**Time Preference/Patience.** The measure of time preference is derived from the combination of responses to two survey measures, one with a quantitative and one with a qualitative format. The quantitative survey measure consists of a series of five interdependent hypothetical binary choices between immediate and delayed financial rewards. In each of the five questions, participants had to decide between receiving a payment today or larger payments in 12 months. The qualitative measure of patience is given by the respondents’ self-assessment regarding their willingness to wait on an 11-point Likert scale, asking “how willing are you to give up something that is beneficial for you today in order to benefit more from that in the future?”

**Risk Preference.** Risk preferences were elicited through a series of related quantitative questions as well as one qualitative question. Just as with patience, the quantitative measure consists of a series of five binary choices. Choices were between a fixed lottery, in which the individual could win x or zero, and varying sure payments, y. Choice of the lottery resulted in an increase of the sure amount being offered in the next question, and vice versa, thereby zooming in around the individual’s certainty equivalent. The qualitative item and the outcome of the quantitative staircase measure were combined through roughly equal weights.

**Positive Reciprocity.** Respondents’ propensities to act in a positively reciprocal way were measured using one quantitative item and one qualitative question. First, respondents were presented a choice scenario in which they were asked to imagine that they got lost in an unfamiliar area and that a stranger – when asked for directions – offered to take them to their destination. Respondents were then asked which out of six presents (worth between 5 and 30 euros, or the respective country-specific equivalents) they would give to the stranger as a “thank you”. Second, respondents were asked to provide a self-assessment about how willing they are to return a favor on an 11-point Likert scale. These two items receive roughly equal weights.

**Negative Reciprocity.** Negative reciprocity was elicited through three self-assessments. First, respondents were asked how willing they are to take revenge if they are treated very unjustly, even if doing so comes at a cost (Likert scale, 0-10). The second and third item probed respondents about their willingness to punish someone for unfair behavior, either towards themselves or towards a third person. This last item captures prosocial punishment and hence a concept akin to norm enforcement. These three items receive weights of about one third each.

**Altruism.** Altruism was measured through a combination of one qualitative and one quantitative item, both of which are related to donations. The qualitative question asked respondents how willing they would be to give to good causes without expecting anything in return on an 11-point scale. The quantitative scenario depicted a situation in which the respondent unexpectedly received 1,000 euros and asked them to state how much of this amount they would donate. These two items were weighted about equally.

**Trust.** The trust measure is based on one item, which asked respondents whether they assume that other people only have the best intentions (Likert scale, 0-10). The item was a strong predictor of trusting behavior in incentivized trust games, in the survey design stage. Time constraints and the fact that there already exists a global measure of trust in the World Values Survey (WVS) data set determined the choice to have only one item measuring trust.