

# T5.10 Character Generation – Career: Entertainer

p77 (unless otherwise noted)

**Former Organizations**  
Roll 1D on table 3 of p96

**Life Motivations**  
*(optional)*  
Roll 1D on table 3 of p94

**Initial:**

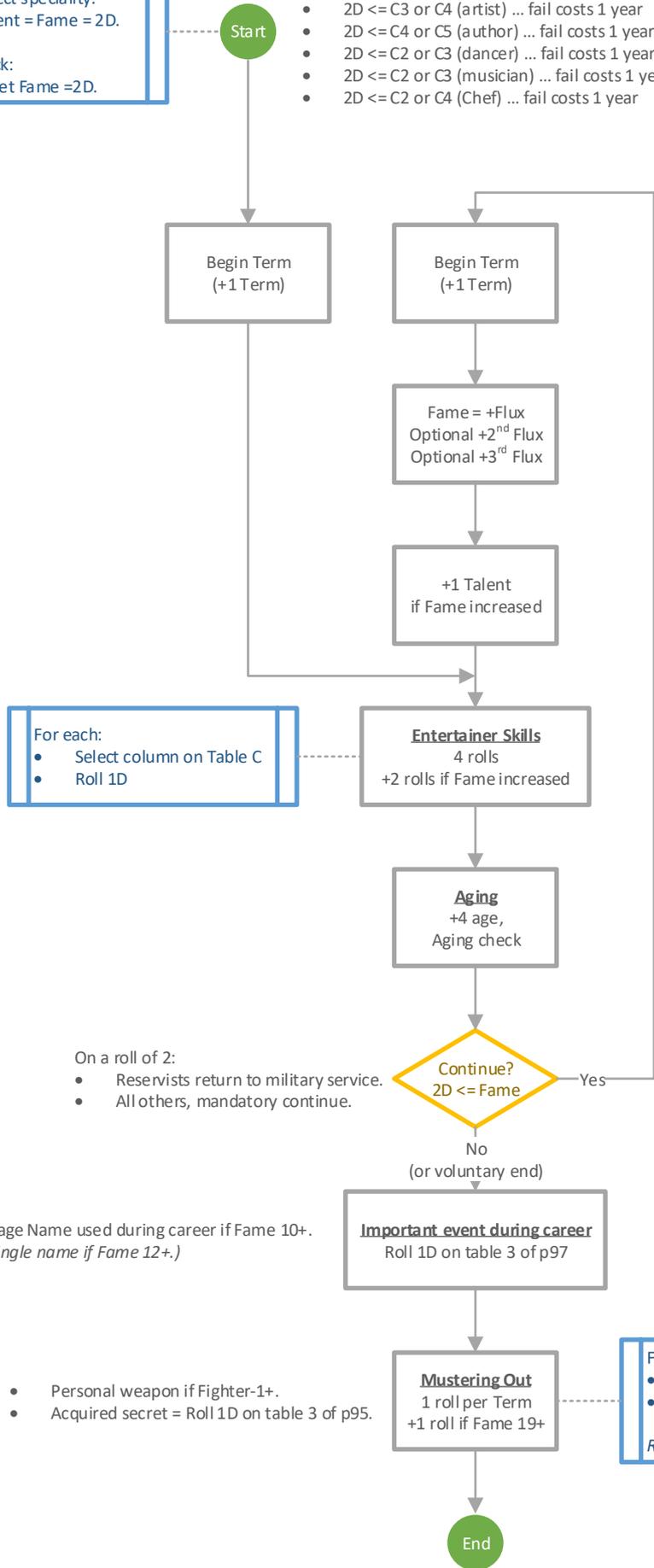
- Select speciality.
- Talent = Fame = 2D.

**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



**For each:**

- Select column on Table C
- Roll 1D

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

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

- Personal weapon if Fighter-1+.
- Acquired secret = Roll 1D on table 3 of p95.

**For each, select Money or Benefit:**

- For Money roll 1D + (Fame/3)
- For Benefit roll 1D + Terms

*Reroll of duplicates is allowed*