

Name:

<p>ALL MEDALS ARE ONCE PER MISSION</p>	<p>4 <input type="checkbox"/> CHRISTOPHER PIKE MEDAL OF VALOR The Direct Task d20 treated as if it had rolled 1</p>	<p>3 <input type="checkbox"/> COCHRANE MEDAL OF EXCELLENCE Determination used in Medal's Science or Engineering Focus gains 2 benefits</p>
<p>3 <input type="checkbox"/> GRANKITE ORDER OF TACTICS An advantage created for strategy or tactic becomes two copies of the same Advantage</p>	<p>3 <input type="checkbox"/> KARAGITE ORDER OF HEROISM One of the following: (1) Avoid Injury for free; (2), spend 2 Momentum (Immediate) or suffer a Complication to avoid 1 Ship Breach.</p>	<p>4 <input type="checkbox"/> LEGION OF HONOR One of the following: (1) gain 2 bonus Momentum on a successful Task; (2) ignore a single Complication suffered on a Task (declared before GM announces effect)</p>
<p>2 <input type="checkbox"/> PALM LEAF OF "X" PEACE MISSION When attempting a Persuade Task to prevent violence, reduce Difficulty of Task by 1 (minimum Difficulty 1)</p>	<p>3 <input type="checkbox"/> STAR CROSS Before attempting Task and applying Focus, double the Focus range.</p>	<p>2 <input type="checkbox"/> STARFLEET CITATION FOR CONSPICUOUS GALLANTRY When paying for Immediate Momentum Spend by adding Threat, roll 1 Challenge Die per point of Threat. For each Effect rolled, remove a point of that Threat.</p>
<p>2 <input type="checkbox"/> STARFLEET DECORATION OF GALLANTRY When character would suffer damage, halve the amount caused by an attack or hazard.</p>	<p>5 <input type="checkbox"/> STARFLEET MEDAL OF HONOR <input type="checkbox"/> Gain 2 bonus Momentum on a successful Task. (Multiple medals of this type may be obtained) <input type="checkbox"/> <input type="checkbox"/></p>	<p>3 <input type="checkbox"/> STARFLEET SURGEON'S DECORATION Reduce the Difficulty of a single Medical Task by 1, to a minimum of 1</p>