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| AilingTrait icon 59 | Poison effects last 1 additional turn. | -0.25 for Spear, Axe and Crossbow |
| AsthmaticTrait icon 22 | -3 Fatigue Recovery per turn. | -0.5 for Spear, Axe and Crossbow |
| AthleticTrait icon 21 | Builds up 2 less fatigue for each tile travelled (previously -1 Fatigue per tile in older builds)[[2]](http://battlebrothers.wikia.com/wiki/Titles_and_Traits#cite_note-Official_BB_forums_post1-1) | +0.25 for Spear and Axe+0.5 for Crossbow  |
| BleederTrait icon 16 | Will receive bleeding damage for 1 additional turn. | -0.25 for Spear, Axe and Crossbow |
| BloodthirstyTrait icon 42 | All kills are fatalities if weapon allows. Explanation: Causes a gruesome death like a decapitation. Has no additional effect on Morale[[3]](http://battlebrothers.wikia.com/wiki/Titles_and_Traits#cite_note-Developer_post-2). | +0.25 for Axe |
| BraveTrait icon 37 | +5 Resolve | +0.5 for Spear+0.25 for Axe |
| BrightTrait icon 11 | +10% Experience Gain | +0.25 for Spear, Axe and Crossbow |
| BruteTrait icon 01 | +15% Damage to a hit on the head (Melee Only), -5 Melee Skill | +0.5 for Spear and Axe |
| ClubfootedTrait icon 23 | +2 Fatigue for each tile traveled (previously +1 Fatigue per tile in older builds)[[2]](http://battlebrothers.wikia.com/wiki/Titles_and_Traits#cite_note-Official_BB_forums_post1-1) | -0.25 for Spear and Axe-0.5 for Crossbow |
| ClumsyTrait icon 36 | -5 Melee skill | -0.5 for Spear and Axe |
| CockyTrait icon 24 | +5 Resolve, -5 Melee Defense, -5 Ranged Defense | -0.25 for Axe-0.5 for Crossbow |
| CravenTrait icon 12 | -10 Resolve | -0.75 for Spear-0.5 for Axe |
| DeathwishTrait icon 13 | No morale check triggered upon losing [hitpoints](http://battlebrothers.wikia.com/wiki/Brothers%27_Statistics%22%20%5Co%20%22Brothers%27%20Statistics). | +0.5 for Spear+0.25 for Axe |
| DeterminedTrait icon 31 | Starts combat at confident morale | +0.25 for Spear, Axe and Crossbow |
| DexterousTrait icon 34 | +5 Melee Skill | +0.5 for Spear and Axe |
| DumbTrait icon 17 | -15% Experience Gain | -0.5 for Spear, Axe and Crossbow |
| DrunkardTrait icon 29 | +10% damage, +5 Resolve, -5 Melee skill, - 10 Ranged skill | +0.75 for Spear+0.25 for Axe-0.5 for Crossbow |
| Eagle EyesTrait icon 09 | +1 Vision | +0.75 for Crossbow |
| FatTrait icon 10 | According to the latest 1.0.0.5 version, this is:+ 10 HP, -10 Max FatigueIt used to be +10 HP, -15 Max Fatigue but it got reduced to +10 HP, -10 Max Fatigue. | Can be removed by an event choice (as with removing any trait that is removable, all associated penalties and bonuses are removed).Because this can be removed so easily it is neither positive or negative. |
| FaintheartedTrait icon 40 | -5 Resolve | -0.5 for Spear-0.25 for Axe |
| FearlessTrait icon 30 | +10 Resolve | +0.75 for Spear+0.25 for Axe |
| FragileTrait icon 04 | -10 Hitpoints | -0.5 for Spear-0.75 for Axe-0.25 for Crossbow |
| GluttonousTrait icon 07 | Uses more food (3, instead of 2 per day) and is fast to leave if you run out of food | -0.5 for Spear, Axe and CrossbowThis can make you permanently fat. |
| HesitantTrait icon 25 | -10 Initiative | -0.5 for Crossbow |
| HugeTrait icon 61 | +10% Melee Damage, -5 Melee Defense, -5 Ranged Defense | +0.75 for Spear+0.5 for Axe-0.5 for Crossbow |
| ImpatientTrait icon 46 | Always acts first in the very first round of combat. | +0 for all |
| InsecureTrait icon 03 | Will never be of confident morale. | -0.25 for Spear, Axe and Crossbow |
| Iron LungsTrait icon 33 | Recovers an extra 4 fatigue every turn. | +0.5 for Spear, Axe and Crossbow |
| Iron JawTrait icon 44 | The threshold to sustain injuries on getting hit is increased by 25%. | +0.25 for Spear, Axe and Crossbow |
| IrrationalTrait icon 28 | Has +10 or -10 Resolve randomly at every morale check. | -0.75 for Spear-0.25 for Axe |
| Night BlindTrait icon 56 | -1 Vision during Nighttime | -0.75 for Crossbow |
| Night OwlTrait icon 57 | +1 Vision during Nighttime | +0.75 for Crossbow |
| LoyalTrait icon 39 | This character is much less likely to leave you if you run out of food or crowns. | +0 for all |
| OptimistTrait icon 19 | +5 Resolve at positive morale checks.  Now also makes negative mood go away quicker. | +0.5 for Spear+0.25 for Axe and Crossbow |
| ParanoidTrait icon 55 | +5 Melee Defense, +5 Ranged Defense,-25 Initiative | +0.25 for Spear and Axe-0.5 for Crossbow |
| PessimistTrait icon 20 | -5 Resolve at negative morale checks.  Now also makes positive mood go away quicker. | -0.5 for Spear-0.25 for Axe and Crossbow |
| QuickTrait icon 18 | +10 Initiative | +0.25 for Crossbow |
| Short SightedTrait icon 27 | -1 Vision | -0.75 for Crossbow |
| SpartanTrait icon 08 | Uses less food and is less likely to leave if you run out of food. | +0 for all |
| StrongTrait icon 15 | +10 Max. Fatigue | +0.5 for Spear, Axe and Crossbow |
| SuperstitiousTrait icon 26 | -10 Resolve at morale checks against fear, panic or mind-control effects. | -0.75 for Spear-0.25 for Axe and Crossbow |
| Sure FootingTrait icon 05 | +5 Melee Defense | +0.25 for Spear+0.5 for Axe |
| SurvivorTrait icon 43 | Now has a 90% chance to survive if reduced to 0 HP and not killed by a fatality. | +0.25 for Spear, Axe and Crossbow |
| SwiftTrait icon 53 | +5 Ranged Defense | +0.25 for Spear and Axe+0.75 for Crossbow |
| Team PlayerTrait icon 58 | Has a 50% lower chance to inflict friendly fire. | +0.25 for Axe+0.5 for Crossbow |
| TinyTrait icon 02 | +5 Melee Defense, +5 Ranged Defense, -15% Melee Damage | -0.75 for Spear and Axe+0.5 for Crossbow |
| ToughTrait icon 14 | +10 Hitpoints | +0.5 for Spear, Axe and Crossbow |
| WeaselTrait icon 60 | +25 Melee Defense while retreating. | +0.25 for Spear, Axe and Crossbow |
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