you fly at Altitude 0, gain an additional +5 Handling.*
- **Switch Weave:** *You can Overwatch all the aircraft in a formation, not just one.*
- **Grin & Bear It:** *When you take fire, it gives you +3 forward to take revenge.*

### Slipstream Mastery

*None of this stuff matters if somebody shoots you dead.*

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

- **Tables have Turned:** *In Dogfight! you can use Keen to turn the tables on your*
- **attacker (normally +Daring), and Daring to go on the offensive (normally +Hard). When you Draw a Bead, you can opt to take G-force equal to Speed factor rather than a Hard Move.**
- **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-16, they are both made vulnerable while recovering.*
- **Falling Leaf:** *When you tumble in the air, descend up to 3 altitude bands without changing speeds or pointing your nose down.*
- **Headache Spin:** *When you throw yourself into a deliberate spin, if you choose to make one last desperate move, take Advantage to that move.*
- **Scissors Snip:** *When you evade, give Advantage Forward to whoever comes to deal with your opponent, if they do so promptly.*
- **Wronski Feint:** *When, as part of a Dogfight!, you dive to ground level to escape a plane on your six, on a I6+, your pursuer ploughs into the ground.*

### Sharpshooter Mastery

*A fighter plane is just a platform that carries a gun.*

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

- **Take Aim:** *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.*
- **Spray & Pray:** *When you attack a plane in a formation while holding the trigger down, you hit as if at Extreme range against every other plane in the formation. Roll crit dice against each separately.*
- **Tracer Dance:** *When you fire to scare an opponent off, spend I ammo. The target is forced to turn away, which can make them lose a target or put them in a vulnerable position.*
- **Metal or Meat:** *When you Draw a Bead to hit a Vital Part, add +5 to the Crit roll.*
- **Lead the Target:** *Ignore the deflection shot penalty.*

## Masteries

# Flying Circus

## 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.
- Offer bait to draw them in.
- Leave them behind.
- Twist out from under their guns.
- Fill the air with bullets.
- Return fire with tailguns or personal weapons.
- 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.
- 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 needs to keep coming back, give them a plan with multiple steps. Every routine, they complete one of the steps. If the players decide to stop them, whatever step they are on is the next mission.

## Onmipresent 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 want something and get mean if they can't have it.

## Emergency NPC Planes

- Biplane: Max 17, Stall 6, Handling 98, 2 MGs.
- Monoplane: Max 19, Stall 8, Handling 90, 1 MG.
- Interceptor: Max 21, Stall 10, Handling 92, 1 MG
- Observer: Max 17, Stall 8, Handling 85, 1 MG, 1 rear MG.
- Observation Balloon: 24 Toughness, no vital parts.

## Combat Reminders

- When people get hurt, give them up to as much injury as damage they took. When in doubt, 1 or 2.
- Humans can usually take 2 Injury before falling over. 3 will always taken out a human NPC.
- A machine gun 4/3/2/1 Hits, 8/6/4/2 Damage. Double machine guns is double that.
- A plane is out of the fight if it has less than 10 Strain left, no weapons, leaking radiator or oil tank, or no engine.
- Turrets shoot up attacking planes unless the attacker went out of their way to avoid it.





# Soldier Starter Planes

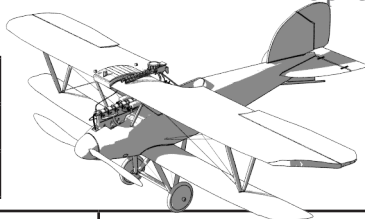
## Theler Kobra MD

Molded Wood Biplane Scout

31p New, 15p Used

Upkeep 1p

	Boost	Handling	Stall	Speed
Full Fuel	2	94	10	18
Half Fuel	2	94	9	18
Empty	-	95	9	-



Dropoff 7, Reliability -2, Overspeed 24, Alt. 29, Fuel 6	Engine, Radiator, Landing Gear, Guns, Fuel, Controls, Pilot
Visibility -2, Stability +3, Energy Loss 3, Turn Bleed 2	
Tough 16, Max Strain 20, Escape +2, Crash -1, Stress 1	
x2 Fore Access MG ✂, x1 Flex. Fore/Up Wing Access LMG High Offset Radiator, Collimated Gunsight (+1 to Attack)	

The Theler Kobra series were the most widely used aircraft of the war, and the MD was the last model produced by the Gotha Empire. Though not as agile or reliable as many of its contemporaries, it is stable, fast, and easy to fly.

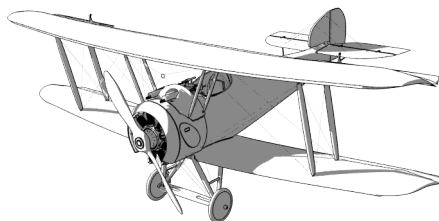
## Ritter Model F 'Singvogel'

Flexible Biplane Scout

25p New, 12p Used

Upkeep 1p

	Boost	Handling	Stall	Speed
Bombs	2	99	7	17
1/2, Bombs	2	99	6	17
Full Fuel	2	100	6	17
Half Fuel	2	100	5	17
Empty	-	101	4	-



Dropoff 5, Reliability 0, Overspeed 20, Alt. 29, Fuel 7	Engine, Oil Tank, Guns, Landing Gear, Fuel, Controls, Pilot
Visibility -1, Stability -4, Energy Loss 3, Turn Bleed 1	
Tough 13, Max Strain 23, Escape +2, Crash -1, Stress 1	
x2 Fore Access MG ✂, Collimated Gunsight (+1 to Attack) Rotary Engine (+1 Right Turns), 2 Mass Bomb Load	

Flown by both the UFW and the Macchi Fliegertruppe, the Model F is the most famous biplane in the world. It is deadly to its foes and its pilot alike, its agility and instability two sides of the same coin.

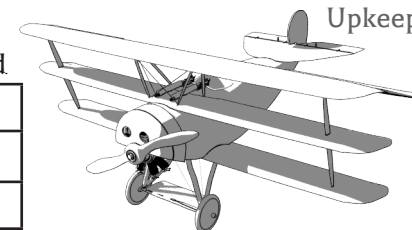
## Kreuzer Spinne M3

Agile Triplane Scout

38p New, 19p Used

Upkeep 1p

	Boost	Handling	Stall	Speed
Full Fuel	2	106	7	16
Half Fuel	2	106	6	16
Empty	-	107	5	-



Dropoff 9, Reliability -2, Overspeed 20, Alt. 29, Fuel 8	Engine, Oil Tank, Guns, Landing Gear, Fuel, Controls, Pilot
Visibility -3, Stability -3, Energy Loss 2, Turn Bleed 1	
Tough 33, Max Strain 20, Escape +2, Crash -2, Stress 1	
x2 Fixed Forward Accessible Machine-Guns with Interrupter Rotary Engine (+1 Left Turns)	

A cantilever triplane flown by the elite 'Wolf Pack' fighter squadrons of the Gotha Luftstreitkräfte. Though its engine was underpowered, the clean design and extreme manoeuvrability made it feared then and feared now.

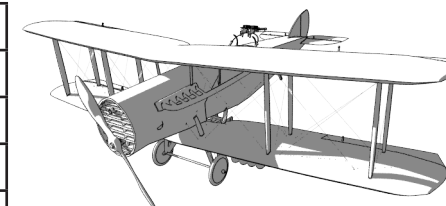
## Markgraf Zerstörer B

Fast Biplane Fighter-Bomber

30p New, 15p Used

Upkeep 2p

	Boost	Handling	Stall	Speed
Bombs	3	93	7	16
1/2, Bombs	3	93	6	16
Full Fuel	3	94	6	17
Half Fuel	3	94	6	17
Empty	-	95	5	-



Dropoff 10, Reliability 0, Overspeed 24, Alt. 29, Fuel 5	Engine, Radiator, Landing Gear, Guns, Fuel, Controls, Pilot, Gunner
Visibility -1, Stability 0, Energy Loss 4, Turn Bleed 1	
Tough 24, Max Strain 23, Escape +2, Crash -1, Stress 1	
x1 Fore Access MG ✂, Turret (Fore/Left/Right/Rear) Access x2 LMG Inline Radiator, 5 Mass Bomb Load, Quality 10 Bomb Sight	

Powered by a VI2 engine, the 'ZB' was the secret weapon of the Sopwith Flying Corps, a two-seat observer that could keep pace with scouts. After the war, an ailing Sopwith auctioned many of them off, so they are common in the hands of Circuses.

# Witch=Starter=Planes

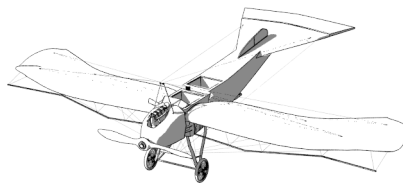
## Theler Drachen

Obsolete Monoplane

9p New, 4p Used

Upkeep 0p

	Boost	Handling	Stall	Speed
Full Fuel	3	95	I	IO
Half Fuel	4	95	I	IO
Empty	-	96	0	-



Dropoff 3, Reliability 0, Overspeed 2I, Alt. 29, Fuel I7	Engine, Radiator, Fuel, Landing Gear, Controls, Pilot, Passenger
Visibility +3, Stability +6, Energy Loss 4, Turn Bleed I	
Tough I5, Max Strain 25, Escape +2, Crash 0, Stress 2	
Wing Warper (+I Dogfight at ≤I5 Speed), Flammable (Double Fire Damage) Inline Radiator	

A prewar design, the Drachen has no real place in a warzone. They were used early on to carry observers and a few were retrofitted with guns, but for the most part they were simply sold off at bargain prices. They are many people's first plane.

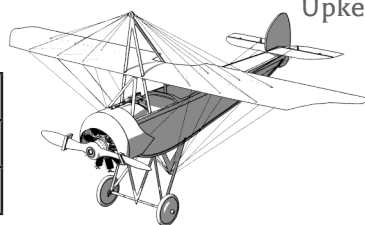
## Rathenau-7a

Parasol Monoplane Scout

I6p New, 8p Used

Upkeep 0p

	Boost	Handling	Stall	Speed
Full Fuel	I	93	6	I3
Half Fuel	2	93	5	I3
Empty	-	94	4	-



Dropoff 3, Reliability 0, Overspeed 24, Alt. 29, Fuel II	Engine, Oil Tank, Gun, Landing Gear, Fuel, Controls, Pilot
Visibility -I, Stability +I, Energy Loss 3, Turn Bleed I	
Tough 28, Max Strain 24, Escape +2, Crash 0, Stress I	
xI Fore Access MG w/ Deflector Plates (Take I Wear on natural ≤5 to Open Fire) Rotary Engine (+I Right Turns), Wing Warper (+I Dogfight at ≤I5 Speed)	

A very early fighter from Macchi, the R-7a predated interrupter gears, so it uses deflector plates on the propeller instead. It was made obsolete overnight by the Rathenau-9, leaving many to rot in reserve hangers.

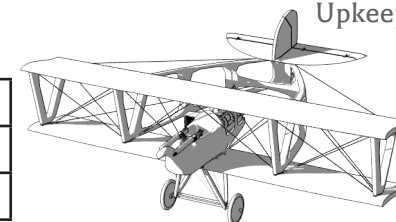
## Flying Grove, Farman Configuration

Magical Construct

34p New, I7p Used

Upkeep Ip

	Boost	Handling	Stall	Speed
Full Fuel	2	93	4	I3
Half Fuel	2	93	3	I3
Empty	-	94	3	-



Dropoff 4, Reliability 0, Overspeed 24, Alt. 29, Fuel II	Engine, Radiator, Landing Gear, Guns, Fuel, Controls, Pilot
Visibility +3, Stability +5, Energy Loss 4, Turn Bleed I	
Tough 7, Max Strain 28, Escape +2, Crash -I, Stress 2	
x2 Fore Access BMG, Inline Radiator, Flammable (Double Fire Damage) Wing Warper (+I Dogfight at ≤I5 Speed), Alive (Regenerates Strain damage free)	

Some communities in the Lohner Forest have developed a means of sculpting trees into aircraft, growing them around engines taken from downed fighters. These living aircraft self-repair and retain a connection to those that grow them.

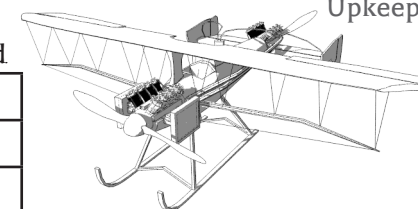
## Braun Model VJ

Ultralight Spy Plane

23p New, IIp Used

Upkeep Ip

	Boost	Handling	Stall	Speed
Full Fuel	I	87	6	I9
Half Fuel	2	88	6	I9
Empty	-	89	5	-



Dropoff 5, Reliability 0, Overspeed 24, Alt. 29, Fuel 5	Engine, x2 Radiators, Fuel, Controls, Pilot, Passenger
Visibility 0, Stability 0, Energy Loss 4, Turn Bleed I	
Tough 24, Max Strain 23, Escape +2, Crash -I, Stress I	
Twin Inline Radiators, Radio Transmitter/Receiver, I Charge Generation Landing Skid (Roll Go Down to land. Take -I Results.)	

A kit plane so simple it lacks ailerons, the Model VJ's high speed made it an excellent supplementary spy plane, beloved by any unit that could get one. Even long after the war, people are still making them in fair numbers in garages.

# Fisher=Starter=Planes

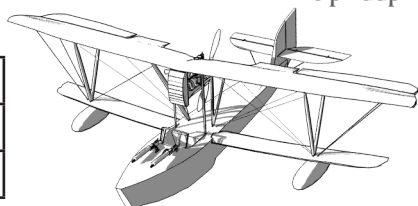
## König-Albert-Werke S1

22p New, 11p Used

*Biwing Seaplane Scout*

Upkeep 1p

	Boost	Handling	Stall	Speed
Full Fuel	2	91	8	16
Half Fuel	2	91	7	16
Empty	-	92	7	-



Dropoff 4, Reliability -1, Overspeed 24, Alt. 29, Fuel 6	Engine, Radiator, Guns, Boat Hull, Fuel, Controls, Pilot
Visibility -1, Stability 0, Energy Loss 4, Turn Bleed 2	
Tough 20, Max Strain 24, Escape +2, Crash -1, Stress 1	
x2 Fore Access MG, Flying Boat, Inline Radiator	

The most produced flying boat in the world, Fokker ordered these planes with the intent of training Fisher conscripts on them and then sending them to operate off the lakes of the Dorand Lowlands. Most Fisher militias still have a handful.

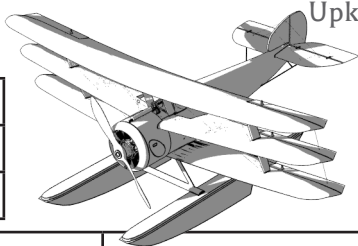
## Ritter Model D 'SeePfau'

21p New, 10p Used

*Triplane Naval Scout*

Upkeep 1p

	Boost	Handling	Stall	Speed
Full Fuel	2	101	5	16
Half Fuel	2	101	5	16
Empty	2	102	4	-



Dropoff 6, Reliability 0, Overspeed 24, Alt. 29, Fuel 7	Engine, Oil Tank, Gun, Floats, Fuel, Controls, Pilot
Visibility -3, Stability 0, Energy Loss 3, Turn Bleed 1	
Tough 12, Max Strain 28, Escape +2, Crash -1, Stress 1	
x1 Fore Access MG ✂, Collimated Gunsight (+1 to Attack) Rotary Engine (+1 Right Turns), Floatplane	

Adapted from a land-based model, the Model D remains an incredibly common sight in the northern Caproni Archipelago where it was most widely deployed. Others were sold as trophies to Fisher communities when they were seized by Fokker in the war.

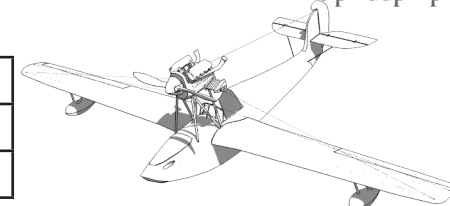
## König-Albert-Werke S4 "Rotes Schwein"

41p New, 21p Used

*Monowing Seaplane Scout*

Upkeep 2p

	Boost	Handling	Stall	Speed
Full Fuel	2	91	11	20
Half Fuel	2	92	10	20
Empty	-	93	10	-



Dropoff 8, Reliability -2, Overspeed 24, Alt. 29, Fuel 9	Engine, Radiator, Gun, Boat Hull, Fuel, Controls, Pilot
Visibility -2, Stability +3, Energy Loss 3, Turn Bleed 3	
Tough 16, Max Strain 20, Escape +2, Crash -1, Stress 1	
x1 Fore Access MG, Telescopic Sight (+2 to Attack when you Draw a Bead) Flying Boat, Inline Radiator	

The zenith of the S-series flying boats, the KAW-S4's prototype in red primer was taken directly into action in the Macchi campaign. Powerful but hard to fly, it was forever associated with the moniker of its best ace. Its second machine gun is almost always removed to save weight.

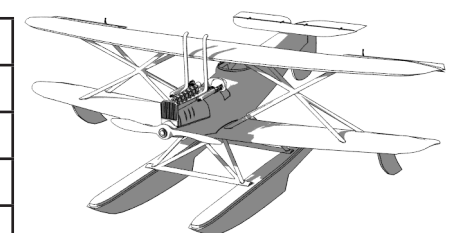
## Teicher Moewen I3S

39p New, 19p Used

*Heavy Seaplane Fighter*

Upkeep 1p

	Boost	Handling	Stall	Speed
Bombs	1	91	7	14
1/2, Bombs	1	92	6	14
Full Fuel	1	92	6	14
Half Fuel	2	93	6	14
Empty	-	94	5	-



Dropoff 5, Reliability 0, Overspeed 24, Alt. 29, Fuel 13	Engine, Radiator, Guns, Floats, Fuel, Controls, Pilot, Gunner
Visibility -1, Stability +2, Energy Loss 4, Turn Bleed 1	
Tough 55, Max Strain 32, Escape +2, Crash -1, Stress 1	
x2 Fore Access MG ✂, Inline Radiator, 5 Mass Bomb Load, Co-Pilot Controls	

The Teicher Moewen was supposed to be Fokker's trump card in the Damilier campaigns. Instead, its underpowered engine saw it relegated to second line units and Fisher militias as trainers, where its toughness is as legendary as its awkwardness.



# Survivor=Starter=Planes

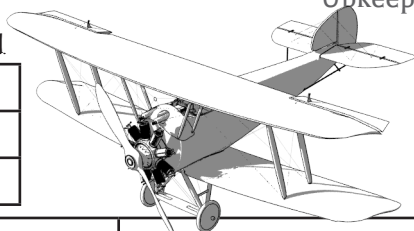
## Ritter 'Ersatz S'

Biplane Frankenscut

24b New, 12b Used

Upkeep 2b

	Boost	Handling	Stall	Speed
Full Fuel	3	99	7	18
Half Fuel	4	99	6	18
Empty	-	100	6	-



Dropoff 10, Reliability -1, Overspeed 21, Alt. 29, Fuel 6	Engine, Oil Tank, Guns, Landing Gear, Fuel, Controls, Pilot
Visibility -2, Stability -3, Energy Loss 3, Turn Bleed 1	
Tough 14, Max Strain 22, Escape +2, Crash -1, Stress 2	
x2 Fore Access MG ✂, Rotary Engine (+1 Right Turns)	

Cities in Gotha often have two things: captured Ritter F's whose engines ended up in Kreuzer aircraft, and half-established production lines for copies of the 230hp WO.1919 rotary engine. Put them together, and you have a Ritter Model S... kinda.

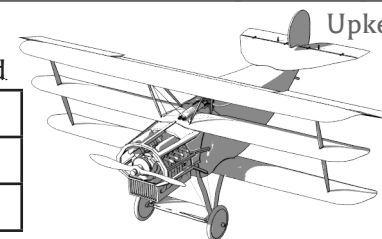
## Kreuzer Spinne V8 Conversion

Hacked Together Triplane

19b New, 9b Used

Upkeep 1b

	Boost	Handling	Stall	Speed
Full Fuel	2	99	10	20
Half Fuel	2	99	9	20
Empty	-	95	8	-



Dropoff 7, Reliability 0, Overspeed 24, Alt. 29, Fuel 7	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot
Visibility -2, Stability +4, Energy Loss 2, Turn Bleed 2	
Tough 15, Max Strain 20, Escape +2, Crash -1, Stress 1	
x1 Fore Access Gast Principle BMG ✂, Low Radiator	

Other cities have no access to castor oil at all, meaning rotary engines simply cannot be used. If you can salvage a V8 engine from somewhere and weld it to the steel frame of a Kreuzer Spinne, though, you're in business.

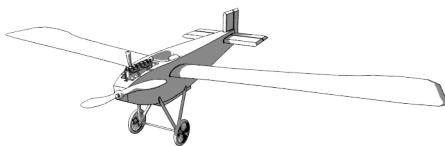
## Hugo's Ganzmetall Wunderflugzeug!

Monoplane Publicity Stunt

49b New, 23b Used

Upkeep 1b

	Boost	Handling	Stall	Speed
Full Fuel	1	94	7	15
Half Fuel	1	94	7	15
Empty	-	95	7	-



Dropoff 6, Reliability -2, Overspeed 36, Alt. 29, Fuel 11	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot
Visibility 0, Stability +2, Energy Loss 3, Turn Bleed 2	
Tough 37, Max Strain 50, Escape +2, Crash 0, Stress 1	
x1 Fore Access MG ✂, Inline Radiator Armour 1 (4 Coverage), Armour 2 (4 Coverage)	

Designed by a mad genius, examples of this bizarre all-metal plane, with its cantilever monowing, were sent to cities across the continent. With nobody interested, these nigh-invincible planes were simply forgotten in the back of warehouses.

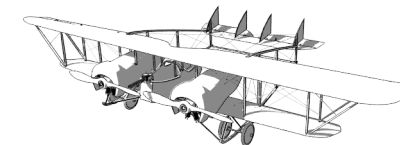
## Loeb & Loeb Kessel IIb

Twin-Engine Utility Aircraft

34b New, 17b Used

Upkeep 2b

	Boost	Handling	Stall	Speed
Bombs	2	90	7	12
1/2, Bombs	2	90	6	12
Full Fuel	2	91	6	13
Half Fuel	2	91	6	13
Empty	-	92	5	-



Dropoff 7, Reliability 0, Overspeed 24, Alt. 29, Fuel 5	Engine, Gun, Fuel, Controls, Landing Gear, Pilot, Gunner
Visibility -1, Stability 0, Energy Loss 4, Turn Bleed 1	
Tough 17, Max Strain 54, Escape +2, Crash -1, Stress 1	
Turret (Fore/Up/Left/Right) Access LRC, 5 Mass Bombs Wing Warper (+1 Dogfight at ≤15 Speed)	

An obsolete fighter, the L&L Kessel was often used as a civil utility aircraft, as its forward seat could be used by police watchmen, cartographers, touring celebrities, and so forth. Makes a handy getaway tool, if you can restore one.

# Skyborn Starter Planes

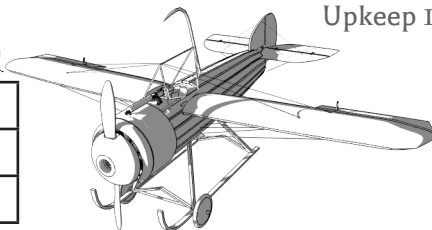
## Ajeet Interceptor

27b New, 13b Used

Monoplane Scout

Upkeep 1b

	Boost	Handling	Stall	Speed
Full Fuel	2	95	9	18
Half Fuel	2	95	8	18
Empty	-	96	7	-



Dropoff 7, Reliability -2, Overspeed 20, Alt. 29, Fuel 8	Engine, Oil Tank, Gun, Landing Gear, Hook, Fuel, Controls, Pilot
Visibility -1, Stability -1, Energy Loss 2, Turn Bleed 2	
Tough 21, Max Strain 24, Escape +2, Crash -1, Stress 1	
x1 Fore Access Pneumatic MG ✂	
Rotary Engine (+1 Left Turns), Programmable Autopilot, Zeppelin Hook	

Though Skyborn planes are hand-built and irregular in design, the Ajeet is probably the most common template. Like most Skyborn planes, it uses a rotary engine, as they could be purchased cheap from villages that could no longer import castor oil.

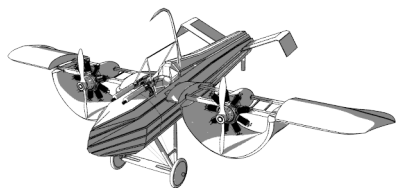
## Bahadur Escort

44b New, 22b Used

Monoplane Twin-Engine Scout

Upkeep 2b

	Boost	Handling	Stall	Speed
Full Fuel	2	101	9	17
Half Fuel	2	102	8	17
Empty	-	103	7	17



Dropoff 10, Reliability 0, Overspeed 18, Alt. 29, Fuel 8	x2 Engines, x2 Oil Tank, Gun, Landing Gear, Hook, Fuel, Controls, Pilot
Visibility 0, Stability -1, Energy Loss 3, Turn Bleed 2	
Tough 13, Max Strain 20, Escape +2, Crash 0, Stress 1	
x2 Fore Access BMG, Programmable Autopilot, Zeppelin Hook	

This bizarre looking machine is the most recent Skyborn design, though many convoys don't consider the use of two engines worth it. Those that give it a chance praise its range, speed, agility, and firepower.

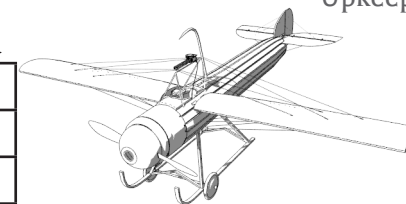
## Shamsher Interceptor

21b New, 10b Used

Monowing Scout

Upkeep 1b

	Boost	Handling	Stall	Speed
Full Fuel	1	95	10	15
Half Fuel	2	95	9	15
Empty	-	96	8	-



Dropoff 9, Reliability 0, Overspeed 20, Alt. 29, Fuel 7	Engine, Oil Tank, Gun, Landing Gear, Hook, Fuel, Controls, Pilot
Visibility 0, Stability -2, Energy Loss 2, Turn Bleed 2	
Tough 16, Max Strain 20, Escape +2, Crash -1, Stress 1	
x1 Fore Access Wing Pneumatic LMG	
Rotary Engine (+1 Left Turns), Programmable Autopilot, Zeppelin Hook	

The predecessor to the Ajeet, this is mostly just an Arntwerks c.10 adapted to the needs of the Skyborn. Though no longer built and considered obsolete, the Skyborn do not have the luxury of throwing away anything.

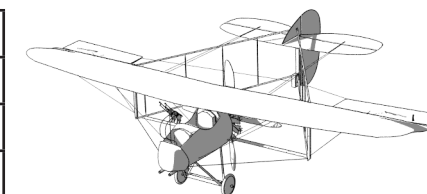
## Cheetal Fighter

48b New, 24b Used

Farman Monoplane Fighter

Upkeep 2b

	Boost	Handling	Stall	Speed
Bombs	2	96	9	15
1/2, Bombs	3	96	9	15
Full Fuel	3	97	8	16
Half Fuel	3	97	7	16
Empty	-	98	7	-



Dropoff 9, Reliability -1, Overspeed 24, Alt. 29, Fuel 4	Engine, Landing Gear, Gun, Turret, Fuel, Controls, Pilot, Gunner
Visibility +2, Stability -4, Energy Loss 4, Turn Bleed 2	
Tough 22, Max Strain 33, Escape +2, Crash 0, Stress 2	
x1 Fore Access Pneumatic SG, 5 Mass Bombs, Rotary Engine (+1 Right Turns) Turret (Fore/Up/Left/Right/Rear) Access x2 Pneumatic SG	

Inspired by the WM.3 Fighter, the Cheetal uses the same pilot and gunner layout, but uses salvaged WO.1919 engines and a parasol monowing. The mixture of pilot and gunner-controlled weapons gives it impressive firepower.

# Scion Starter Planes

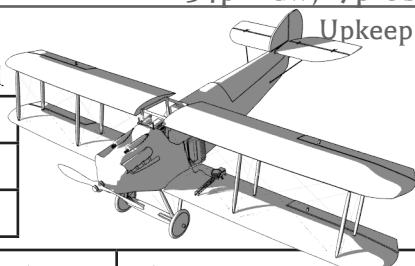
## Markgraf Attentäter C

34p New, 17p Used

Gunline Biplane Scout

Upkeep 2p

	Boost	Handling	Stall	Speed
Full Fuel	2	95	10	19
Half Fuel	2	95	10	19
Empty	-	96	10	-



Dropoff 7, Reliability -1, Overspeed 24, Alt. 29, Fuel 7	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot
Visibility -1, Stability -4, Energy Loss 3, Turn Bleed 2	
Tough 28, Max Strain 25, Escape +2, Crash -1, Stress 2	
x2 Fore Access MG ✂, x2 Fore Wing LMG w/ 3 Ammo Magazines	
Inline Radiator, Collimated Gunsight (+1 to Attack)	

The main scout of the Königliche Sopwith Fliegerkorps, these unusual aircraft are intended not to win in the dive, nor in the turn, but instead to fly in tight formations and win through sheer attrition of firepower. This model adds two wing guns.

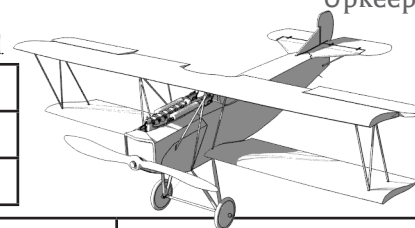
## Von Morgen Vampyr

57p New, 28p Used

Steel-Framed Biplane Scout

Upkeep 1p

	Boost	Handling	Stall	Speed
Full Fuel	2	94	10	18
Half Fuel	2	94	9	18
Empty	-	95	9	-



Dropoff 10, Reliability -2, Overspeed 24, Alt. 29, Fuel 6	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot
Visibility -2, Stability +1, Energy Loss 2, Turn Bleed 2	
Tough 47, Max Strain 49, Escape +2, Crash -1, Stress 1	
x2 Fore Access MG ✂	
Inline Radiator, Collimated Gunsight (+1 to Attack)	

The last of the front line scouts of the Fokker Kingdoms, the Von Morgen Vampyr was the best fighter in the world when it debuted, a perfect all-rounder. Most of those produced never made it to the front before the war ended, though.

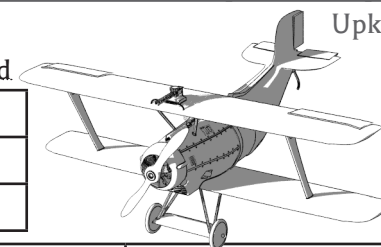
## Königskondor L.I

58p New, 27p Used

Advanced Biplane Scout

Upkeep 1p

	Boost	Handling	Stall	Speed
Full Fuel	2	97	7	18
Half Fuel	2	97	6	18
Empty	-	98	6	-



Dropoff 10, Reliability 0, Overspeed 24, Alt. 59, Fuel 4	Engine, Gun, Landing Gear, Fuel, Controls, Pilot
Visibility -2, Stability 0, Energy Loss 2, Turn Bleed 1	
Tough 11, Max Strain 33, Escape +2, Crash -1, Stress 1	
x2 Fore Access MG ✂, x1 Fore Wing LMG	

A little-produced specialty aircraft designed for the Royal Guard of an obscure kingdom in Lohner, the L.I incorporates many surprisingly advanced features, including a powerful supercharger.

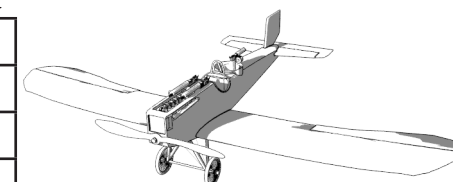
## Hugo's Einzigartiger Stahl-Jagdbomber!

63p New, 31p Used

All-Metal Monoplane Fighter

Upkeep 1p

	Boost	Handling	Stall	Speed
Bombs	1	88	10	16
1/2, Bombs	1	88	9	16
Full Fuel	1	89	9	17
Half Fuel	1	89	8	17
Empty	-	90	8	-



Dropoff 6, Reliability -4, Overspeed 36, Alt. 29, Fuel 6	Engine, Radiator, Guns, Electrics, Gear, Fuel, Controls, Pilot, Gunner
Visibility 0, Stability -2, Energy Loss 3, Turn Bleed 2	
Tough 40, Max Strain 47, Escape +2, Crash -1, Stress 2	
x2 Fore Access Gast MG ✂, Turret (Up/Rear) Access x1 MG, 5 Mass Bomb Load	
Inline Radiator, Intercom, x2 Oxygen Masks, 2 Charge Generation	

Deemed too expensive for wartime production, a handful of these duralumin aircraft and their scout cousins have been seen in the skies, either dug up from castle keeps or built by industrial aluminium producers like the Piav dam in Fokker.

# Worker=Starter=Planes

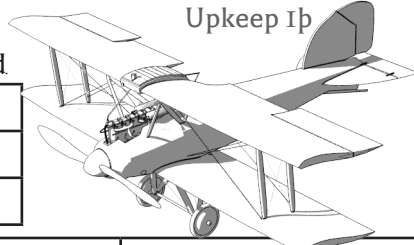
## Theler Kobra MB

Molded Wood Biplane Scout

34b New, 17b Used

Upkeep 1b

	Boost	Handling	Stall	Speed
Full Fuel	2	95	7	15
Half Fuel	2	95	6	15
Empty	-	96	6	-



Dropoff 6, Reliability 0, Overspeed 24, Alt. 29, Fuel 6	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot
Visibility -1, Stability +1, Energy Loss 3, Turn Bleed 2	
Tough 25, Max Strain 26, Escape +2, Crash -1, Stress 1	
x2 Fore Access MG ✂, High Radiator	

The second in Theler's flagship line, the Kobra MB was a solid fighter, and one of the first in the world to carry two machine guns. It just had one horrible drawback: the radiator in the upper wing, while more streamlined and reliable than a box model, would dump boiling water in the pilot's face if it leaked.

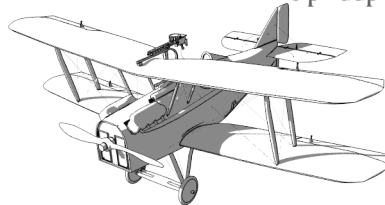
## König-Albert-Werke Neue Grille

Fast Biplane Scout

26b New, 13b Used

Upkeep 1b

	Boost	Handling	Stall	Speed
Full Fuel	3	95	9	18
Half Fuel	3	96	8	18
Empty	-	97	7	-



Dropoff 8, Reliability -1, Overspeed 24, Alt. 29, Fuel 6	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot
Visibility -3, Stability +1, Energy Loss 2, Turn Bleed 2	
Tough 23, Max Strain 33, Escape +2, Crash -2, Stress 1	
x1 Fore Access MG ✂, x1 Flex. Fore/Up Wing Access LMG Inline Radiator, Collimated Gunsight (+1 to Attack)	

The Fokker Kingdom's mainstay fighter for the second half of the war, the KAW NG was a development of a prewar racing plane. With its blistering speed and high energy retention, it could dance above the reach of enemy fighters.

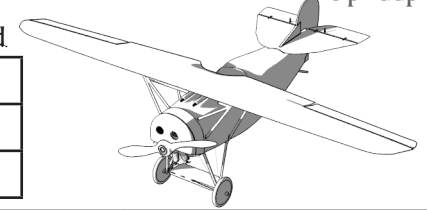
## Kreuzer Skorpion

Parawing Light Scout

29b New, 14b Used

Upkeep 1b

	Boost	Handling	Stall	Speed
Full Fuel	2	100	7	18
Half Fuel	2	100	6	18
Empty	-	101	6	-



Dropoff 7, Reliability 0, Overspeed 24, Alt. 20, Fuel 8	Engine, Gun, Fuel, Landing Gear, Controls, Pilot
Visibility 0, Stability -2, Energy Loss 2, Turn Bleed 1	
Tough 27, Max Strain 25, Escape +2, Crash 0, Stress 1	
x2 Fore Access MG ✂, Rotary Engine (+1 Left Turns)	

The result of thousands of obsolete 110hp engines sitting in storage and a Gotha Empire desperate to rebuild their air force after the costly war in Macchi, the Skorpion was built to squeeze every drop of speed out of the obsolete engine as possible.

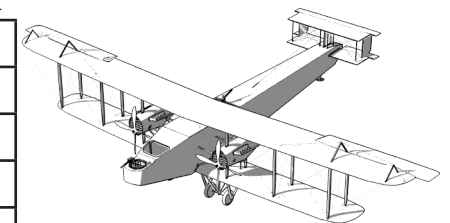
## Markgraf Volksfestung A

Long-Range Heavy Bomber

85b New, 42b Used

Upkeep 7b

	Boost	Handling	Stall	Speed
Bombs	3	54	7	16
1/2, Bombs	3	57	6	16
Full Fuel	3	62	6	17
Half Fuel	3	65	6	17
Empty	-	68	5	-



Dropoff 5, Reliability 0, Overspeed 24, Alt. 29, Fuel 11	x2 Engines, x2 Radiators, Guns, Fuel, Gear, Control, Pilot, Co-Pilot, x3 Gunner
Visibility -1, Stability +4, Energy Loss 10, Turn Bleed 1	
Tough 104, Max Strain 10, Escape +2, Crash -1, Stress 4	
Turret x2 LMG Fore/Left/Right/Up/Down, Turret x2 LMG Fore/Rear/Left/Right/Up Turret x1 LMG Up/Rear x2 Inline Radiators, 36 Mass Bombs, Quality 10 Bomb Sight	

Among the grimmest of the Kingdom of Sopwith's policies was the Volksfestung Program, where villages were given responsibility to maintain, train on, and if needed fly a heavy bomber. In the aftermath, they were sold or simply abandoned.



# Farmer=Starter=Planes

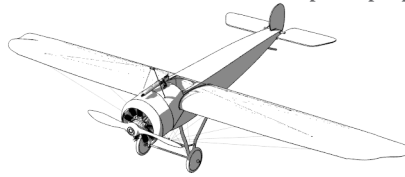
## Arntwerks c.7 Rennflugzeug

Armed Racing Monoplane

16b New, 8b Used

Upkeep 1b

	Boost	Handling	Stall	Speed
Full Fuel	2	96	6	17
Half Fuel	3	96	5	17
Empty	-	97	5	-



Dropoff 5, Reliability 0, Overspeed 24, Alt. 29, Fuel 7	Engine, Oil Tank, Guns, Landing Gear, Fuel, Controls, Pilot
Visibility 0, Stability -2, Energy Loss 2, Turn Bleed 1	
Tough 13, Max Strain 24, Escape +2, Crash 0, Stress 1	
x1 Fore Access Mechanical MG	
Wing Warper (+1 Dogfight at ≤15 Speed, Rotary Engine (+1 Right Turns))	

The Arntwerks c.7 is racing plane that would one day become the ubiquitous c.10 fighter. Even as wartime production saw the racers disappear, village racing leagues continued to update them. You just aren't competitive without a 130 hp engine!

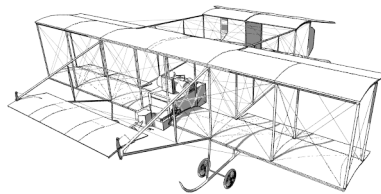
## Recht Luftschlepper

Early Biplane Bomber

24b New, 12b Used

Upkeep 2b

	Boost	Handling	Stall	Speed
Bombs	2	99	4	11
½, Bombs	2	99	4	11
Full Fuel	3	101	3	11
Half Fuel	3	101	3	11
Empty	-	102	2	-



Dropoff 7, Reliability -2, Overspeed 24, Alt. 29, Fuel 7	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot, Gunner
Visibility +2, Stability -2, Energy Loss 5, Turn Bleed 1	
Tough 29, Max Strain 12, Escape +2, Crash -1, Stress 1	
x1 Turret Punt Gun (Fore/Up/Left/Right/Rear)	
10 Mass Bomb Load	

A dirt-cheap prewar 'flying tractor' advertised as a crop duster and training aircraft, most every village on the continent has one of these somewhere. It's not fast, but it's surprisingly nimble and can carry serious loads.

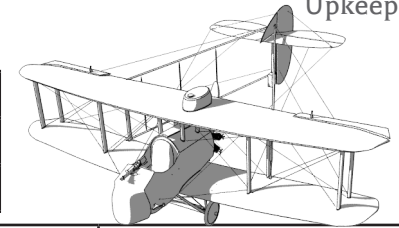
## Ritter Sperling A

Budget Farman Biplane Scout

11b New, 5b Used

Upkeep 1b

	Boost	Handling	Stall	Speed
Full Fuel	2	104	5	14
Half Fuel	3	104	4	14
Empty	-	105	3	-



Dropoff 5, Reliability 0, Overspeed 20, Alt. 29, Fuel 7	Engine, Oil Tank, Guns, Landing Gear, Fuel, Controls, Pilot
Visibility 0, Stability -6, Energy Loss 3, Turn Bleed 2	
Tough 16, Max Strain 20, Escape +2, Crash -1, Stress 2	
x1 Fore Access SG, Rotary Engine (+1 Left Turns)	

Developed before the United Western Federation had access to interrupter gears, and thus swiftly made obsolete, the Sperling was so cheap that it formed the bedrock of rural militias to this very day. They are so dangerously unstable only the most daring fly them.

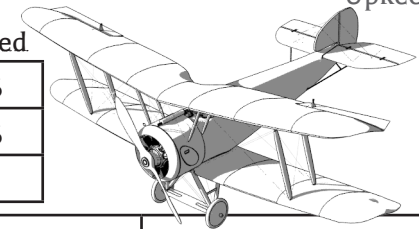
## Ritter Model C 'Spatz'

Nimble Biplane Scout

30b New, 15b Used

Upkeep 2b

	Boost	Handling	Stall	Speed
Full Fuel	2	98	9	16
Half Fuel	2	98	8	16
Empty	-	99	7	-



Dropoff 6, Reliability 0, Overspeed 20, Alt. 29, Fuel 8	Engine, Oil Tank, Guns, Landing Gear, Fuel, Controls, Pilot
Visibility -1, Stability 0, Energy Loss 2, Turn Bleed 2	
Tough 18, Max Strain 24, Escape +2, Crash -1, Stress 1	
x1 Fore Access MG ✂, Rotary Engine (+1 Right Turns)	

An old scout of the early war period, the Ritter Model C is remarkably easy to fly for a rotary-engine plane, making it an ideal fighter for poorly-trained militia. The fact it can be mistaken at a distance for the Model F or S helps.

# Believer Starter Planes

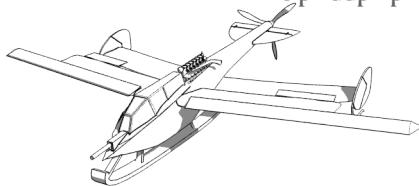
## Theler Zweihänder

*Flying Sword*

39p New, 19p Used

Upkeep 1p

	Boost	Handling	Stall	Speed
Full Fuel	2	IO1	I3	20
Half Fuel	2	IO1	I2	20
Empty	-	IO2	I2	-



Dropoff 12, Reliability 0, Overspeed 24, Alt. 29, Fuel 6	Engine, Radiator, Gun, Fuel, Controls, Pilot
Visibility -2, Stability -2, Energy Loss 2, Turn Bleed 2	
Tough 24, Max Strain 34, Escape 0, Crash -1, Stress 0	
xI Fore Access LMG, Wing Blade, Low Radiator, Armour I (4 Coverage)	
Landing Skid (Roll Go Down to land. Take -1 Results.)	

Before the war, this was a military stunt plane, designed to look flashy and daring while flying in tight formations over parades and events. When things became desperate, even the aerobats took up arms, uniquely suited to their skills.

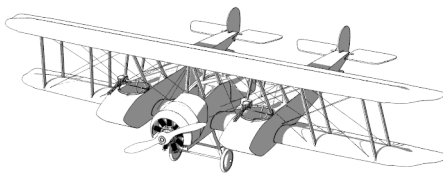
## Arntwerks d.I3

*Failure of Aerodynamics*

24p New, 12p Used

Upkeep 1p

	Boost	Handling	Stall	Speed
Bombs	1	IO3	8	I2
1/2, Bombs	1	IO3	8	I2
Full Fuel	2	IO5	6	I3
Half Fuel	2	IO5	6	I3
Empty	-	IO6	5	-



Dropoff 5, Reliability 0, Overspeed 16, Alt. 29, Fuel 6	Engine, Oil Tank, Landing Gear, Gun, Fuel, Controls, Pilot, x2 Gunner
Visibility -1, Stability -9, Energy Loss 4, Turn Bleed 1	
Tough 16, Max Strain 20, Escape +2, Crash -1, Stress 1	
Turret (Fore/Left/Up/Down) Access LMG, Turret (Fore/Right/Up/Down) Access LMG	
10 Mass Bomb Load	

Another pre-interrupter gear design, the lack of anything securing the supplementary airframes when the wings warped meant that even small adjustments could make the plane spin out of control. They were promptly dumped onto the open market.

## Geistliche X4

*An Ongoing Mistake*

30p New, 15p Used

Upkeep 2p

	Boost	Handling	Stall	Speed
Full Fuel	1	94	5	I2
Half Fuel	2	94	4	I2
Empty	-	95	4	-



Dropoff 4, Reliability 0, Overspeed 23, Alt. 29, Fuel 11	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot, Gunner
Visibility -2, Stability +2, Energy Loss 3, Turn Bleed 1	
Tough 15, Max Strain 38, Escape +2, Crash -4, Stress 1	
xI Turret (Fore/Up) LMG, Co-pilot Controls	

A result of the absurd conditions of the war before the invention of the interrupter gear, this bizarre machine served as a fighter, of a sort, for the Gotha Empire. Gotha observers assigned to the plane had a combat life expectancy of three hours.

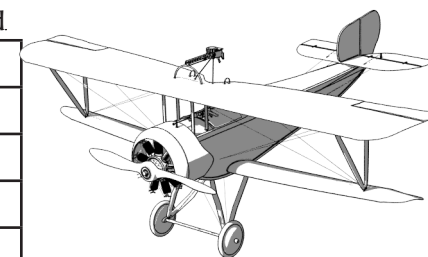
## Ratheanu-9c

*Boring Biplane Scout*

19p New, 9p Used

Upkeep 1p

	Boost	Handling	Stall	Speed
Bombs	1	97	10	I5
1/2, Bombs	2	97	9	I5
Full Fuel	2	98	8	I5
Half Fuel	2	98	8	I5
Empty	-	99	7	-



Dropoff 9, Reliability 0, Overspeed 24, Alt. 29, Fuel 8	Engine, Oil Tank, Guns, Landing Gear, Fuel, Controls, Pilot
Visibility -11, Stability 0, Energy Loss 2, Turn Bleed 2	
Tough 19, Max Strain 20, Escape +2, Crash -1, Stress 1	
xI Fore Access MG ✂, xI Flex. Fore/Up Access LMG	
Rotary Engine (+1 Right Turns), 4 Mass Rockets	

One of the fighter armed scouts in the world to use an interrupter gear, the Ratheanu-9 was Macchi's primary aviation export until the Ritter company moved their factories there in 1587. They are extremely common and are considered fairly unremarkable.

# Student Starter Planes

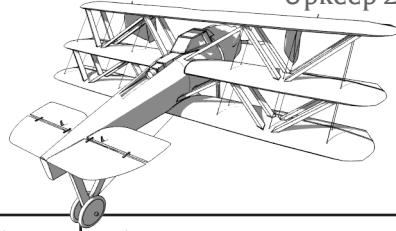
## Gernsback Experiment 0012

### Heat Ray Attack Plane

48b New, 24b Used

Upkeep 2b

	Boost	Handling	Stall	Speed
Full Fuel	2	99	11	18
Half Fuel	2	99	11	18
Empty	-	100	10	-



Dropoff 10, Reliability 0, Overspeed 24, Alt. 29, Fuel 6	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot
Visibility -4, Stability -1, Energy Loss 3, Turn Bleed 2	
Tough 36, Max Strain 24, Escape 0, Crash -1, Stress 0	
x1 Fore Access Heat Ray LRC, Illuminated Reflex Sight (+2 to Attack) Gun Camera Inline Radiator, 3 Charge Generation, 10 Capacity Battery	

Supposedly the future of the fighter aircraft, Professor Gernsback has been working on this thing for fifteen years now. Woe betide the next grad student who has the misfortune of being assigned it, though he promises you can see out of it now.

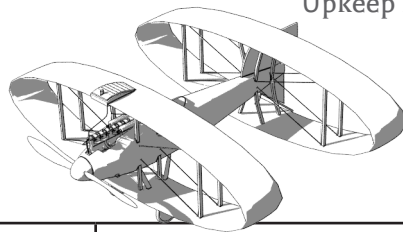
## Theler Kobra MOI

### Tandem Annular Wing Scout

32b New, 16b Used

Upkeep 1b

	Boost	Handling	Stall	Speed
Full Fuel	2	100	9	17
Half Fuel	2	100	8	17
Empty	-	101	8	-



Dropoff 10, Reliability 0, Overspeed 24, Alt. 29, Fuel 6	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot
Visibility -3, Stability +2, Energy Loss 3, Turn Bleed 2	
Tough 17, Max Strain 20, Escape +2, Crash -2, Stress 1	
x2 Fore Access MG ✂, High Offset Radiator, Collimated Gunsight (+1 to Attack)	

An adaptation of the Kobra line for university militias, the plane actually flies quite brilliantly, despite its bizarre design. Though a bit delicate and difficult to see out of, the enhanced agility is often seen as worth it.

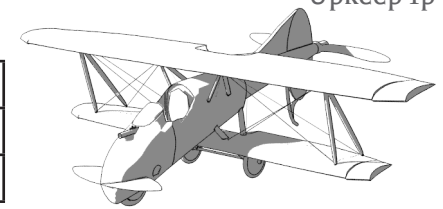
## Das Gegenbeispiel

### Unstable Biplane Fighter

47b New, 23b Used

Upkeep 1b

	Boost	Handling	Stall	Speed
Full Fuel	1	103	6	17
Half Fuel	2	103	5	17
Empty	-	104	5	-



Dropoff 6, Reliability -2, Overspeed 24, Alt. 29, Fuel 8	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot
Visibility -1, Stability -8, Energy Loss 3, Turn Bleed 1	
Tough 13, Max Strain 38, Escape +2, Crash -1, Stress 2	
x1 Fore Access HC, Telescopic Sight (+2 to Attack when you Draw a Bead) High Radiator	

Originally designed as a hypothetical 'what not to do' for an Aerodynamics class, it's been tradition every year for the engineering department to build one. Maybe one day they'll make a version that can fly straight.

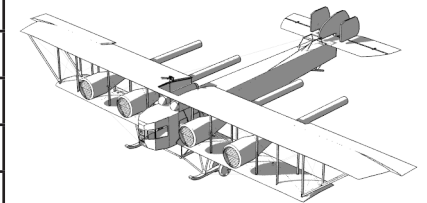
## Teicher 'Schnelles Mammut'

### Pulsejet Strategic Bomber

50b New, 25b Used

Upkeep 6b

	Boost	Handling	Stall	Speed
Bombs	3	66	5	15
1/2, Bombs	3	68	4	15
Full Fuel	4	70	3	16
Half Fuel	5	72	3	16
Empty	-	74	2	-



Dropoff 9, Reliability -2, Overspeed -, Alt. 29, Fuel 8	x4 Engines, Gun, Landing Gear, Fuel, Controls, Pilot, x2 Gunners
Visibility -2, Stability 8, Energy Loss 9, Turn Bleed 1	
Tough 45, Max Strain 27, Escape 0, Crash -1, Stress 5	
x2 Turret Access Heat Ray LMG (Fore/Up/Left/Right & Up/Down/Left/Right/Rear) 20 Mass Bomb Load	

The first Fast Mammoths were built when the university played host to a flight of bombers from the Fokker Kingdoms. Replacing their regular engines with four massive pulsejets made them harder to catch, but at what cost?

# Extra Planes

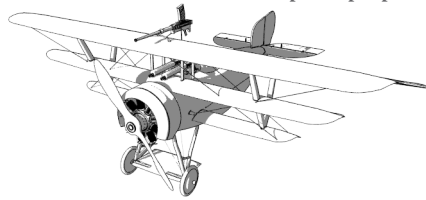
## Rathenau-I6d

*Triplane Attack Scout*

31p New, 15p Used

Upkeep 1p

	Boost	Handling	Stall	Speed
Full Fuel	2	99	10	18
Half Fuel	2	99	9	18
Empty	-	100	8	-



Dropoff 9, Reliability 0, Overspeed 20, Alt. 29, Fuel 7	Engine, Radiator, Landing Gear, MGs, LMG, Fuel, Controls, Pilot
Visibility -3, Stability +2, Energy Loss 2, Turn Bleed 2	
Tough 15, Max Strain 20, Escape +2, Crash -1, Stress 1	
x2 Fore Access MG ✂, x1 Fore LRC Rotary Engine (+1 Right Turns)	

The Rathenau entry into the 'lift wars' of the late 1580s, the I6 series used an unusual stepped wing arrangement for improved stability. Though not as agile as many contemporaries, the ability to add an overwing gun was often decisive.

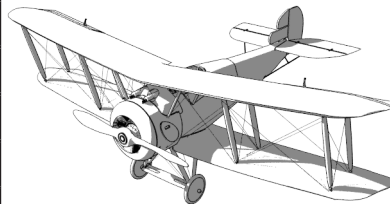
## Ritter Model S 'Finkle'

*Triplane Naval Scout*

40p New, 23p Used

Upkeep 2p

	Boost	Handling	Stall	Speed
Bombs	3	97	8	19
1/2, Bombs	3	97	8	19
Full Fuel	3	98	7	19
Half Fuel	4	98	6	19
Empty	-	99	6	-



Dropoff 11, Reliability -1, Overspeed 21, Alt. 29, Fuel 4	Engine, Oil Tank, Guns, Landing Gear, Fuel, Electrics, Controls, Pilot
Visibility -1, Stability -5, Energy Loss 3, Turn Bleed 1	
Tough 16, Max Strain 41, Escape +2, Crash -1, Stress 2	
x2 Fore Access MG ✂, Telescopic Sight (+2 to Attack when you Draw a Bead) Rotary Engine (+1 Right Turns), Oxygen Mask, 3 Charge Generation	

The final Ritter airplane before the fall of Macchi, the Model S is widely considered the best scout plane ever built. If you can tame the torque of its 230 horsepower engine, nothing in the world can outfly it.

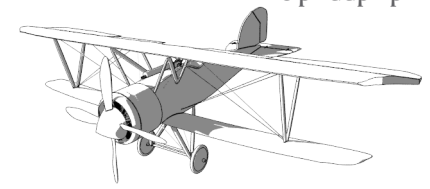
## Braun Model DC 'Puma'

*Light Biplane Scout*

16p New, 8p Used

Upkeep 1p

	Boost	Handling	Stall	Speed
Full Fuel	3	100	10	18
Half Fuel	3	100	9	18
Empty	-	101	9	-



Dropoff 11, Reliability -4, Overspeed 33, Alt. 29, Fuel 4	Engine, Oil Tank, Guns, Landing Gear, Fuel, Controls, Pilot
Visibility -2, Stability +3, Energy Loss 2, Turn Bleed 2	
Tough 11, Max Strain 14, Escape +3, Crash +1, Stress 1	
x1 Fore Access MG ✂, Rotary Engine (+1 Right Turns)	

A stopgap scout designed to fill out the air force of the Daimler Free Cities, the Puma is considered an unremarkable rotary derivative of the Theler Kobra with a powerful but temperamental powerplant and insufficient firepower. It has a secret weapon, though: a huge, high angle, four-bladed propeller!

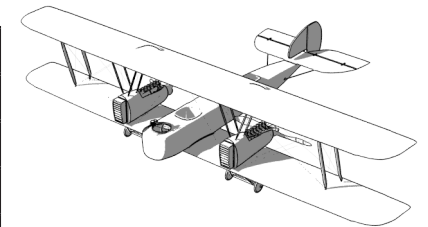
## Theler Eklipse

*Strategic Bomber*

60p New, 30p Used

Upkeep 5p

	Boost	Handling	Stall	Speed
Bombs	1	56	8	12
1/2, Bombs	1	58	8	12
Full Fuel	2	60	7	13
Half Fuel	2	62	6	13
Empty	-	64	6	-



Dropoff 10, Reliability 0, Overspeed 24, Alt. 29, Fuel 5	x2 Engines, x2 Radiators, Landing Gear, Gun, Fuel, Controls, Pilot, x2 Gunner
Visibility -1, Stability 0, Energy Loss 4, Turn Bleed 1	
Tough 24, Max Strain 23, Escape +2, Crash -1, Stress 1	
x2 Turret Access x2 LMG (Fore/Up/Left/Right & Up/Down/Left/Right/Rear) Inline Radiators, 20 Mass Bomb Load, Quality 7 Bomb Sight	

The Gotha Empire's primary strategic bomber, and the most common model in the world, these machines are equal parts hated for their role in the apocalypse and sought after for their undeniable usefulness.



# Extra Planes 2

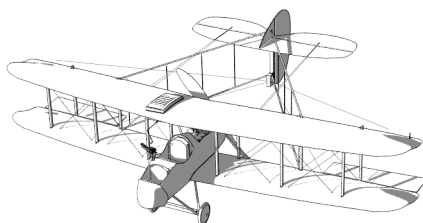
## Ritter Kolkrabe FB

*Biwing Farman Fighter*

23b New, 11b Used

Upkeep 1b

	Boost	Handling	Stall	Speed
Bombs	1	85	6	I2
1/2, Bombs	1	85	6	I2
Full Fuel	2	87	5	I3
Half Fuel	2	87	4	I3
Empty	-	88	4	-



Dropoff 5, Reliability 0, Overspeed 24, Alt. 29, Fuel 6	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot, Gunner
Visibility +2, Stability +8, Energy Loss 4, Turn Bleed 1	
Tough 2I, Max Strain 46, Escape +2, Crash -I, Stress 2	
Turret (All Directions) Access LMG, x1 Flex. Fore/Up Wing Access LMG Inline Radiator, 10 Mass Bomb Load	

*A pre-interrupter gear fighter whose gunner is a threat from any direction.*

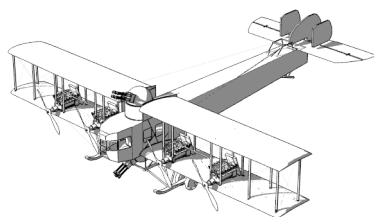
## Teicher Mammut Custom

*Modified Smuggler Plane*

108b New, 54b Used

Upkeep 7b

	Boost	Handling	Stall	Speed
Cargo	2	76	5	I6
1/2, Cargo	3	78	5	I6
Full Fuel	3	80	4	I6
Half Fuel	3	82	4	I6
Empty	-	84	4	-



Dropoff 6, Reliability -3, Overspeed 24, Alt. 29, Fuel 10	x4 Engines, x4 Radiators, Gear, Gun, Fuel, Controls, x2 Pilot, x2 Gunner
Visibility -2, Stability -4, Energy Loss 10, Turn Bleed 1	
Tough 4I, Max Strain 50, Escape 0, Crash -I, Stress 2	
x2 Turret Access x2 Gast BMGs (All but Up & All but Down), x4 Inline Radiators 2I Mass Cargo, 5 Passengers, Copilot controls, internal connectivity	

*Post-war transportation companies take what they can get, and bombers often end up making impromptu cargo planes. For those who transport particularly interesting cargo, some modifications might be in order.*

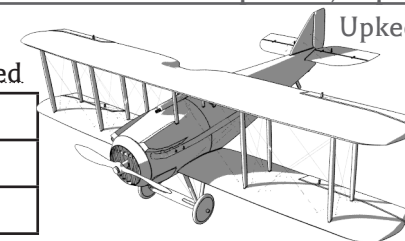
## Saft & Altmann Maschine Nr.99

*Biplane Energy Fighter*

26b New, 13b Used

Upkeep 2b

	Boost	Handling	Stall	Speed
Full Fuel	2	93	9	20
Half Fuel	3	93	8	20
Empty	-	94	8	-



Dropoff 6, Reliability -I, Overspeed 42, Alt. 29, Fuel 7	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot
Visibility 0, Stability +4, Energy Loss 3, Turn Bleed 2	
Tough 15, Max Strain 48, Escape +2, Crash -I, Stress 2	
x2 Fore Access MG ✂, Telescopic Sight (+2 to Attack when you Draw a Bead) Inline Radiator	

*The mainstay fighter of the Daimler Free Cities, the S.A.M. 7 requires discipline to fly, as it'll lose most one on one dogfights, but it can outrun, outclimb, and outdive most of its competition.*

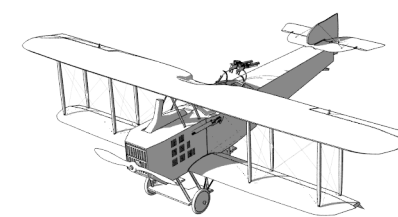
## Saft & Altmann Maschine Nr.II44

*Steel-Framed Biplane Fighter*

65b New, 32b Used

Upkeep 3b

	Boost	Handling	Stall	Speed
Bombs	2	82	7	I7
1/2, Bombs	2	82	7	I7
Full Fuel	2	85	5	I7
Half Fuel	3	85	5	I7
Empty	-	86	5	-



Dropoff 6, Reliability -I, Overspeed 24, Alt. 29, Fuel 5	Engine, Radiator, Gun, Landing Gear, Fuel, Controls, Pilot, Gunner
Visibility -I, Stability I, Energy Loss 5, Turn Bleed 1	
Tough 28, Max Strain 26, Escape +2, Crash -I, Stress 2	
x1 Fore Access MG ✂, Turret (Up/Left/Right/Rear) Access x2 LMG Inline Radiator, 14 Mass Bomb Load	

*An extremely reliable observer and bomb carrier, the S.A.M.II44 has many innovations, including a steel frame and passive wing flaps for extra lift. If you can afford it, it'll treat you very well.*