# T5.09 Character Generation – Career: Entertainer

p57 (unless otherwise noted)

**Employing Organization**
Roll 1D on table 3 of p76

**Life Motivation**
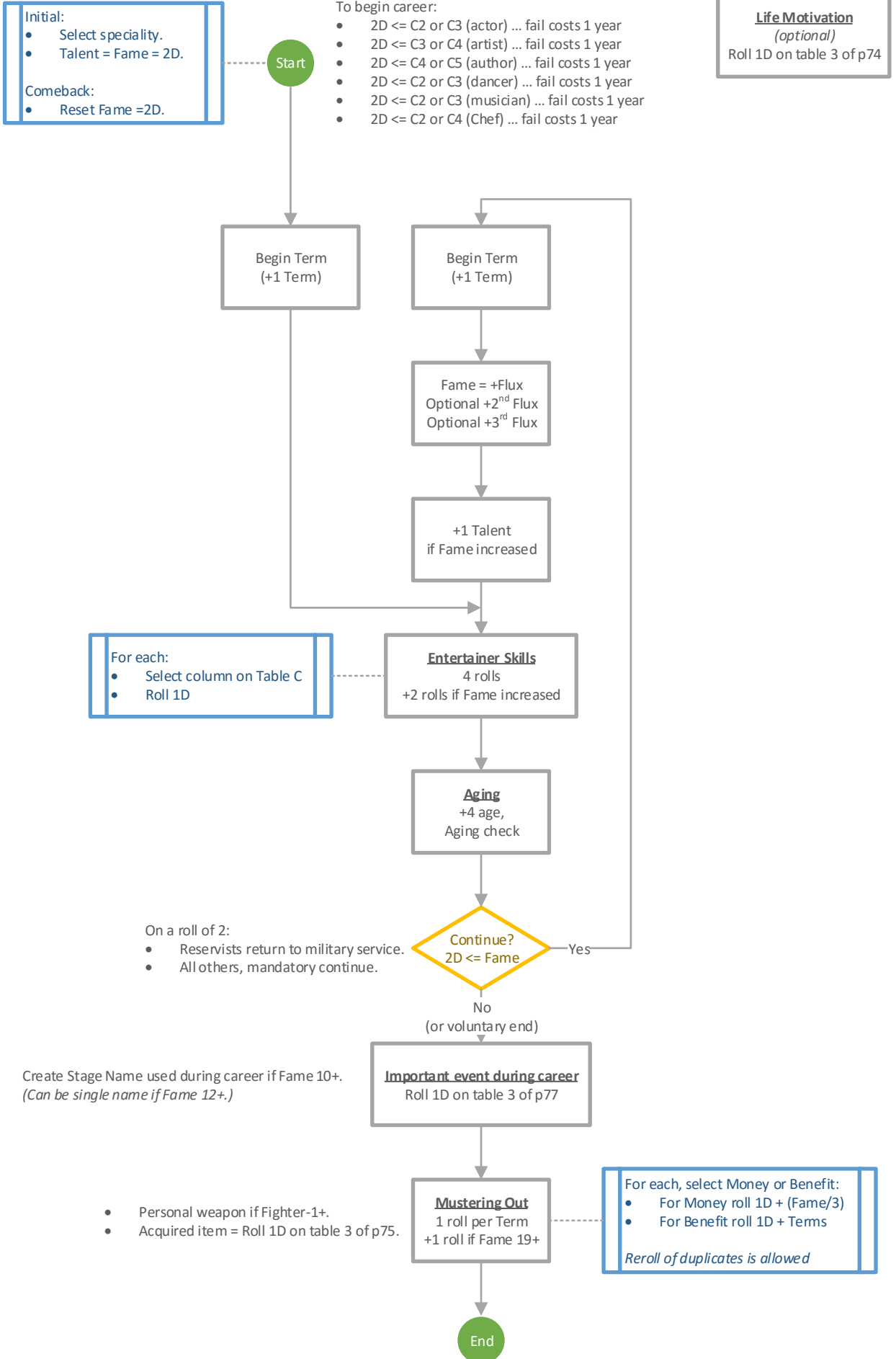*(optional)*
Roll 1D on table 3 of p74

**Initial:**
- Select speciality.
- Talent = Fame = 2D.

**Comeback:**
- Reset Fame = 2D.

**To begin career:**
- 2D <= C2 or C3 (actor) … fail costs 1 year
- 2D <= C3 or C4 (artist) … fail costs 1 year
- 2D <= C4 or C5 (author) … fail costs 1 year
- 2D <= C2 or C3 (dancer) … fail costs 1 year
- 2D <= C2 or C3 (musician) … fail costs 1 year
- 2D <= C2 or C4 (Chef) … fail costs 1 year

**Start**

Begin Term
(+1 Term)

Begin Term
(+1 Term)

Fame = +Flux
Optional +2$^{nd}$ Flux
Optional +3$^{rd}$ Flux

+1 Talent
if Fame increased

**For each:**
- Select column on Table C
- Roll 1D

**Entertainer Skills**
4 rolls
+2 rolls if Fame increased

**Aging**
+4 age,
Aging check

On a roll of 2:
- Reservists return to military service.
- All others, mandatory continue.

**Continue?**
2D <= Fame

Yes

No
(or voluntary end)

Create Stage Name used during career if Fame 10+.
*(Can be single name if Fame 12+.)*

**Important event during career**
Roll 1D on table 3 of p77

- Personal weapon if Fighter-1+.
- Acquired item = Roll 1D on table 3 of p75.

**Mustering Out**
1 roll per Term
+1 roll if Fame 19+

For each, select Money or Benefit:
- For Money roll 1D + (Fame/3)
- For Benefit roll 1D + Terms

*Reroll of duplicates is allowed*

**End**