

Motivation	Milestone	Leader Agenda
Wealth	Roll 10D6 at character creation. This is the amount of credits this character is trying to obtain. Every time the crew earns credits from a job, this character will take 1D3 from the pay. These credits will stay with this character and will be lost if they die. When the target number of credits is obtained, the character will retire.	Will always choose the highest paying mission.
Fame	At character creation, roll 6D3. 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 10D6. 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 Unity Forces and retire.	Will not flee from an Invasion. Will fight Invasion battles until character dies or Unity Victorious result for Galactic War Progress is achieved. When rolling for Galactic War Progress on this Planet, add +2 for each battle won against Invasion enemies.
Escape	On character creation, roll up 4D3 Rivals, include a Unique Individual for each rival. These are Persistent Rivals and will follow you to another planet. When checking Rival status, Roll a D10 and on a score of 1, one of these rivals arrive on the character's planet. 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	When assigned the Explore task, roll a D6. On a 6 this crew member has an offer too good to pass. This character goes on an adventure for 2D3 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 victorious. If they return they bring 3D6 credits, gain 2D3 experience, and 2 rolls on the Loot table. After surviving 4D3 adventures, they've seen enough and retire.	Will always choose the Explore Crew Task.
Truth	Whenever you gain a Story Point, roll a D10 for each Story Point gained. On a result of 10, this character has learned world shattering knowledge and will retire. Do not roll for Story Points at character creation.	Will always choose missions from Private Organizations.
Technology	At character creation, roll two pieces of Gear and two Gadgets. Re-roll duplicates. The character will seek this equipment. If the crew ever recovers this equipment, this character will take the equipment and hold on to it. It can not be used or traded or lost. Once the character has all four pieces, they will retire.	Will always choose the Trade Crew Task.
Discovery	At character creation, roll 6D6. This is the number of planets this character will need to visit. Once they have discovered their required number of planets, they will retire.	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	At character creation, randomly pick another crew member to be this character's friend. This character will follow them to the end of the galaxy. If the friended character ever retires, this character will retire too. If the	Will always choose missions from Persistent Patrons first. If there are multiple options, randomize choice.

	<p>friended character dies, this character will be unavailable for D6 chapters while grieving. When they are done grieving, they will earn the Revenge motivation against the enemy that killed their friend.</p>	
Revenge	<p>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.</p>	<p>Will always choose the Track Crew Task. The Rival's Planet can be tracked with the Track Crew Task. To find the planet, roll 1D6 plus the character's Savvy score and any credits spent. On a result of 10+ the crew locates the Rival's planet. Will travel to Rival's planet in 4D3 Chapters. Will always choose the Track task on Rival's planet to find Rival.</p>
Romance	<p>During Post Battle activities, roll a D10 for this character, if they are not in the injury bay. On a 10 they find the love of their lifetime and retire. On a 1, they fall in love with another crew member. This character now has the Loyalty motivation for another crew member.</p>	<p>Will always choose Explore Crew Task. On a roll of 16-18 or 22-24, this character falls in love and will retire.</p>
Faith	<p>Whenever a mission offered by a Secretive Group is completed successfully, roll a D10. On a 10 they have found their cult and retire.</p>	<p>Will always choose missions offered by Secretive Groups.</p>
Political	<p>Whenever a mission offered by Sector Government is completed, successfully, roll a D10. On a 10 they have been hired into the bureaucracy and retire.</p>	<p>Will always choose Sector Government missions first, Local Government missions second.</p>
Power	<p>When creating the character, roll 2D6 to choose which abilities the character needs to max out. For the first dice; 1-3 is Reactions and 4-6 is Toughness. For the second dice; 1-3 is Speed and 4-6 is Savvy. These two randomly picked abilities plus Combat</p>	<p>Will always choose the Train Crew Task.</p>

	Skill need to be maxed out and then the character will retire.	
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	At character creation, create a planet and Rival with a Unique Individual on the planet. Add +2D4 to enemy numbers every time the crew faces this enemy. Add +1 Luck and +1 Combat Skill and +1 Toughness to this Unique Individual. This character must eliminate this rival. When this is achieved, the character will retire.	Will always choose missions against Roving Threats. During post battle activities, roll a D100. If the number is less than the number of turns that have passed, this character will travel to the planet that they are trying to liberate on the following turn.

- 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.
- If you would like to keep this character from retiring, when they are set to retire, spend 5 Story Points to keep them around.