

Entertainers

Which career should you play? If you enjoy performing and want to travel the universe, then Entertainer is the answer.

Entertainer: A Performer. A person who participates in the arts. Actor. Writer. Dancer. Storyteller. Shugilii. Singer. Musician. Chef.



ENTERTAINERS	
Actor To Begin	C2 or C3
Artist To Begin	Str or C2 or C3
Author To Begin	Int or C5
Dancer To Begin	C2 or C3
Musician To Begin	C2
Chef To Begin	C2
Determine Fame for the Term	
Continue	Fame

SKILL ELIGIBILITY	
Per Term	4 skills
Per Good Review	2 skill

MUSTERING OUT BENEFITS		
1D	Money	Benefits
2	Low Psg	Secret
3	Mid Psg	Wafer Jack
4	High Psg	C5 +1
5	Cr 10,000	Str +1
6	StarPass	C2 +1
7	Cr 30,000	C3 +1
8	Cr 40,000	Int +1
9	Cr 50,000	Ship Share
10	Cr 60,000	Life Insurance
11	Cr 70,000	TAS Fellow
DM + Terms		

CAREER CHANGE OPTIONS	
Citizen, Scholar, Craftsman, Spacer, Soldier, Noble, Marine, Functionary.	
subject to eligibility	

ENTERTAINER SPECIALTIES	
State A Specialty:	
1	Artist. Painter. Videographer. Sculptor.
2	Actor. Voice. Broadcaster. Orator.
3	Author. Writer. Journalist. Reporter.
4	Dancer. Choreographer.
5	Musician. Singer. Instrumentalist.
6	Chef. Smell Artist. Shugilii. Osmancer.

THE ENTERTAINER'S GOAL

An Entertainer's success depends entirely on his reputation: his Fame.

Stage or Artist's Name. An Entertainer with Fame 10+ should create a stage name. If Fame 12+ it should be a single name.

CALCULATING FAME	
At Start	T Talent = 2D (+ Flux [optional])
Every Term	P Performance = 2D
	R Reviews = (Performance-Talent) / 2
	F Fame = Talent + All Reviews
Once	T Adjust Talent + Review
	The Big Break Increase Fame OR Performance +D
Round to the character's advantage	

CALCULATING ENTERTAINER FAME				
Term	T	P	R	F
1	2D	2D	(P-T)/2	T+R(1)
2	T1 + R1	2D	(P-T2)/2	T2+R(1,2)
3	T2 + R2	2D	(P-T3)/2	T3+R(1,2,3)
Round to the character's advantage				

FAME	
F	Description
0	Unknown
1	Mother
2	Close Family
3	Family
4	Neighborhood
5	Town
6	City
7	Urban
8	Regional
9	Continental
10	World
11	World Complex
12	World System
13	Inner System
14	Outer System
15	Remote System
16	Neighbor Systems
17	Several Systems
18	Many Systems
19	Subsector
20	Sector
21	Sectors
22	Domain
23	Domains
24	Empire
25	Beyond Empire
26	Several Empires
27	This Spiral Arm
28	Many Spiral Arms
29	The Galaxy
30	Several Galaxies
31	Many Galaxies

ENTERTAINER SKILLS								
	1 Personal	2 Academic	3 Travel	4 Interaction	5 Business	6 Vocation	7 Avocation	
1	C1+1	Major*	Zero-G	Comms	Comms	Performer	One Art	1
2	C2+1	Major*	Hi-G	Computer	Bureaucrat	One Art	One Science	2
3	C3+1	Minor*	Hostile Env	Advocate	Diplomat	One Art	One Trade	3
4	C4+1	Minor*	Flyer	JOT	Leader	New Art***	Athlete	4
5	C5+1	One Trade	Driver	Language	Liaison	New Art***	Animals	5
6	C6** +1	One Trade	Vacc Suit	Streetwise	Trader	New Art***	Gambler	6

*If the character does not have a Major/Minor this benefit is lost. **If the character has C6=Caste, this benefit is lost.

***Any Art not already held; if all 6 are already held; this benefit is lost.

