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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

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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

Generated: 14 November, 2025, 06:06 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

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delicacies of mars food 4 points