

Star Trek ICON Master Advantage & Disadvantage List

Advantages

Alertness +2
 Alien Upbringing +1
 Ally +2 to +5
 Ambidexterity +2
 Artistic Talent +1@
 Asset (Varies)@
 Athletic Ability +2
 Battle-Hardened +3@
 Benefactor +2 to +5^
 Bold +1
 Cohort +2 to +6^
 Commendation +1 to +5
 Contact +1 to +3
 Contraband (Varies)#
 Cultural Flexibility +1@
 Curious +1
 Dataport +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
 False Identity (Deep Cover) +2#
 Famous Incident (Varies)
 Favor Owed +1
 Fighting Master +2&
 Guileful +1#
 Haven (Varies)#
 Hereditary Benefit (Varies)^
 High Pain Threshold +2
 Historical Aptitude +2%
 Indomitable +2*
 Innovative +1
 Language Ability +2
 Lightning Calculator +1@
 Line Officer +1 to +4@
 Mathematical Ability +3
 Medical Remedy (Varies)
 Mixed Species Heritage +6
 Multitasking +2
 Night Vision +2
 No Record +1#
 Organ Redundancy +2**
 Patron +2 to +4
 Pattern Recognition +3*
 Peripheral Vision +1
 Political Rank +2 to +6**
 Promotion +0 to +6
 Psionically Gifted +3@
 Quantum Sense +2%
 Quick-Draw +2
 Radiation Resistance +1*
 Rapid Healing +1
 Religious Rank +0 to +5**

Resistant +2 to +4@
 Resolute +3
 Scientific Genius +3@
 Security Clearance +1, +3, +5@
 Sense of Direction +1
 Sense of Time +1
 Sense of Time (Absolute) +2%
 Sexy +2
 Shrewd +1
 Sixth Sense +4@
 Species Friend +2 to +5
 Strong Will +2
 Synergy +3
 Tactical Genius +3
 Telepathic Resistance +4@
 Temporal Genius +4%
 Tolerance +2 to +4^
 Toughness +1* or +2
 Vessel (Varies)#
 Weapon Master +2 or +4
 Zero-G Training +2

Disadvantages

Addiction -1 to -3@
 Amnesia -2 or -4@
 Argumentative -1
 Arrogant -1
 Bad Reputation -2 or -4#
 Bloodlust -2
 Chronic Pain -2
 Clan Shame -1&
 Code of Honor -2 to -5
 ■ APC Code -3#
 ■ Code of D'Era -3^
 ■ Code of Fairness -2
 ■ Code of Fidelity -3^
 ■ Code of Honesty -2
 ■ Code of Ket-cheleb -3^
 ■ Code of the Mercenary -2#
 ■ Code of the Assassin -2#
 ■ Defender -3
 ■ Hippocratic Oath -2
 ■ Honor Among Thieves -2#
 ■ Klingon Code -4
 ■ Jem'Hadar Code -5**
 ■ Personal Honor -2^
 ■ Pirate's Code -2#
 ■ Pledge -2
 ■ Pra Thal Code -4#
 ■ Prime Directive -2
 ■ Starfleet Code -4
 ■ Vulcan Code
 The Centurion's Oath -5^
 Competitive -1@
 Compulsion -1 to -3
 Coward -2&
 Dark Secret -1 to -3
 Dark Secret Revealed -2 to -4^
 Dependent -2
 Diminished Social Status -1 to -3**

Divorced -1&
 Domineering -1@
 Duplicate -2 or -3%
 Exile -4**
 Expatriate -1 to -4@
 Fanatic -2 to -3
 Greedy -1
 Guilt -1@
 Hedonist -1*
 Hides Emotions -2
 Hypochondria -1
 Imprudent -1@
 Impulsive -1
 Inept -1@
 Intolerant -1 to -3
 Low Pain Threshold -2
 Marked Man -1 to -3**
 Medical Problem -1 or -3
 No Past -2%
 Obligation -1 to -3
 Obsessive Tendencies -1 or -3
 Outcast -1 to -4^
 Pacifism -1 to -5
 Phobia -2 to -5
 Physically Impaired -1 to -3
 Poor Chemoreception -1
 Poor Hearing -1
 Poor Sight -2
 Power Hungry -1 or -2^
 Prideful -1&
 Primitive -1 to -5%
 Reprimand -1@
 Rival -1 to -3
 Romantic Attachment -1 to -3**
 Shady Background -1 to -5**
 Shamed (Varies)&
 Slow Healing -2
 Species Enemy -3 to -5
 Stubborn -1@
 Suppressed Memory -2**
 Sworn Enemy -3 to -5
 Temporal Intolerance -1%
 Thrill-Seeker -1@
 Vengeful -1 to -2
 Wanted -1 to -4@
 Watched -2^
 Weak Will -2
 Weakness -2
 Wrongfully Accused -1 to -4@
 Zero-G Intolerance -2

List compiled by Steven A. Cook
 Last Update: June 1, 2001.

Notation: Source of Trait
 ^ Way of D'Era
 @ TNG Players' Guide
 # Raiders, Renegades, & Rogues
 % All Our Yesterdays
 & Among the Clans
 * Star Trek RPG Core Book
 ** DS9 RPG Core Book