Characters for the alpha

\*Used for play-testing\*

Meg Render: Age 30 – Traits pacifist/coward (doesn’t like fighting has higher chance of taking no damage in combat)

Randy More: Age 35 – Traits Gun Nut (better at combat sometimes has the option to surprise the enemies giving a better chance of success

Reed Willby Age 23 – Traits Charlatan, Ex-Bandit (good at lying to people and swindling them out of resources, and Ex-Bandit may have some unique choices involving bandit encounters)

Tod Mod Age 26 Traits Tech Nut (good with technology most notably the rover he knows how to fix and drive it efficiently)

\*Trait ideas list\*

**Agoraphobia** – scared of open spaces turns out living in a small facility like environment makes you like the dwarfs in dragon age

**Alcoholic** – will consume 2 alcohols each night and has some interesting events involving alcohol

**Charlatan** – was born with a silver tongue and uses it for their own benefit will be most useful in events involving lying

**Claustrophobia** – scared of closed spaces I have no idea how this person lived in a small facility on mars but sure

**Ex-Bandit** – went from a life of crime to living a more honest one but that doesn’t mean his past won’t catch up to him

**Trigger Happy** – his love for guns has led him to a life of protection he feels the weight of the lives he must protect

**Gambler** – Lives his life on the edge he loves the rush of risk but hates getting hurt so combat isn’t for him he takes the next best thing

**Geologist** – likes conversing with rock caves understands rocks and has influence on these events

**Masochistic** – a caring person is very overprotective of his teammates to the point where jumping into bullets seems like a good idea (causes allies in combat to has a smaller chance of getting hit in exchange for with a higher chance to hit but has more damage resistance (20%))

**Pacifist** – isn’t a fighter never liked the idea of fighting never will, hates hurting other people will always find a resolution that doesn’t involve hurting others

**Tech Nut (Can probably be split into Mechanic and programmer since its too over powered at this point similar to why gun nut was changed since a flat bonus to everything tech related is not intuitive)** – knows his way around technology but notably the rover he is your best driver and can influence events involving tech or driving

**Inquisitive**

**Calm under pressure (composed)**

**Coward**

**Programmer/Hacker/Cyberpunk**

Actual Character versions

Meg Render V1.0 – traits Pacifist, Claustrophobia

Randy Moore V1.0 – traits Trigger Happy, Masochistic

Reed Willby V1.0 – traits Charlatan, Ex-Bandit

Tod Mod V1.0 – traits Tech Nut, Gambler

Isaac Wack V1.0 – traits Composed, Inquisitive

Eve Weeve V 1.0 – traits Coward, Alcoholic

**To be used**

Meg Render– traits **Compassionate, Cyberpunk (SHOPS CHEAPER)**

Randy Moore– traits **Trigger Happy, Alcoholic (DRINKS ALCOHOL)**

Reed Willby– traits **Charlatan, Ex-bandit**

Kate Hex – traits Car jockey, Practical (LESS FUEL USED)

Miles ??? - Traits Insightful, Gambler (DODGES DAMAGE MORE)

Isaac Asimo V1.0 – traits Robot, Thinks he’s human

Event where you sell Isaac

Width is the difference between rover and storm (r – s) maybe / eta \* coor

Dendrophile ending