

### Courage Points

Every character receives 3 Courage Points, which he can use to obtain automatic successes, thus allowing him to perform heroically in stressful or dangerous situations. Record your Courage Points on your character sheet.

### Renown

Renown measures your character's fame or reputation—the higher it is, the greater the number of people who have heard of him or his exploits. For example, if a character has low Renown, only other crewmen on the same deck of his starship might know who he is; but people throughout the Federation have heard of one with high Renown (like Captain Kirk).

In addition to representing general fame or notoriety, Renown is divided into five Aspects: Initiative, Agression, Skill, Discipline, and Openness. Characters gain Renown in those individual Aspects; the total of those Aspects is the character's overall Renown.

Starting Characters begin play with 1 Renown, in any Aspect of the player's choosing.

An Aspect of Renown can be positive or negative. A character with a -5 Skill Renown is known for his incompetence; a character with a +5 Skill Renown is just as widely known for his ability. When calculating a character's total Renown for any reason (such as Renown Tests), only the degree of Renown is considered, not whether it is positive or negative.

### Rank

Unless a player chooses the *Promotion* advantage during character creation, all Starfleet characters start the game at the rank of Ensign.

### Wound Levels

Every character can resist a number of points of damage equal to his Fitness + Vitality. This total is known as his *Resistance*. Note this number on your character sheet.

Every character also has seven Wound Levels that describe the effects of damage he suffers from combat, accidents, and other dangers. At each level, a character has a number of Wound Points also equal to his Fitness + Vitality. Calculate your character's Wound Level points and write them on your character sheet in the space provided.