

Traits & Provisions

Posted by stark - 13 Feb 2013 19:57

Traits are specialized skills that you have to acquire in the game. Traits offer the unique benefit of obtaining prestige in different ways. Traits are purchased with prestige and their overall values are tied directly to your provision.

Each trait can be raised by 5% per 1k prestige up to a total of the level of your trainer. The trainer is a player or NPC who has the appropriate skill and can train up to their skill level. You do pay prestige for training however it does not go to the trainer. In order for a trainer to train over skill levels 60% and higher they must have the teacher perk.

journalism 800p

zero gravity 1000p

crafting 1200p

cooking 1000p

water processing 1000p

martial arts 1000p

gunnery 1000p

demolitions 1000p

language 1000p

accounting 800p

psychology 1000p

geology 1000p

corporate law 1200p

headware 1200p

cybertechnology 1200p

biotechnology 1600p

electronics 1000p

programming 1000p

refining ore 2000p

corporate etiquette 1000p

business etiquette 800p

religion 800p

organized crime 800p

negotiation 1000p

leadership 1200p

interrogation 1200p

athletics 800p

pharmaceutical 2000p

electrical engineering 1500p

Provisions

Provisions introduce general levels of your health. It is rated 1-10 where 1 you are extremely thirsty and hungry and 10 where you are fully fed and hydrated. your provision rates decay at a rate of one point a day. People with higher endurance begin with more provision points the rate is:

Low 10

Med 11

hgih 12

to restore your provision level you have to purchase processed water or food IC. standard food will resupply your rating back up here is a list of examples:

low grade water 1 point

mid grade water 3 points

high grade water 6 points

low grade food 1 point

mid grade food 2 points

high grade food 3 points

delicacies of mars food 4 points

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