

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	
Contact	1-3	
Custom Vehicle *	1-6	
EI Neural Implant	2	
Exceptional Attribute	2	
Fast Learner	3	
Fit	3	
<i>Glory</i>	<i>1-10</i>	
Good Hearing	1	
Good Reputation	1-5	
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>	
Natural Aptitude	1-2	
Night Vision	1	
Owns Vehicle *	4	
Pain Resistance	3	
Patience	1	
Patron	2/4/6/8/10	
Phenotype (Elemental)	-	
Phenotype (Fighter Pilot)	-	
Phenotype (Mechwarrior)	-	
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	
Toughness	3	
Unremarkable Appearance	1	
Vehicle	1-10	
Wealth	1-10	
Well Connected	2/4/6	
Well Equipped	2/4/6/8	

Negative Traits	Value	Traits Possessed and Level
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	
Enemy	1-3	
Glass Jaw	3	
Greedy	1	
Gremlins	3	
Impatient	1	
<i>In for Life</i>	3	
Introvert	1	
Lemon *	2	
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	
Poorly Equipped	1	
Poverty	1	
Quirk	1-2	
Shameful Heritage	1-2	
Slow Learner	3	
<i>Special Enemy</i>	2/4/6/8	
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.