T5 Character Generation – Career: Functionary

p95 (unless otherwise noted)

Start — To begin career: 2D <= (Terms x 3) … cannot be first career)

Choose CC
(Controlling Char)
C1, C2, C3, C4

Promotion
2D <= CC

— Yes →

Promoted
+1 Rank,
Rank automatic skills (if relevant)

— No →

Office Politics
2D <= CC

— No →
— Yes →

Begin Term
(+1 Term)

Functionary Skills
4 rolls,
+1 roll if promoted

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

Aging
+4 age,
Aging check

Continue?
— Yes
— No

Mustering Out
1 roll per Term

For each, select Money or Benefit:
- For Money roll 1D + Rank
- For Benefit roll 1D + Rank

Reroll of duplicates is allowed

- Personal weapon if Fighter-1+.
- Gold watch (value = Functionary terms x Cr100).
- Acquired item = Roll Flex on table 4 of p105.
- Pension (starting at Life Stage 9) of Cr15,000 per year.

End