

Advantages

Alertness (+2)

Alien Upbringing (+1)

Ally (+2 to +5)

Ambidexterity (+2)

Athletic Ability (+2)

Bold (+1)

Commendation (+1 to +3)

Contact (+1 to +3)

Curious (+1)

Department Head (+1 to +4)

Double-Jointed (+2)

Eidetic Memory (+3)

Enhanced Vision (+2)

Engineering Aptitude (+3)

Excellent Balance (+1)

Excellent Chemoreception (=1)

Excellent Hearing (+2)

Excellent Metabolism (+1)

Excellent Sight (+2)

Famous Incident (varies)

Favor Owed (+1)

High Pain threshold (+2)

Indomitable (+2)

Innovative (+1)

Language Ability (+2)

Mathematical Ability (+3)

Medical Remedy (varies)

Mixed Species Heritage (+6)

Multitasking (+2)

Night Vision (+2)

Patron (+2 to +4)

Pattern Recognition (+3)

Peripheral Vision (+1)

Promotion (+0 to +6)

Quick-Draw (+2)

Species Friend (+2 to +5)

Radiation Resistance (+1)

Rapid Healing (+1)

Resolute (+3)

Sense of Direction (+1)

Sense Of Time (+1)

Sexy (+2)

Shrewd (+1)

Strong Will (+2)

Synergy (+3)

Tactical Genius (+3)

Telepathic Resistance (+4)

Toughness (+1)

Weapon Master (+2 to +4)

Zero-G Training (+2)

Disadvantages

Argumentative (-1)

Arrogant (-1)

Bloodlust (-2)

Chronic Pain (-2)

Code of Honor (-2 to -5)

Compulsion (-1 to -5)

Dark Secret (-1 to -3)

Dependent (-2)

Fanatic (-2 to -3)

Greedy (-1)

Hedonist (-1)

Hides Emotions (-2)

Hypochondria (-1)

Impulsive (-1)

Intolerant (-1 to -3)

Low Pain Threshold (-2)

Medical Problem (-1 or -3)

Obligation (-1 to -3)

Obsessive Tendencies (-1, -3)

Pacifism (-1 to -5)

Phobia (-2 to -5)

Physically Impaired (-1 to -3)

Poor Chemoreception (-1)

Poor Hearing (-1)

Poor Sight (-2)

Rival (-1 to -3)

Slow Healing (-2)

Species Enemy (-3 to -5)

Stubborn (-1)

Sworn Enemy (-1 to -3)

Vengeful (-1 to -2)

Weak Will (-2)

Weakness (-2)

Zero-G Intolerance (-2)