



Fame and Recognition

Fame is an indication of the reputation or renown of a character. Fame is more than simple rank or position; it is the character's widespread presence in the minds of others.

Fame

FAME

Fame is the degree of recognition or respect which society in general (or specific subdivisions of society such as the military) holds for an individual. Fame is not a **guarantee** of instant recognition; it is the likelihood that a search of documents or databanks will return information about the individual (and fame may reflect infamy or notoriety).

Expressing Fame. Fame is stated in levels noted as Fame-<level>. A world famous entertainer has Fame-9. A Fame-9 entertainer probably has name recognition anywhere on the world on which he performs.

CALCULATING FAME

The current level of Fame for an individual is based on a variety of accomplishments

Armed Forces

Army Officer Rank
Marine Officer Rank
Navy Officer Rank
Enlisted Rank has no value.

Military Decorations

Wound Badge x 1
MCUF x 1
MCG x 3
SEH x 8
SEH x10

Nobles

Base Fame from Chargin

Other Sources

Scholar Rank
Scholar Publications x 1
Scholar Award Winning Pubs x 3
Craftsman Masterpieces x 3
Scout Discoveries x 4
Merchant Rank
Merchant Ship Owner = 1D
Agent Commendations points
Rogue Successful Schemes x 2
Rogue Failed Schemes x 3
If NO other eligibility, 1D

xN = N Fame points per occurrence.

For example, Rogue receives 3 point per Failed Scheme.

The Fame Flux Event.

Any character may choose (once during Character Generation or after adventuring begins) to add Flux to Fame.

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 Fame is calculated using the Entertainer Fame process.

MEDALS

Receipt of a Medal is determined by the Risk and Reward Rolls for Army, Navy, or Marines. If the Reward Roll Succeeds, subtract the Reward Roll from the Controlling Characteristic (ignore any Mods) and consult the Medals Table.

MEDALS TABLE	
C-R	Medal
1	MCUF
2	Meritorious Conduct Under Fire.
3	Operations against an enemy.
4	MCG
5	Medal for Conspicuous Gallantry.
6	Bravery against an enemy.
7	SEH
8	Starburst for Extreme Heroism.
9	Extraordinary courage against an enemy
10	*SEH*
11	SEH With Diamonds.
12+	Superhuman courage.

*C-R =the Controlling Characteristic (without Mods) minus the Reward Die Roll (for Navy, Army, or Marines).

COMMENDATIONS

Receipt of a Commendation is determined by the Risk and Reward Rolls for Agents. If the Reward Roll Succeeds, the subtract Reward Roll from the Controlling Characteristic (ignore any Mods) and record the Commendation in the format shown on the Commendation Table.

COMMENDATIONS		
<Service>	Commendation-	N

*C-R =the Controlling Characteristic (without Mods) minus the Reward Die Roll (for Agents).

Wound Badges. If the Army, Navy, or Marines Risk Roll fails, the character is wounded and receives a Wound Badge (WB). A number after the WB indicates the number of times it has been received.

CHARACTER FAME EXAMPLES

Scholar Professor of Physics (Rank5). Three Publications (one is Award Winning). National Treasure Craftsman. Six perfect Masterpieces. Scout. Two Discoveries.

Fame = 5 + 3 + 3 = 11 =World Complex.
Fame = 6 * 3 = 18 = Many Systems.
Fame = 2 x 4 = 8 - Regional.

