

Optional Rule: Traits.

Every member of your crew has a home, background and dreams. But what are they as people? At the beginning of crew generation, you may roll on the trait table.

Number	Trait	Description
1-20	Normal	This character has no extraordinary traits, and is for the most part stable and normal... Which may be an achievement in itself in the outer rim!
21-25	Cowardly	<i>A coward who survives must have something going for them.</i> This model gains +1 Luck. When this model is fired at, roll 1d6. On a 1, that model is stunned.
26-30	Bloodlust	<i>This one needs to see blood up close...</i> When brawling, add +1 to your hit and damage rolls. However, this model suffers a -1 to dice rolls when rolling to hit or wound with a ranged weapon. A 6 still counts as an automatic hit or wound.
31-35	Sharpshooter	<i>Right between those baby blues.</i> When this model rolls an unmodified roll of 6 to hit with a ranged weapon, this counts as an automatic wound, bypassing toughness and armour saves. However, if this model becomes the target of a brawl, this model becomes stunned, regardless of whether or not it has won or lost.
36-40	Gunslinger	<i>A man of singular focus.</i> When this model is armed only with ranged weapons with the trait <i>pistol</i> , this model gains +1 reaction, and counts its weapon as a melee weapon during a brawl.
41-45	Tinkerer	<i>Just a little bit more...</i> Every time this model goes into combat, choose one ranged weapon and roll 1d6. This weapon gains the following benefit for the next battle. 1- No effects. 2- +4 Range 3 +1 Shots 4 +1 Damage 5 - This weapon cannot perform the Panic Fire Action. 6 - For the next battle, this weapon is considered damaged.
46-50	Ruthless	When this model is deployed into a battle, enemy models have its max panic range reduced by 1, knowing that any

		<p>comrades they leave behind will be shown no quarter.</p> <p>However, if your crew hold the field, this model gains +1XP.</p>
51-55	Socialite	<p><i>A wink here, a kiss there. One wonders why this one even left the ballroom.</i></p> <p>When this model looks for a patron, add a +1 to the roll. However, if this results in finding a patron, this model takes 1 credit for itself.</p>
56-60	Paranoid	<p><i>They're coming for us man! You hear me?</i></p> <p>This model always performs the decoy action, even if the crew has no rivals. However, this model adds +2 to the rival status roll instead of 1, and gains +1XP if the crew has rivals on the current planet.</p>
61-65	Headhunter	<p>A professional bounty hunter, this model gains a +2 to any rolls to track down rivals, but must be paid 1 credit to do so.</p>
66-70	Studious	<p>When choosing the study action, this model may gain +2 XP instead of 1, but loses 1XP during a campaign turn in which it chooses to perform another action.</p>
71-75	Enterprising	<p>A phenomenal trader, this model may choose to roll on the trade table twice when trading during the campaign face. However, if this model may earn the crew additional credits, it takes 1 credit for itself as a "commission".</p>
76-80	Wanderlust	<p>This model always chooses to explore during the campaign turn. Where this model gains experience during this phase, double the amount.</p>
81-85	Stubborn	<p>This model can never bail on a mission. When this model would be wounded, roll 1d6. On a 1, this model ignores the wound.</p>
86-90	Impulsive	<p>Gain +1 reaction. However, if the reaction roll was a 1, this model acts on its own, gaining Aggressive AI for the rest of the turn.</p>
91-95	Ambitious	<p>This character is ambitious, hoping to become the captain of this group, one way or another!</p> <p>This character gains an additional +5 XP. However, if this character has two stats that are higher or equal to the captain, make a contested roll of combat +1d6.</p> <p>If this model wins, it becomes the new captain. If this model loses, it leaves the crew.</p>
96-100	Talented	<p>This model gains +10XP, but gains XP at a rate of 1 less than usual.</p>