

CIRCUS SHOW SHEET

Circus Name _____

Date _____

Settlement Name _____

STARTING STATS

Prestige _____

Excitement (EXC) _____

Anticipation (ANT) _____

Max ANT _____

Downtime

Advertisement Tier _____

gp ANT _____

Downtime Activities

Day 1 _____

ANT _____

Day 2 _____

ANT _____

Day 3 _____

ANT _____

Day 4 _____

ANT _____

Day 5 _____

ANT _____

Day 6 _____

ANT _____

Showtime

TEMPORARY UPGRADES

- Beer
- Confections
- Disposable Binoculars

Merchandise

- Basic
- Quality
- Extraordinary

NON-PERFORMER ROLES

PC _____	Role _____
PC _____	Role _____
PC _____	Role _____
PC _____	Role _____
Random Event	

ACT 1: OPENER

Trick 1

Performer	Level	Trick DC	
_____	_____	_____	
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT

ACT 2: BUILD-UP

Trick 2

Performer	Level	Trick DC	
_____	_____	_____	
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT

Trick 3

Performer	Level	Trick DC	
_____	_____	_____	
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT

ACT 3: BIG NUMBER

Trick 4

Performer	Level	Trick DC	
_____	_____	_____	
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT

ACT 4: FINALE

Trick 5

Performer	Level	Trick DC	
_____	_____	_____	
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT

Trick 6

Performer	Level	Trick DC	
_____	_____	_____	
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT

Trick 7

Performer	Level	Trick DC	
_____	_____	_____	
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT
Action	(Result)	EXC	ANT

PAYOUT

Final EXC _____

Final ANT _____

Prestige _____

Total Payout _____