

Motivation	Character Milestone	Leader Agenda
Wealth	If the crew ever earns 50 or more credits at the end of a chapter, this character will take 6D6 credits with them and retire.	Will always choose the highest paying mission.
Fame	At character creation, roll 4D3. This is the number of Unique Individuals this character is trying to defeat. When this character defeats their target number, they will retire.	Will always take missions against Unique Individuals.
Glory	At character creation, roll 5D6. This is the number of enemies this character is trying to defeat. When this character eliminates their target number, they will retire.	Will always take the mission with the highest number of enemies.
Survival	If this character ever defeats an Invasion attempt, they will join up with the Galactic Forces of Good and retire.	Will not flee from an Invasion. Will fight Invasion battles until character dies or Invasion is defeated. When rolling for Galactic War Progress on this Planet, add +2 for each battle won against Invasion enemies.
Escape	On character creation, roll up 2D3 Rivals. These are Persistent Rivals and will follow you to another planet. If these Rivals are not on the character's planet, roll every chapter to see if they arrive. If this character ever dies, these Rivals leave the campaign. When these Rivals are destroyed, this character will retire.	When a Persistent Rival arrives on the character's Planet, roll 2D3. Will flee to another Planet in that many chapters.
Adventure	On the Explore Table, treat 51-55 as an offer too good to pass. This character goes on an adventure for 3D3 Chapters. Roll a D10. On a 1-5 they died a horrible death on a cold, dark planet in some forgotten sector. On a 6-10 they return giddy as a schoolboy. If they return they bring 2D6 credits, gain D3 experience, and Roll a D10. On a 1 you gain a roll on the Alien	Will always choose the Explore task.

Truth	<p>Artifact table, on a 10 you gain a roll on the Loot table.</p> <p>Whenever you gain a Story Point, roll a D10. On a result of 10, this character has learned world shattering knowledge and will retire.</p>	Will always choose missions from Private Organizations
Technology	At character creation, roll on Alien Artifact tab. The character will seek this Artifact. If the crew ever recovers this Artifact, this character will take this artifact and retire.	Will always choose missions against aliens.
Discovery	Every time this character travels to a new planet, roll a D10. On a 12+ they will retire. Add +1 to the roll per planet traveled to, not including the starting planet.	When arriving on a new planet (or starting the campaign) roll a D3 and add 2. This is the number of chapters they will stay on this planet. They will not leave if they are in the middle of a quest, but will wait until the quest is completed. Will always travel to a new planet.
Loyalty	Treat rolls 56-60 like 31-35. When this character makes a friend with another character they will follow them to the end of the galaxy. If the friended character ever retires, this character will retire too. If the friended character dies, this character will be unavailable for D6 chapters while grieving.	Will always choose missions from Persistent Patrons first. If there are multiple options, randomize choice.
Revenge	Create a Rival for this character. Add +D3 to all abilities of Rival. This Rival exists on an unknown Planet. They will seek to kill this Rival during combat in an Aggressive manner. When the Rival is killed, the character will retire.	Rival's Planet can be tracked with the Track Task. The result will need to be 10+ to locate this rival. Roll 1D6 plus character's Savvy. Will travel to Rival's planet in 2D6 Chapters. Will always choose the Track task on Rival's planet.
Romance	Roll 96-100 on character events. They find the love of their lifetime and retire.	Will always choose Explore task. Roll 21-25 on Explore they find the love of their lifetime and retire.
Faith	Whenever a mission offered by a	Will always choose missions

	Secretive Group is completed, either won or lost, roll a D10. On a 10 they have found their cult and retire.	offered by Secretive Groups.
Political	Whenever a mission offered by Sector Government completed, either won or lost, roll a D10. On a 10 they have been hired into the bureaucracy and retire.	Will always choose Sector Government missions first, Local Government missions second.
Power	When leveling up, roll a D6. On a 1 or a 6 you can choose any ability to increase. On a 2, 3, 4, or 5, you must increase Combat Skill. Whenever a character has leveled their Combat Skill to +5 they will retire.	Will always choose the Train task.
Order	Whenever a mission against Criminal Elements is won, roll a D10. On a 10 the character is hired into Sector Law Enforcement and retires.	Will always choose missions against Criminal Elements
Freedom	Create a Planet and Rival on the planet. Add +2D6 to enemy numbers. When Rival is killed, character will retire.	Will travel to captive planet in 3D6 Chapters. On captive planet will always choose the Track task.

- When a character retires, choose one item from their inventory to keep. The rest is taken with the character. You cannot choose to keep an item if the item is the reason for the character to retire.
- If multiple characters are to retire in the same chapter, only one will retire. Add a D3 to the number of chapters the second retiring character waits. For example if 4 characters are retiring do this: 1st character retires, 2nd character retires D3 chapters, 3rd character retires 2D3 chapters, 4th character retires 3D3 chapters, etc... The only exception is if a character is retiring because of the Loyalty motivation, treat the two characters retiring as a single character in terms of determining multiple characters retiring in the same chapter.