**Traits Worksheet**

**Absent-Minded**

This Sim will sometimes forget whatever he or she was doing. This results in the current command being canceled, and the Sim skipping it in the queue. Sims will be struck with this even if Free Will is off. You'll need to babysit your Absent-Minded Sims very closely to make sure they're not skipping an incredibly important command, such as going to work.

This trait is incompatible with Perceptive.

**Adventurous**

Increases XP gain for completing quests while on vacation, and decreases the amount of time it takes for a Sim to go on another vacation after returning from one. If you want a lot of rewards abroad, this is the way to go, but remember that going on vacations is a little expensive. To truly take advantage of an Adventurous Sim, you'll probably need some cash in your bank account.

This trait is compatible with all others.

**Ambitious**

Increases the job performance rate, leading to faster promotions. However, a debuff is applied if the Sim cannot get promoted as quickly as he wants to. Good for conventional jobs, but a poor choice for self-employment.

This trait is compatible with all others.

**Angler**

Increases the XP rate for fishing, as well as the quality of the fish that are caught.

This trait is compatible with all others.

**Animal Lover**

Increases the relationship rate for interacting with all animals, but less so than the Cat Person, Dog Person, or Equestrian traits. This also allows some special social interactions with animals that are otherwise locked.

This trait is incompatible with Cat Person, Dog Person, and Equestrian.

**Artistic**

Increases the XP rate and quality of all creative outlets, including music, writing, and artwork, but less so than the Bookworm or Virtuoso traits. Good for self-employed Sims who are freelance writers or musicians.

This trait is incompatible with Can't Stand Art.

**Athletic**

Increases the XP rate of the Athletic skill and allows the Sim to work out for longer periods of time. Good for any job requiring athletics, such as the military or professional athlete career tracks.

This trait is incompatible with Couch Potato.

**Bookworm**

Increases the XP rate of the Writing skill, and allows better-quality books to be written in less time. Also decreases the amount of time the Sim needs to read to finish a book. Having this skill allows a Sim to read his way through any skill book fairly quickly, making it pretty useful for Generation 1 Sims.

This trait is compatible with all others.

**Born Salesman (or Born Saleswoman)**

Increases cash made from sales of items to the Consignment Store. This is a great trait for any Sim who is getting into Inventing, Sculpting, or Alchemy.

This trait is compatible with all others.

**Brave**

Allows the Sim to quickly extinguish fires or fight burglars, causing them to panic less and react faster than Sims without this trait. Fantastic for the Firefighter profession, but not very important for the police career track due to that career being autonomous.

This trait is incompatible with Coward and Loser.

**Brooding**

Occasionally strikes the Sim with the need to brood, which is done by a self-interaction. The brooding commands allows the Sim to regain a little in the social meter even when no one is around. If the Sim is allowed to brood uninterrupted for a few hours, he'll gain a buff.

This trait is incompatible with Excitable.

**Can't Stand Art**

Applies a debuff when the Sim is near artwork, especially in the art museum. Sims with this trait need to have stripped down decorated homes. However, because the trait does not apply a buff when the Sim is away from art, its use is limited.

This trait is incompatible with Artistic and Savvy Sculptor.

**Cat Person**

Increases the relationship gain rate between the Sim and any cat, and applies a buff when cats are nearby.

This trait is incompatible with Animal Lover, Dog Person, and Equestrian.

**Charismatic**

Increases the chance any social interaction will pass, and slightly increases the effect (such as relationship gain) from any such interaction. Also increases the XP gain rate of the Charisma skill. Good for careers dependent on socialization, such as the politics career track.

This trait is incompatible with Loser, but is strangely not incompatible with Shy.

**Childish**

Increases the relationship gain rate of toddlers and children, and unlocks special interactions with some objects. However, because the Sim is childish, his Fun meter depletes faster and takes a bit longer to fill.

This trait is incompatible with Dislikes Children.

**Clumsy**

Unlocks special animations showing the Sim messing up daily life, with some especially unique animations for special moments such as marriage. Depending on the animation, this may apply a weak debuff as the Sim recovers from the situation.

This trait is incompatible with Natural Born Performer.

**Committment Issues**

This Sim will frequently get Wants to change jobs or relationships, and possibly gain debuffs if you don't. It keeps life exciting and fresh, but can make long-term planning tough.

This trait is incompatible with Hopeless Romantic.

**Computer Whiz**

Reduces the chance a computer will break after use, and reduces the time needed to fix one. Applies a buff while the Sim is using the computer, and unlocks a special "Hack" interaction.

This trait is incompatible with Technophobe.

**Couch Potato**

Applies a buff when the Sim is watching TV or playing videogames, and increases the amount of fun derived from those activities. Applies a debuff when the Sim is doing anything athletic, and reduces the amount of time the Sim can work out before getting tired.

This trait is incompatible with Athletic, Disciplined, and Technophobe.

**Coward**

Causes the Sim to refuse to fight fires or burglars, and increases the duration and intensity of the automatic "Panic!" action when a disaster is happening.

This trait is incompatible with Brave, Daredevil, Natural Born Performer, and Supernatural Fan.

**Daredevil**

Applies a buff when the Sim is doing anything intense, especially being around or on fire. Changes many interactions to an "extreme" version (such as "Take Extreme Shower Until Extremely Clean"), but this does not affect animations or interactions at all.

This trait is incompatible with Coward.

**Disciplined**

Increases the XP rate of the Martial Arts skill.

This trait is incompatible with Couch Potato.

**Dislikes Children**

Reduces the relationship gain rate with toddlers and children, and applies a debuff when a toddler or child is nearby. This applies to the Sim's own kids, so this Sim will have a tough time being a parent.

This trait is incompatible with Childish, Family-Oriented, and Nurturing.

**Diva**

Adds a host of self-interactions that allow the Sim to compliment herself, slightly increasing the fun or social meters even without another Sim around. Gains a buff when the social situation favors the diva, and gains a buff when the Sim has caused some sort of anti-social situation. (In other words, the Sim gains a buff when he or she is the center of attention.)

This trait is compatible with all others.

**Dog Person**

Increases relationship gain rate with all dogs, and applies a buff when a dog is nearby. The gain is stronger than in the Animal Lover trait, but applies only to dogs and not the other animals.

This trait is incompatible with Animal Lover, Cat Person, Equestrian.

**Dramatic**

Adds special animations, buffs, and debuffs when the Sim experiences certain everyday interactions. All effects are minor, but can add some variety to families.

This trait is compatible with all others.

**Easily Impressed**

Applies a buff when any Want is fulfilled. Increases the relationship gain rate when this Sim is the target of positive one-way social interactions (such as being told a joke or being bragged to). A Sim with this trait will always accept a "Brag About" social interaction.

This trait is incompatible with Snob.

**Eccentric**

Increases the XP gain rate of the Inventing skill. Also increases the chance an invention will be created successfully, and that a new invention type will be unlocked as a result.

This trait is compatible with all others.

**Eco-Friendly**

Applies a buff when the Sim is carpooling, riding a bike, recycling his trash, growing his own food, and so on. Applies a debuff when the Sim drives somewhere or takes a taxi by himself, wastes food, or takes a bath (because it's a waste of water).

This trait is incompatible with Hates the Outdoors.

**Equestrian**

Increases the relationship gain rate with horses, and applies a buff when a horse is nearby. The gain is stronger than the Animal Lover trait, but applies only to horses and not other animals.

This trait is incompatible with Animal Lover, Cat Person, and Dog Person.

**Evil**

Applies a buff when the Sim does any negative social interaction to another Sim, and has several special negative social interactions as well. Also removes the debuff if the Sim is in an unlit room.

This trait is incompatible with Good.

**Excitable**

Increases the effects of all buffs, with no effect on debuffs. A great all-around trait, especially if you can fulfill Wants regulartly.

This trait is incompatible with Brooding and Grumpy.

**Family-Oriented**

Increases the relationship gain rate with any related Sims (interations with unrelated Sims are unaffected either way). Sims with this trait also have wants that revolve around related Sims, and rarely have wants that would encourage them being unfaithful.

This trait is incompatible with Dislikes Children, but not Committment Issues. However, a Sim with Family-Oriented and Commitment Issues tends to want to divorce and remarry, making it a challenge to raise kids.

**Flirty**

Greatly increases the chance that any flirt-type social interaction will pass. It's best for Sims looking to have many romantic prospects, but it's workable with a spouse too.

This trait is incompatible with Shy and Unflirty.

**Friendly**

Increases the relationship gain rate with all Sims (including animals), and slows the relationship decay rate. Pairing Friendly and Charisma will allow a Sim to keep dozens of friends without much effort.

This trait is incompatible with Mean Spirited.

**Frugal**

Allows the Sim to clip coupons from the newspaper, allowing them to save money when shopping at stores (though not in Buy Mode). It's not a good trait in the long-term, but for Generation 1 Sims, it may help them get off the ground faster.

This trait is compatible with all others.

**Gatherer**

Increases the chance the Sim will find rare ores, gems, insects, and other collectables around the town. Works great with Werewolves, increasing the quality of their hunts.

This trait is compatible with all others.

**Genius**

Increases the XP gain rate for the Logic skill. Remember that a high Logic skill also increases the speed of learning other skills, so a Sim with Genius indirectly can learn all skills faster than normal. Pairing Genius with Bookworm and spending all your time in the library will let you gain skills through books alone in record time.

The Genius trait also increases the chance a Sim will win a game of chess, and increases his take from a successful hack at a computer (if the Sim is also has the Computer Whiz trait).

This trait is compatible with all others.

**Good**

Applies a buff when this Sim does any good-natured action, especially social interactions. The Sim also gains a few special social interactions, including one that can cancel another Sim's debuffs (in the form of comforting them). Sims with the Good-trait are the ultimate team players, best used for families.

This trait is incompatible with Evil.

**Good Sense of Humor**

Greatly increases the chance the Sim's joke social interactions pass (unless the target has the No Sense of Humor trait). There is no direct correlation with an increase of the relationship gain, but with Good Sense of Humor, your Sim can tell jokes and gain it pretty fast that way. Especially paired with Charismatic and/or Friendly, you can make friends pretty quickly.

This trait is incompatible with No Sense of Humor.

**Great Kisser**

Greatly increases the chance of any kiss-type social interaction is accepted, even early in the relationship. When paired with Flirty or Hopeless Romantic, a Sim can get anyone in the mood for Woo Hoo pretty rapidly.

This trait is compatible with all others.

**Green Thumb**

Increases the speed and quality of the Sim's gardens, and allows the Sim to revive dead plants. Sims without this trait can buy the Super Green Thumb Human lifetime reward to offset it if necessary, but Sims with the trait can garden well pretty much from the beginning.

This trait is compatible with all others, including Hates the Outdoors for some reason.

**Grumpy**

Increases the negative effect of all debuffs; buffs are unaffected. That means these Sims are often in a bad mood and have a tough time staying happy, indirectly hurting their job performance at conventional careers. This is a negative-only trait, to be used when you want a challenge.

This trait is incompatible with Excitable and Hot-Headed.

**Handy**

Increases the XP gain rate of the Mechanical skill, decreases the chance objects break at all, and decreases the time it takes to upgrade or repair objects. Also makes the Sim unable to die by electrocution while standing in a puddle.

This trait is compatible with all others.

**Hates the Outdoors**

Applies a debuff whenever this Sim is outdoors. The debuff is moderate strength, so it's tough to ignore it. Definitely a challenge, this makes farming or firefighting incredibly difficult, though not impossible.

This trait is incompatible with Eco-Friendly and Loves the Outdoors.

**Heavy Sleeper**

Allows the Sim to sleep through emergencies, for better or worse. Sims with the Heavy Sleeper trait also snore, which can bother their bed partner if he or she is a Light Sleeper. Despite the in-game description of this trait, the Sim will still wake up when the alarm clock rings.

This trait is incompatible with Light Sleeper.

**Hopeless Romantic**

Increases the chance that all romantic-type interactions are accepted, and the chance that this Sim will accept others' romantic-type interactions. Paired especially with Great Kisser, the Sim will be able to get any Sim ready for Woo Hoo in a short amount of time.

Hopeless Romantic Sims are not inclined either way to prefer many Sims or only a single Sim. If you pair Hopeless Romantic with Family-Oriented, this Sim will probably want to have many romantic moments with his or her spouse. If you pair Hopeless Romantic with Flirty, this Sim will try to bed the entire town.

This trait is incompatible with Commitment Issues.

**Hot-Headed**

Causes the Sim to get angry quickly when unhappy. That means when any debuff is present, this Sim is quicker to use aggressive negative social interactions. This one can be a lot of fun paired with Disciplined and Evil, allowing the Sim to basically just pick fights all day long for his own amusement.

This trait is incompatible with Grumpy.

**Hydrophobic**

Applies a debuff when the Sim is swimming. Sims who are bathing or dealing with broken plumbing objects are unaffected.

This trait is compatible with all others.

**Inappropriate**

Applies a buff when the Sim upsets another Sim, and tends not to dress in their formal attire even for formal parties. This Sim is a jerk, but enjoys being a jerk, so the trait is a net positive one even if relationships become a little tougher as a result.

This trait is incompatible with Proper.

**Insane**

This Sim exhibits unpredictable behavior, including wearing whatever outfit he wants to regardless of the situation. This Sim also gains the "Talk to Self" self-interaction, providing a Social meter boost even when no one else is around.

This trait is compatible with all others.

**Kleptomaniac**

This Sim gains the ability to steal anything from any lot as long as no one else is looking. This is a great way to earn some cash early, and there are never any long-term penalties from doing so (no jail sentences or anything like that). However, because being a thief is a lonely job by its nature, it will be tough for a Kleptomaniac to have tons of loot and tons of friends; likely, it'll be one or the other.

This trait is compatible with all others, even Good.

**Light Sleeper**

In theory, this Sim will wake up faster and react better to anything that interupts his sleep, whether that means the alarm clock or the burglar. In practice, it seems to make little difference, although the Light Sleeper may suffer if he or she is sleeping with a Heavy Sleeper.

This trait is incompatible with Heavy Sleeper.

**Loner**

Applies a buff when the Sim is by himself, and applies a debuff when many others are around. This also slightly increases the relationship decay until the target is a friend, meaning friendships are pretty tough to maintain with more a few others. You can pair Loner with Charismatic and/or Friendly to slightly offset the penalties, but a Lonely Sim will always prefer their friends with quality over quantity.

This trait is incompatible with Party Animal and Social Butterfly.

**Loser**

Increases the chance this Sim will lose at any contest, including games and fights. When paired with Unlucky, this Sim is in for a really tough life.

This trait is incompatible with Brave and Charismatic.

**Loves the Cold**

Increases the amount of time this Sim can stay outside in cold weather without drawing a debuff or freezing solid (thus possibly delaying death). Requires The Sims 3 Seasons to be installed.

This trait is compatible with all others.

**Loves the Heat**

Increases the amount of time this Sim can stay outside in hot weather without drawing a debuff, suffering sunburn, or spontaneously combusting. Does not affect the length of time the Sim needs to stay outside to draw the "Bronze" buff for having a tan. Requires The Sims 3 Seasons to be installed.

This trait is compatible with all others.

**Loves the Outdoors**

Applies a buff whenever the Sim is outside. Great when paired with Green Thumb.

This trait is incompatible with Hates the Outdoors.

**Lucky**

Occasionally applies a 24-hour "Lucky Day!" buff when the Sim wakes up. Increases the chance the Sim succeeds at any game or contest. Increases the chance of having good loot from a tomb while abroad.

This trait is incompatible with Unlucky.

**Mean Spirited**

Increases the effect of negative social interactions, and applies a buff when a Sim becomes a new enemy. Applies a buff when in a fight, and greatly increases the chance of winning the fight. When paired with Disciplined and a high Martial Arts skill level, it makes the Sim almost invincible. Left to his own devices however, this Sim will have a tough time making friends.

This trait is incompatible with Friendly.

**Mooch**

Allows the Sim to take food from his neighbors without it being flagged as inappropriate behavior. Also allows the Sim to beg neighbors for change, a social interaction that usually succeeds.

This trait is compatible with all others.

**Natural Born Performer**

Greatly increases the quality of the Sim's performance when performing as a magician, acrobat, or singer. Does not directly increase the amount of money made, but because the quality of performances are greater, you'll see cash come a little faster. Does not apply any changes to performing for tips.

This trait is incompatible with Clumsy and Coward.

**Natural Cook**

Increases the XP gain rate of the Cooking skill, decreased the time it takes to learn a new recipe from a book, and prevents the Sim from burning down the kitchen even if he or she has zero Cooking skill. All meals made by the Sim are slightly better quality as well.

This trait is compatible with all others.

**Neat**

Applies a debuff whenever anything near them is dirty, but allows them to clean even when in a bad mood. This Sim also never leaves a mess when doing an action, such as leaving a puddle on the ground after a shower.

This trait is incompatible with Slob.

**Neurotic**

Applies a debuff randomly if the Sim worries about whether an object is in a particular state (such as worrying about whether he turned off the sink). Applies a buff when the debuff is fixed (such as checking the sink). This Sim may also interrupt his current action to check an object, even with Free Will off.

You'll need to babysit these Sims carefully. Pairing Neurotic with Absent-Minded will cause a Sim to have some serious disadvantages in getting anything done. If you really want a Sim to be useless, pair those two with Unlucky, Clumsy, and Loser as well.

This trait is compatible with all others.

**Never Nude**

This Sim wears his or her bathing suit whenever showering or bathing. It must make Woo Hoo pretty tough!

This trait is compatible with all others.

**Night Owl**

This Sim gains a buff when staying awake past 10pm, and will draw a debuff if he wakes up before 10am. The text description of the trait is a little misleading: the Sim will still naturally want to wake up at 6am unless a job dictates otherwise, regardless of the presence of this trait. You can offset the debuff by just immediately sending the Sim back to bed.

This trait is compatible with all others.

**No Sense of Humor**

This Sim will always reject another Sim's joke-type social interactions, even from a Sim with the Good Sense of Humor trait. This isn't a tough penalty to overcome, as there are plenty of other ways to increase relationship meters. However, this Sim will find it tough to be friends with a Party Animal or Daredevil when left to the AI.

This trait is incompatible with Good Sense of Humor.

**Nurturing**

Increases the rate when this Sim teaches a toddler to pee, walk, or talk. When this Sim assists in helping a crying baby, this slightly decreases the decay of the baby's meters. Fantastic trait to be paired with Family-Oriented.

This trait is incompatible with Dislikes Children.

**Over-Emotional**

Increases the effects and durations of all buffs and debuffs, causing the Sim's overall mood to wildly swing in both directions. If you can maintain happiness, this trait becomes a net positive; if you can't, it becomes a net negative. Good for challenging yourself, if you want to try to be as efficient as possible.

This trait is compatible with all others.

**Party Animal**

Increases the chance Sims will show up to any party this Sim throws, and increases the quality and final score of the party. Best when paired with a positive social trait, such as Friendly or Charismatic, to allow the Sim to gain many friends rapidly.

This trait is incompatible with Loner and Shy.

**Perceptive**

Increases the chance that stakeouts, investigations, and other actions relating to the Detective profession turn out right.

This trait is incompatible with Absent-Minded.

**Perfectionist**

Increases the time it takes to create or make anything (writing, painting, cooking, sculpting, etc.), but increases the quality and value as well. Usually this trait will offset the time benefit of a creation-type trait. For example, a Sim normally writes a book faster with the Bookworm trait. However, a Sim with both Bookworm and Perfectionist tends to take as long as -- or longer -- to write a book, but the value will be much higher. Pairing Perfectionist this way is like booming in a real-time strategy game: it takes you a while to get going, but once you do, the rewards are great.

This trait is compatible with all others.

**Photographer's Eye**

Increases the XP gain rate of the Photography skill, and increases the value of any pictures taken.

This trait is compatible with all others.

**Proper**

Adds a few special social and self interactions. Draws a debuff when other Sims in the area are behaving against what this Sim considers "proper," including if others are being mean.

This trait is incompatible with Inappropriate and Slob.

**Rebellious**

Sort of a soft version of Commitment Issues, this Sim enjoys doing things that are antisocial, including cheating on committed relationships. When a teen has this trait, it greatly increases the chance they'll want to do pranks. Good trait to be paired with Evil or Kleptomaniac.

This trait is incompatible with Schmoozer.

**Savvy Sculptor**

Increases the XP gain rate of the Sculpting skill, and increases the value of any sculptors made. Also greatly decreases the chance that a sculpture will fail, even with a Sculpting skill of zero.

This trait is incompatible with Can't Stand Art.

**Schmoozer**

Increases the chance that all compliment-type social interactions are accepted, and increases the relationship gain rate when your job strategy is set to "Meet/Befriend Co-Workers" or "Suck Up To Boss."

This trait is incompatible with Rebellious.

**Shy**

Applies a debuff when many Sims are nearby, and decreases the relationship gain rate until the target is a friend. When paired with Loner, it becomes extremely difficult to make more than a half-dozen friends, and almost impossible to maintain them. Good for Sims who work in conventional jobs that don't require many friends, and great for Sims who are self-employed except for musicians.

This trait is incompatible with Flirty, Party Animal, and Social Butterfly.

**Slob**

Removes the debuff for filthy surroundings, but does not necessarily give a buff. A Slob Sim will always leave a mess behind when doing an action, such as making a puddle when stepping out of the shower. A Slob will make life tough on a Neat Sim, but if a house is full of Slobs, they may be relatively happy in their filth. Just don't expect too many neighbors to come over for parties!

Consider pairing Slob with Eccentric and Evil (and maybe Genius and Loner too) for that perfect mad scientist bent on dominating the neighborhood with robots.

This trait is incompatible with Neat and Proper.

**Snob**

Increases the chance this Sim will accept a compliment, and greatly decreases the chance this Sim will perform a compliment on their own. Applies a buff with the Sim gets top-level items. Good for role-playing purposes when paired with No Sense of Humor.

This trait is incompatible with Easily Impressed.

**Social Butterfly**

This Sim loves talking all the time, and gains a buff when the subject is on him or her. This buff is easily influenced: even if the Sim is asked what his or her career is, the buff will apply.

This trait is incompatible with Loner and Shy.

**Star Quality**

Increases the relationship gain rate with celebrities, and increases the star power gain rate once this Sim is a celebrity himself.

This trait is compatible with all others.

**Supernatural Fan**

Applies a buff when the Sim is around any Supernatural race. Increases the chance the Sim will accept a private reading from a fortune teller, and have a good reading.

This trait is incompatible with Coward and Supernatural Skeptic.

**Supernatural Skeptic**

Applies a debuff when the Sim is around any Supernatural race. Decreases the chance the Sim will accept a private reading from a fortune teller.

This trait is incompatible with Supernatural Fan.

**Technophobe**

Reduces the amount of fun derived from any electronic device, and increases the chance it will break after use. Slightly increases the fun derived in all other ways, however. Not a bad trait for a farmer or anyone else who is spending most of his time outside and away from electronics.

This trait is incompatible with Computer Whiz and Couch Potato.

**Unflirty**

Increases the chance that this Sim will reject any flirt- or romantic-type social interaction from another Sim, and reduces the chance this Sim will perform such action on his own. However, the Sim is not against dating or marriage; it simply takes a bit more effort to step into the "lover" mindset.

This trait is incompatible with Flirty, but not Hopeless Romantic. A Sim with both Unflirty and Hopeless Romantic is like the stereotypical naive nerd girl from stupid romantic comedy movies.

**Unlucky**

Occasionally applies a 24-hour "Unlucky Day" debuff when the Sim wakes up. Increases the chance the Sim will lose at games, contests, and fights.

This trait is incompatible with Lucky.

**Vegetarian**

Changes a Sim's diet to eat only organic, meat-less meals. Applies a debuff if the Sim eats meat for any reason. Slightly increases the final lifespan of the Sim in the elder life stage.

This trait is compatible with all others.

**Vehicle Enthusiast**

Applies a buff when the Sim is riding in his preferred vehicle.

This trait is compatible with all others.

**Virtuoso**

Increases the XP gain rate for all instruments, increases the chance that any Sim listening to their song will give them a tip, and increases the amount of those tips. Perfect for freelance musicians.

This trait is compatible with all others.

**Workaholic**

Applies a debuff if the Sim is late for work or misses for any reason other than maternity leave. However, the Sim can also use a computer to work from home at any time, giving him some extra cash. Sims with this trait also take longer before they get stressed out.

This trait is compatible with all others.

**Human Physical Traits (28)**

Human Phenotypes and Genotypes

Number of Chromosomes : 22 autosomal + X + Y

Number of base pairs: approximately 3 billion DNA base pairs

Estimated number of genes: 20,000–25,000 genes.

We are all very close to being the same:

Only about two base pairs in 1000 are different

Two of every type of chromosome.

One from each parent.

Two genes for every trait.

One from each parent.

Genotypes:

People can have two genes of the same type for a trait or two genes of different types for a trait.

Heterozygous – having two genes of the same type for a trait eye color: 2 brown

Homozygous – having two genes of different types for a trait. eye color: one brown and one blue

1. Cleft in the Chin

Absence of a cleft is dominant and may be either homozygous or heterozygous.

The presence of a cleft is recessive and represents a homozygous condition.

Phenotype: Genotype:

2. Hair Curl

Curliness of hair works like incomplete dominance.

Curly is homozygous.

Wavy is heterozygous.

Straight is homozygous.

Phenotype: Genotype:

3. Hairline

A widow’s peak is dominant and may be either homozygous or heterozygous.

A straight hairline is recessive and homozygous.

Phenotype: Genotype:

4. Dimples

Dimples are dominant and homozygous or heterozygous.

Absence of dimples is recessive and homozygous.

Phenotype: Genotype:

5. Earlobes

Definite free earlobes are dominant and homozygous or heterozygous.

Attached earlobes are recessive and homozygous.

Phenotype: Genotype:

6. Freckles on Cheeks

Freckles are dominant and homozygous or heterozygous.

Lack of freckles is recessive and homozygous.

Phenotype: Genotype:

7. Nose

Roman – A nose with a bump is dominant.

Straight – A nose without a bump is recessive.

Phenotype: Genotype:

8. Shape of the face. (Many different genes)

Oval shape is dominant .

Square shape is recessive

Phenotype: Genotype:

To show recessive traits the genotype has to homozygous.

Homozygous means that both alleles for a trait are the same.

9. Eye Color (Two or more genes)

1st Gene (if brown can mask second gen

Brown is dominant over all

Blue is recessive

2nd Gene

Green is dominant

Blue is recessive

Phenotype: Genotype:

10. Hair Color (Two or more genes)

1st Gene (if black can mask other genes)

Dark is dominant

Less Dark is recessive

2nd Gene

Red is dominant

Blond is recessive

Phenotype: Genotype:

11. Hitch-hiker’s Thumb

A thumb that is straight when fully bent back is dominant and is either homozygous or heterozygous.

A thumb in which the segment furthest from the hand forms an angle with the closer segment is recessive and homozygous.

Phenotype: Genotype:

12. Mid-digital Hair

The presence of hair on the back of the middle joint of the fingers is dominant and is either homozygous or heterozygous.

The absence of hair on the back of the middle joint of the fingers is recessive and homozygous.

You will need to look carefully as the hair can be very fine, particularly in women.

Phenotype: Genotype:

13. Eyelash Length

Long eyelashes are dominant and homozygous or heterozygous.

Short eyelashes are recessive and homozygous.

Phenotype: Genotype:

14. Tongue Rolling

The ability to roll the tongue, side edges up, is a dominant trait and is either homozygous or heterozygous.

The inability to roll the tongue is recessive and homozygous

Phenotype: Genotype:

15. Tongue Folding

The ability to fold the tip of the tongue backwards, without touching the roof of the mouth, is recessive and homozygous.

The inability to fold the tongue as described is dominant and is either homozygous or heterozygous.

Phenotype: Genotype:

16. Bent Little Finger

In the dominant condition the center line of the end segment of the little finger bends slightly towards the ring finger. It is either homozygous or heterozygous.

A perfectly straight little finger is recessive and homozygous.

Phenotype: Genotype:

17. Interlaced Fingers

Fold your hands together, interlacing the fingers. Now look at your thumbs.

Left over right is dominant and either homozygous or heterozygous.

Right thumb over left is recessive and homozygous.

Phenotype: Genotype:

18. Index Finger length

The trait for a short index finger is a sex-influenced characteristic which means, in this case, that it is dominant in males and recessive in females. The gene for long index finger is dominant in females.

Phenotype: Genotype:

19. Big Toe Length

The dominant trait is a big toe that is shorter in comparison to the 2nd toe. When the big toe is longer than the 2nd toe, this is a manifestation of the homozygous recessive.

Phenotype: Genotype:

20. Hair on the Back of the Hand

Hair on the back of the hand is dominant and either homozygous or heterozygous.

Hairless hands are recessive and homozygous.

Phenotype: Genotype:

21. Number of the Palmar Tendons

Two tendons in both wrists is dominant. It is either homozygous or heterozygous.

The appearance of a third tendon, even in just one wrist, is recessive and homozygous.

Phenotype: Genotype:

Clench the fist tightly and flex the hand. Feel the tendons in the wrist. You should be able to distinguish two, perhaps even three. Do this for both wrists. One wrist might have two tendons, the other three.

22. Size of Nose (works like incomplete dominance)

Large is more than 38% of face length and homozygous.

Medium is about 1/3 of face length and heterozygous.

Small is less than 31% of face length and homozygous.

Phenotype: Genotype:

23. Size of Ears (works like incomplete dominance)

Large ears are 38% or more of the face length and homozygous.

Medium sized ears are about 1/3 of the face length and heterozygous.

Small ears are 31% or less of face length and homozygous.

Phenotype: Genotype:

24. Width of Mouth (works like incomplete dominance)

A wide mouth is 95% or more of interpupillary distance and is homozygous.

A medium mouth is 70%-90% of interpupillary distance and is heterozygous.

A small mouth is 65% or less of interpupillary distance and is homozygous.

Try not to smile when being measured.

Phenotype: Genotype:

25. Eye Size (Assume incomplete dominance)

Large eyes (>30mm, corner to corner) are homozygous.

Medium eyes (26-30mm, corner to corner) are heterozygous.

Small eyes (<26mm, corner to corner) are homozygous.

Phenotype: Genotype:

26. Reaction Time

One student drops a ruler vertically between the thumb and finger of another student. The second student catches it. Best out of three drops. Record the drop in centimeters.

Phenotype: Genotype:

27. Hand span

Thumb to pinkie finger in centimeters.

Phenotype: Genotype:

28. Blood Types

A is dominant over O

B is dominant over O

A and B are co-dominant

Phenotype: Genotype:

**Personality Traits (638)**

Positive Traits (234 = 37%)

1. Accessible

2. Active

3. Adaptable

4. Admirable

5. Adventurous

6. Agreeable

7. Alert

8. Allocentric

9. Amiable

10. Anticipative

11. Appreciative

12. Articulate

13. Aspiring

14. Athletic

15. Attractive

16. Balanced

17. Benevolent

18. Brilliant

19. Calm

20. Capable

21. Captivating

22. Caring

23. Challenging

24. Charismatic

25. Charming

26. Cheerful

27. Clean

28. Clear-headed

29. Clever

30. Colorful

31. Companionly

32. Compassionate

33. Conciliatory

34. Confident

35. Conscientious

36. Considerate

37. Constant

38. Contemplative

39. Cooperative

40. Courageous

41. Courteous

42. Creative

43. Cultured

44. Curious

45. Daring

46. Debonair

47. Decent

48. Decisive

49. Dedicated

50. Deep

51. Dignified

52. Directed

53. Disciplined

54. Discreet

55. Dramatic

56. Dutiful

57. Dynamic

58. Earnest

59. Ebullient

60. Educated

61. Efficient

62. Elegant

63. Eloquent

64. Empathetic

65. Energetic

66. Enthusiastic

67. Esthetic

68. Exciting

69. Extraordinary

70. Fair

71. Faithful

72. Farsighted

73. Felicific

74. Firm

75. Flexible

76. Focused

77. Forecful

78. Forgiving

79. Forthright

80. Freethinking

81. Friendly

82. Fun-loving

83. Gallant

84. Generous

85. Gentle

86. Genuine

87. Good-natured

88. Gracious

89. Hardworking

90. Healthy

91. Hearty

92. Helpful

93. Herioc

94. High-minded

95. Honest

96. Honorable

97. Humble

98. Humorous

99. Idealistic

100. Imaginative

101. Impressive

102. Incisive

103. Incorruptible

104. Independent

105. Individualistic

106. Innovative

107. Inoffensive

108. Insightful

109. Insouciant

110. Intelligent

111. Intuitive

112. Invulnerable

113. Kind

114. Knowledge

115. Leaderly

116. Leisurely

117. Liberal

118. Logical

119. Lovable

120. Loyal

121. Lyrical

122. Magnanimous

123. Many-sided

124. Masculine (Manly)

125. Mature

126. Methodical

127. Maticulous

128. Moderate

129. Modest

130. Multi-leveled

131. Neat

132. Nonauthoritarian

133. Objective

134. Observant

135. Open

136. Optimistic

137. Orderly

138. Organized

139. Original

140. Painstaking

141. Passionate

142. Patient

143. Patriotic

144. Peaceful

145. Perceptive

146. Perfectionist

147. Personable

148. Persuasive

149. Planful

150. Playful

151. Polished

152. Popular

153. Practical

154. Precise

155. Principled

156. Profound

157. Protean

158. Protective

159. Providential

160. Prudent

161. Punctual

162. Pruposeful

163. Rational

164. Realistic

165. Reflective

166. Relaxed

167. Reliable

168. Resourceful

169. Respectful

170. Responsible

171. Responsive

172. Reverential

173. Romantic

174. Rustic

175. Sage

176. Sane

177. Scholarly

178. Scrupulous

179. Secure

180. Selfless

181. Self-critical

182. Self-defacing

183. Self-denying

184. Self-reliant

185. Self-sufficent

186. Sensitive

187. Sentimental

188. Seraphic

189. Serious

190. Sexy

191. Sharing

192. Shrewd

193. Simple

194. Skillful

195. Sober

196. Sociable

197. Solid

198. Sophisticated

199. Spontaneous

200. Sporting

201. Stable

202. Steadfast

203. Steady

204. Stoic

205. Strong

206. Studious

207. Suave

208. Subtle

209. Sweet

210. Sympathetic

211. Systematic

212. Tasteful

213. Teacherly

214. Thorough

215. Tidy

216. Tolerant

217. Tractable

218. Trusting

219. Uncomplaining

220. Understanding

221. Undogmatic

222. Unfoolable

223. Upright

224. Urbane

225. Venturesome

226. Vivacious

227. Warm

228. Well-bred

229. Well-read

230. Well-rounded

231. Winning

232. Wise

233. Witty

234. Youthful

Neutral Traits (292 = 18%) 1. Absentminded

2. Aggressive

3. Ambitious

4. Amusing

5. Artful

6. Ascetic

7. Authoritarian

8. Big-thinking

9. Boyish

10. Breezy

11. Businesslike

12. Busy

13. Casual

14. Crebral

15. Chummy

16. Circumspect

17. Competitive

18. Complex

19. Confidential

20. Conservative

21. Contradictory

22. Crisp

23. Cute

24. Deceptive

25. Determined

26. Dominating

27. Dreamy

28. Driving

29. Droll

30. Dry

31. Earthy

32. Effeminate

33. Emotional

34. Enigmatic

35. Experimental

36. Familial

37. Folksy

38. Formal

39. Freewheeling

40. Frugal

41. Glamorous

42. Guileless

43. High-spirited

44. Huried

45. Hypnotic

46. Iconoclastic

47. Idiosyncratic

48. Impassive

49. Impersonal

50. Impressionable

51. Intense

52. Invisible

53. Irreligious

54. Irreverent

55. Maternal

56. Mellow

57. Modern

58. Moralistic

59. Mystical

60. Neutral

61. Noncommittal

62. Noncompetitive

63. Obedient

64. Old-fashined

65. Ordinary

66. Outspoken

67. Paternalistic

68. Physical

69. Placid

70. Political

71. Predictable

72. Preoccupied

73. Private

74. Progressive

75. Proud

76. Pure

77. Questioning

78. Quiet

79. Religious

80. Reserved

81. Restrained

82. Retiring

83. Sarcastic

84. Self-conscious

85. Sensual

86. Skeptical

87. Smooth

88. Soft

89. Solemn

90. Solitary

91. Stern

92. Stoiid

93. Strict

94. Stubborn

95. Stylish

96. Subjective

97. Surprising

98. Soft

99. Tough

100. Unaggressive

101. Unambitious

102. Unceremonious

103. Unchanging

104. Undemanding

105. Unfathomable

106. Unhurried

107. Uninhibited

108. Unpatriotic

109. Unpredicatable

110. Unreligious

111. Unsentimental

112. Whimsical

Negative Traits (292 = 46%) 1. Abrasive

2. Abrupt

3. Agonizing

4. Aimless

5. Airy

6. Aloof

7. Amoral

8. Angry

9. Anxious

10. Apathetic

11. Arbitrary

12. Argumentative

13. Arrogantt

14. Artificial

15. Asocial

16. Assertive

17. Astigmatic

18. Barbaric

19. Bewildered

20. Bizarre

21. Bland

22. Blunt

23. Biosterous

24. Brittle

25. Brutal

26. Calculating

27. Callous

28. Cantakerous

29. Careless

30. Cautious

31. Charmless

32. Childish

33. Clumsy

34. Coarse

35. Cold

36. Colorless

37. Complacent

38. Complaintive

39. Compulsive

40. Conceited

41. Condemnatory

42. Conformist

43. Confused

44. Contemptible

45. Conventional

46. Cowardly

47. Crafty

48. Crass

49. Crazy

50. Criminal

51. Critical

52. Crude

53. Cruel

54. Cynical

55. Decadent

56. Deceitful

57. Delicate

58. Demanding

59. Dependent

60. Desperate

61. Destructive

62. Devious

63. Difficult

64. Dirty

65. Disconcerting

66. Discontented

67. Discouraging

68. Discourteous

69. Dishonest

70. Disloyal

71. Disobedient

72. Disorderly

73. Disorganized

74. Disputatious

75. Disrespectful

76. Disruptive

77. Dissolute

78. Dissonant

79. Distractible

80. Disturbing

81. Dogmatic

82. Domineering

83. Dull

84. Easily Discouraged

85. Egocentric

86. Enervated

87. Envious

88. Erratic

89. Escapist

90. Excitable

91. Expedient

92. Extravagant

93. Extreme

94. Faithless

95. False

96. Fanatical

97. Fanciful

98. Fatalistic

99. Fawning

100. Fearful

101. Fickle

102. Fiery

103. Fixed

104. Flamboyant

105. Foolish

106. Forgetful

107. Fraudulent

108. Frightening

109. Frivolous

110. Gloomy

111. Graceless

112. Grand

113. Greedy

114. Grim

115. Gullible

116. Hateful

117. Haughty

118. Hedonistic

119. Hesitant

120. Hidebound

121. High-handed

122. Hostile

123. Ignorant

124. Imitative

125. Impatient

126. Impractical

127. Imprudent

128. Impulsive

129. Inconsiderate

130. Incurious

131. Indecisive

132. Indulgent

133. Inert

134. Inhibited

135. Insecure

136. Insensitive

137. Insincere

138. Insulting

139. Intolerant

140. Irascible

141. Irrational

142. Irresponsible

143. Irritable

144. Lazy

145. Libidinous

146. Loquacious

147. Malicious

148. Mannered

149. Mannerless

150. Mawkish

151. Mealymouthed

152. Mechanical

153. Meddlesome

154. Melancholic

155. Meretricious

156. Messy

157. Miserable

158. Miserly

159. Misguided

160. Mistaken

161. Money-minded

162. Monstrous

163. Moody

164. Morbid

165. Muddle-headed

166. Naive

167. Narcissistic

168. Narrow

169. Narrow-minded

170. Natty

171. Negativistic

172. Neglectful

173. Neurotic

174. Nihilistic

175. Obnoxious

176. Obsessive

177. Obvious

178. Odd

179. Offhand

180. One-dimensional

181. One-sided

182. Opinionated

183. Opportunistic

184. Oppressed

185. Outrageous

186. Overimaginative

187. Paranoid

188. Passive

189. Pedantic

190. Perverse

191. Petty

192. Pharissical

193. Phlegmatic

194. Plodding

195. Pompous

196. Possessive

197. Power-hungry

198. Predatory

199. Prejudiced

200. Presumptuous

201. Pretentious

202. Prim

203. Procrastinating

204. Profligate

205. Provocative

206. Pugnacious

207. Puritanical

208. Quirky

209. Reactionary

210. Reactive

211. Regimental

212. Regretful

213. Repentant

214. Repressed

215. Resentful

216. Ridiculous

217. Rigid

218. Ritualistic

219. Rowdy

220. Ruined

221. Sadistic

222. Sanctimonious

223. Scheming

224. Scornful

225. Secretive

226. Sedentary

227. Selfish

228. Self-indulgent

229. Shallow

230. Shortsighted

231. Shy

232. Silly

233. Single-minded

234. Sloppy

235. Slow

236. Sly

237. Small-thinking

238. Softheaded

239. Sordid

240. Steely

241. Stiff

242. Strong-willed

243. Stupid

244. Submissive

245. Superficial

246. Superstitious

247. Suspicious

248. Tactless

249. Tasteless

250. Tense

251. Thievish

252. Thoughtless

253. Timid

254. Transparent

255. Treacherous

256. Trendy

257. Troublesome

258. Unappreciative

259. Uncaring

260. Uncharitable

261. Unconvincing

262. Uncooperative

263. Uncreative

264. Uncritical

265. Unctuous

266. Undisciplined

267. Unfriendly

268. Ungrateful

269. Unhealthy

270. Unimaginative

271. Unimpressive

272. Unlovable

273. Unpolished

274. Unprincipled

275. Unrealistic

276. Unreflective

277. Unreliable

278. Unrestrained

279. Unself-critical

280. Unstable

281. Vacuous

282. Vague

283. Venal

284. Venomous

285. Vindictive

286. Vulnerable

287. Weak

288. Weak-willed

289. Well-meaning

290. Willful

291. Wishful

292. Zany