

## MEMORY AID

When a character performs a move, roll two six-sided dice. Add the stat associated with the move to the result, as well as possible bonus or penalty points.

- If the result is 10 or more, you succeed well and everything goes as planned.
  - If the result is 7-9, it's a partial success. The move succeeds but there might be unexpected consequences. You will find possibilities to choose from in the descriptions of the moves from page 57 onward, or from the printable handout.
  - If the result is 6 or less, you fail, and that also comes with consequences. Those, too, can be found in the list of moves. Remember to add an experience point to your tracker!
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Notes

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## PLAYBOOK

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### Acrobat

Acrobats are star performers: in addition to literal acrobats, they might be trapeze artists, tightrope walkers, contortionists or any types of performers who dazzle the public with their body control. A clown with a physical style of humor can be this archetype.

The Acrobat's central themes are physical skills and the life of a star performer, but also fear of loss and uncertainty about the future: Am I too old to learn new tricks? What if I get injured?

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Notes

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# ACROBAT .....

Character

Player

Character Description

Eyes

- Bright
- Shifty
- Enchanting
- An unnatural color

Choose a suitable option or come up with your own.

Beliefs (2-4)

- I'm too old to learn new tricks
- I'm worthless if I can't perform

Choose from the suggestions on page 51 in the book, or come up with your own.

Background

- Born in the circus
- Runaway
- Wanted
- Stranger
- Freak

Convictions

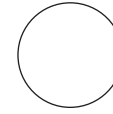
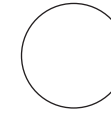
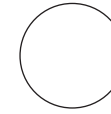
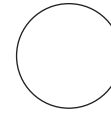
Stats

Body

Mind

Spirit

Magic



Choose **either** Body 2, Mind -1, Spirit 1, Magic 1 **or** Body 2, Mind 1, Spirit 1, Magic -1

*Body: physical activity, body control, feats of strength*

*Mind: manipulation, bluffing, misdirection, for example classic magic tricks*

*Spirit: motivation, encouragement, activities requiring courage*

*Magic: the magic of the world, real supernatural skills*

Experience



When the tracker fills, choose one option and empty the tracker.

- *Change a belief into a conviction*
- *Add 1 point in any stat (up to a maximum of 3)*
- *Learn a new special move*

Harm



When the tracker fills, choose a new belief and empty the tracker.

Acrobat special moves (choose one)

- Look at me! (Body)  
*Use body in any roll that requires mind.*
- Like a thief in the night (Body)  
*Sneaking, eavesdropping and other actions that require silent agility.*
- Choose one special ability from another archetype (*list on page 64 of the book*).

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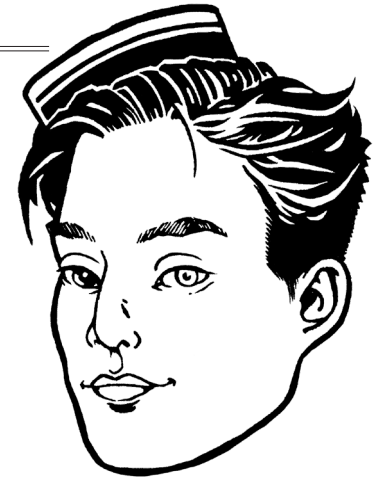
Notes

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## PLAYBOOK \_\_\_\_\_

### **Assistant**

No circus, fun fair or amusement park will work without Assistants. Their duties vary from being roadies to ride crew, from staffing sales booths to taking care of props and equipment. Assistants clean, distribute flyers, sell tickets and popcorn, drive trucks, set up tents, cook – they do anything that needs doing.



The central themes for the Assistant are skepticism and fear of the unknown. I can only trust myself.

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Notes

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# ASSISTANT.....

Character

Player

Character Description \_\_\_\_\_

Eyes

- Bright
- Sharp
- Shifty
- Beautiful
- Laughing

Choose a suitable option or come up with your own.

Beliefs (2-4)

- I can only trust myself
- I am what I am and can't change

Choose from the suggestions on page 51 in the book, or come up with your own.

Background

- Born in the circus
- Runaway
- Wanted
- Stranger

Convictions

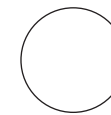
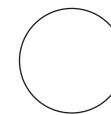
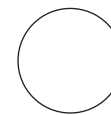
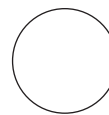
Stats \_\_\_\_\_

Body

Mind

Spirit

Magic



Choose **either** Body 2, Mind 2, Spirit 1, Magic -2 **or** Body 1, Mind 1, Spirit 2, Magic -1

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*Mind: manipulation, bluffing, misdirection, for example classic magic tricks*

*Spirit: motivation, encouragement, activities requiring courage*

*Magic: the magic of the world, real supernatural skills*

Experience



When the tracker fills, choose one option and empty the tracker.

- *Change a belief into a conviction*
- *Add 1 point in any stat (up to a maximum of 3)*
- *Learn a new special move*

Harm



When the tracker fills, choose a new belief and empty the tracker.

Assistant special moves (choose one)

- Just smoke and mirrors (Mind)  
*Use mind in any roll that requires magic.*
- Save the day (Spirit)  
*A move for situations where behind-the-scenes work can avert disaster - if you know what you are doing.*
- Choose one special ability from another archetype (*list on page 64 of the book*).

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## PLAYBOOK \_\_\_\_\_

### **Freak**

Circus freaks belong to the classic imagery of circuses and side shows: dwarfs, giants, tattooed or bearded ladies, Siamese twins and wild men. In Tivoli, the archetypal Freak is better attuned to the supernatural than most. They might be a shapeshifter, or a child of a human and a magical creature.

Being in touch with the magic of your game world – whatever it might be like in your game – is the central theme for the Freak, but this also comes with being weird and different. The important questions for the Freak are: Would my friends abandon me if they knew what I'm really like? Can I trust anyone?

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Notes

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# Freak.....

Character

Player

Character Description

Eyes

- Shifty
- Golden
- Enchanting
- Covered

Choose a suitable option or come up with your own.

Beliefs (2-4)

- My friends would abandon me if they knew what I'm really like
- I'm unnatural and hideous

Choose from the suggestions on page 51 in the book, or come up with your own.

Background

- Born in the circus
- Runaway
- Wanted
- Stranger
- Freak

Convictions

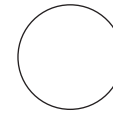
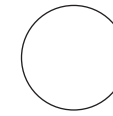
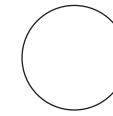
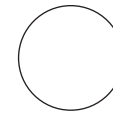
Stats

Body

Mind

Spirit

Magic



Choose **either** Body -1, Mind 2, Spirit 0, Magic 2 **or** Body 1, Mind -1, Spirit 1, Magic 2

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*Mind: manipulation, bluffing, misdirection, for example classic magic tricks*

*Spirit: motivation, encouragement, activities requiring courage*

*Magic: the magic of the world, real supernatural skills*

Experience



When the tracker fills, choose one option and empty the tracker.

- Change a belief into a conviction
- Add 1 point in any stat (up to a maximum of 3)
- Learn a new special move

Harm



When the tracker fills, choose a new belief and empty the tracker.

Freak special moves (choose one)

- Circus magic (Magic)  
*Use magic in any roll that requires body/mind (choose one).*
- Glimpse the future (Magic)  
*A move for a supernatural flash of future events or someone's intentions.*
- Choose one special ability from another archetype (list on page 64 of the book).

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## PLAYBOOK \_\_\_\_\_

### **Mechanic**

Everyone can't be a star performer, and some people don't like to be under scrutiny from the public. The Mechanic can be a maintainer for rides or equipment, or do any other heavy lifting in the background: setting up tents, driving trucks. Many Mechanics feel more at home with machines than with people, but they are still an important part of the crew. Without them, many things would soon stop working.

The Mechanic works away from the limelight. Their central themes are honesty, invisible labor, and the feeling of being an outsider: Do I belong here, since I don't perform? Is my work as valuable?

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Notes

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# MECHANIC .....

Character

Player

Character Description

Hands

- Large
- Always dirty
- Surprisingly dainty
- Warm

Choose a suitable option or come up with your own.

Beliefs (2-4)

- I don't really belong here
- My work isn't as valuable as what the others do

Choose from the suggestions on page 51 in the book, or come up with your own.

Background

- Born in the circus
- Runaway
- Wanted
- Stranger
- Freak

Convictions

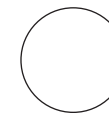
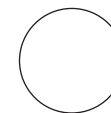
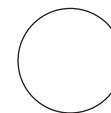
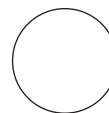
Stats

Body

Mind

Spirit

Magic



Choose **either** Body 2, Mind -2, Spirit 2, Magic 1 **or** Body 2, Mind -2, Spirit 1, Magic 2

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*Spirit: motivation, encouragement, activities requiring courage*

*Magic: the magic of the world, real supernatural skills*

Experience



When the tracker fills, choose one option and empty the tracker.

- *Change a belief into a conviction*
- *Add 1 point in any stat (up to a maximum of 3)*
- *Learn a new special move*

Harm



When the tracker fills, choose a new belief and empty the tracker.

Mechanic special moves (choose one)

- Let's get this straight (Spirit)**  
*Use spirit in any roll that requires mind.*
- Machine whisperer (Body)**  
*Use this move to understand any machine or mechanism. For example opening locks, driving new types of vehicles, repairing a ride.*
- Choose one special ability from another archetype (list on page 64 of the book).**



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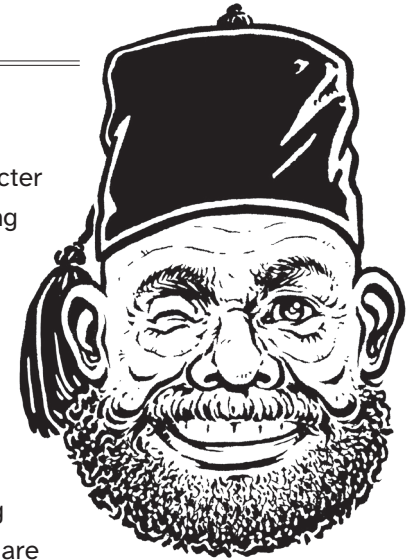
## PLAYBOOK \_\_\_\_\_

### Conjurer

Play the Conjurer if you want a character who is good at manipulating and directing people's attentions. The classic circus performer version of the Conjurer is the magician, but the character could also be a fortune teller or run a game booth.

The Conjurer is very good at being the center of attention, but also in directing that attention. Their central themes are manipulation and hidden insecurity: I will not be respected if they see I'm insecure. What if they notice that I'm an impostor?

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Notes

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# CONJURER.....

Character

Player

Character Description

Eyes

- Bright
- Sharp
- Shifty
- Enchanting
- An unnatural color

Choose a suitable option or come up with your own.

Beliefs (2-4)

- I won't be respected if people notice my insecurity
- Soon someone will see I'm just an impostor

Choose from the suggestions on page 51 in the book, or come up with your own.

Background

- Born in the circus
- Runaway
- Wanted
- Stranger
- Freak

Convictions

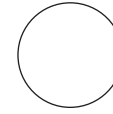
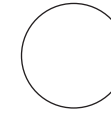
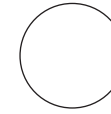
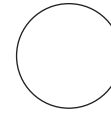
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Body

Mind

Spirit

Magic



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*Magic: the magic of the world, real supernatural skills*

Experience



When the tracker fills, choose one option and empty the tracker.

- Change a belief into a conviction
- Add 1 point in any stat (up to a maximum of 3)
- Learn a new special move

Harm



When the tracker fills, choose a new belief and empty the tracker.

Conjurer special moves (choose one)

- Brains, not brawn (Mind)  
*Use mind in any roll that requires body.*
- Don't you know who I am? (Mind)  
*A move for controlling crowds or convincing someone of your authority.*
- Choose one special ability from another archetype (*list on page 64 of the book*).

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## PLAYBOOK \_\_\_\_\_

### **Director**

The Director uses their skills to amuse and entertain the public. In the community, they are an emotional pillar of strength, encouraging and lifting spirits. The character doesn't need to be the actual director: they can be a charismatic clown or an experienced member of a ride crew.



Mostly, the Director creates and upholds the team spirit. The central themes of the archetype are leadership, responsibility, and high demands on themselves: It's my responsibility to see that all goes well. It's my fault if someone fails.

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Notes

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# DIRECTOR .....

Character

Player

Character Description

Eyes

- Bright
- Sharp
- Shifty
- Enchanting
- An unnatural color

Choose a suitable option or come up with your own.

Beliefs (2-4)

- It's my fault if anything goes wrong
- I'm responsible for the entertainment of the public

Choose from the suggestions on page 51 in the book, or come up with your own.

Background

- Born in the circus
- Runaway
- Wanted
- Stranger
- Freak

Convictions

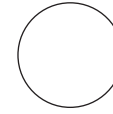
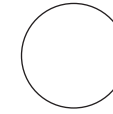
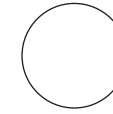
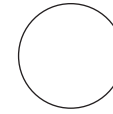
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Body

Mind

Spirit

Magic



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Experience



When the tracker fills, choose one option and empty the tracker.

- *Change a belief into a conviction*
- *Add 1 point in any stat (up to a maximum of 3)*
- *Learn a new special move*

Harm



When the tracker fills, choose a new belief and empty the tracker.

Director special moves (choose one)

- We'll get through this! (Spirit)  
*Use spirit in any roll that requires body.*
- Everything is under control (Spirit)  
*Use this move when the situation calls for leadership or authority - calming down a crowd, or convincing the authorities of something.*
- Choose one special ability from another archetype (*list on page 64 of the book*).