

Monsanto Simulator - Trait Reference

Here is a complete list of all traits in Monsanto Simulator, by pawn. Note that traits do stack, so, for example, if you have small profit boost and large profit boost, you will get the boosts provided by both of them, combined.

- Farmer / Crops:
 - Small Profit Boost: Increases the profit you get every turn by a fairly small margin
 - Large Profit Boost: Increases the profit you get every turn by a lot
 - Critical Odds Boost: Increases the chance of getting critical profit very significantly
 - Critical Profit Boost: When there is a critical, you will get more profit than a “normal” critical
- Lawyer:
 - Small Odds Boost: Slightly increases the odds of you winning the lawyer battle every turn
 - Large Odds Boost: Greatly increases the chance of you winning the lawyer battle every turn
 - Small Damage Boost: Slightly increases the damage that you do when you win the lawyer battle
 - Large Damage Boost: Greatly increase the damage that you do when you win the lawyer battle
- Soldier:
 - Small Damage Boost: Slightly increase the damage that the soldier does each turn
 - Large Damage Boost: Greatly increase the damage that the soldier does each turn
 - Critical Odds Boost: Greatly increases the chances of getting a critical damage every turn
 - Critical Damage Boost: Increase the damage done when there is a critical
- Scientist:
 - Extra Mate: Gives you an extra mate on top of the base one
 - Another Mate: Gives you an extra mate on top of the base one (yes, there are two of these)
 - Small Price Hit: Slightly decreases the price of new mates
 - Large Price Hit: Greatly decreases the price of new mates