

## Master Traits Table

Positive Traits	Cost	Traits Possessed and Level
Alert	2	
<i>Alternate Identification</i>	2	
Ambidextrous	2	
Animal Empathy	1	
<i>Attractive</i>	1	
Brave	1	
Combat Sense	4	
<i>Commission **</i>	3	
<b>Contact</b>	<b>1-3</b>	
<b>Custom Vehicle *</b>	<b>1-6</b>	
EI Neural Implant	2	
<b>Exceptional Attribute</b>	<b>2</b>	
<b>Fast Learner</b>	<b>3</b>	
Fit	3	
<i>Glory</i>	<i>1-10</i>	
Good Hearing	1	
<b>Good Reputation</b>	<b>1-5</b>	
Good Vision	1	
Gravity Tolerance	1	
Gregarious	1	
Heir	2/4/6/8	
High Endurance	1	
Influence	**	
Ki Focus	8	
<i>Land Grant +</i>	<i>5-10</i>	
<b>Natural Aptitude</b>	<b>1-2</b>	
Night Vision	1	
<b>Owns Vehicle *</b>	<b>4</b>	
Pain Resistance	3	
Patience	1	
Patron	2/4/6/8/10	
<b>Phenotype (Elemental)</b>	-	
<b>Phenotype (Fighter Pilot)</b>	-	
<b>Phenotype (Mechwarrior)</b>	-	
Poison Resistance	1	
Prominence	0-10	
Promotion	++	
<i>Property</i>	<i>1-5</i>	
Proud Heritage	1-2	
<i>Rank</i>	<i>1-10</i>	
Sixth Sense	4	
<i>Special Contact</i>	<i>2/4/6/8</i>	
Special Item	1-4	
Stipend	2/4/6/8/10	
Tech Empathy	3	
Thick Skinned	1	
Title	5-10	
<b>Toughness</b>	<b>3</b>	
Unremarkable Appearance	1	
<b>Vehicle</b>	<b>1-10</b>	
<b>Wealth</b>	<b>1-10</b>	
Well Connected	2/4/6	
<b>Well Equipped</b>	<b>2/4/6/8</b>	

<b>Negative Traits</b>	<b>Value</b>	<b>Traits Possessed and Level</b>
Addiction	1-2	
Allergy	1	
Animal Antipathy	1	
<i>Bad Reputation</i>	1-5	
Blood Mark	1-5	
Clumsy	2	
Combat Paralysis	4	
Dark Secret	1-5	
<i>Demotion</i>	++	
<i>Dependants</i>	1-2	
Disabled	1-3	
<b>Enemy</b>	<b>1-3</b>	
Glass Jaw	3	
Greedy	1	
Gremlins	3	
Impatient	1	
<i>In for Life</i>	3	
Introvert	1	
<b>Lemon *</b>	<b>2</b>	
Life Debt	3	
Lost Limb	1/3/5	
Low Endurance	1	
Madness	1-4	
Night Blindness	1	
Poor Hearing	1-5	
Poor Vision	2/4/6	
<b>Poorly Equipped</b>	<b>1</b>	
<b>Poverty</b>	<b>1</b>	
Quirk	1-2	
Shameful Heritage	1-2	
<b>Slow Learner</b>	<b>3</b>	
<i>Special Enemy</i>	<b>2/4/6/8</b>	
Stigma	1-2	
Thin Skinned	1	
Timid	1	
Transit Disorientation Syndrome	1	
<i>Unattractive</i>	1	
Unhealthy	3	
<i>Unlucky</i>	2/4/6/8/10	

**Boldface** traits may only be acquired during character generation.

*Italicized* traits must be assigned to an identity if the character has any Alternate Identification traits.

Traits marked with a \* may only be taken with the Vehicle trait.

Traits marked with a \*\* may only be taken with the Rank trait. ( ++ Promotion/Demotion traits indicate increases and decreases in Rank during the Life Path process.)

+ traits may only be taken with the Title trait.

\*\* see Interstellar Players pg 117 for rules on this trait.