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| Ailing [Trait icon 59](https://vignette.wikia.nocookie.net/battlebrothers/images/1/13/Trait_icon_59.png/revision/latest?cb=20181201145400) | Poison effects last 1 additional turn. | -0.25 for Spear, Axe and Crossbow |
| Asthmatic [Trait icon 22](https://vignette.wikia.nocookie.net/battlebrothers/images/e/e6/Trait_icon_22.png/revision/latest?cb=20160326041958) | -3 Fatigue Recovery per turn. | -0.5 for Spear, Axe and Crossbow |
| Athletic [Trait icon 21](https://vignette.wikia.nocookie.net/battlebrothers/images/a/a3/Trait_icon_21.png/revision/latest?cb=20160326042344) | 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 |
| Bleeder [Trait icon 16](https://vignette.wikia.nocookie.net/battlebrothers/images/5/5a/Trait_icon_16.png/revision/latest?cb=20160326042401) | Will receive bleeding damage for 1 additional turn. | -0.25 for Spear, Axe and Crossbow |
| Bloodthirsty [Trait icon 42](https://vignette.wikia.nocookie.net/battlebrothers/images/1/1a/Trait_icon_42.png/revision/latest?cb=20160326042416) | 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 |
| Brave [Trait icon 37](https://vignette.wikia.nocookie.net/battlebrothers/images/f/fd/Trait_icon_37.png/revision/latest?cb=20160326134350) | +5 Resolve | +0.5 for Spear  +0.25 for Axe |
| Bright [Trait icon 11](https://vignette.wikia.nocookie.net/battlebrothers/images/d/d7/Trait_icon_11.png/revision/latest?cb=20160326042431) | +10% Experience Gain | +0.25 for Spear, Axe and Crossbow |
| Brute [Trait icon 01](https://vignette.wikia.nocookie.net/battlebrothers/images/d/d5/Trait_icon_01.png/revision/latest?cb=20160326133907) | +15% Damage to a hit on the head (Melee Only), -5 Melee Skill | +0.5 for Spear and Axe |
| Clubfooted [Trait icon 23](https://vignette.wikia.nocookie.net/battlebrothers/images/8/82/Trait_icon_23.png/revision/latest?cb=20181201204707) | +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 |
| Clumsy [Trait icon 36](https://vignette.wikia.nocookie.net/battlebrothers/images/c/c7/Trait_icon_36.png/revision/latest?cb=20160326134011) | -5 Melee skill | -0.5 for Spear and Axe |
| Cocky [Trait icon 24](https://vignette.wikia.nocookie.net/battlebrothers/images/2/21/Trait_icon_24.png/revision/latest?cb=20160326134031) | +5 Resolve, -5 Melee Defense, -5 Ranged Defense | -0.25 for Axe  -0.5 for Crossbow |
| Craven [Trait icon 12](https://vignette.wikia.nocookie.net/battlebrothers/images/d/df/Trait_icon_12.png/revision/latest?cb=20160326134716) | -10 Resolve | -0.75 for Spear  -0.5 for Axe |
| Deathwish [Trait icon 13](https://vignette.wikia.nocookie.net/battlebrothers/images/d/d0/Trait_icon_13.png/revision/latest?cb=20160326134134) | No morale check triggered upon losing [hitpoints](http://battlebrothers.wikia.com/wiki/Brothers%27_Statistics" \o "Brothers' Statistics). | +0.5 for Spear  +0.25 for Axe |
| Determined [Trait icon 31](https://vignette.wikia.nocookie.net/battlebrothers/images/8/87/Trait_icon_31.png/revision/latest?cb=20160326134153) | Starts combat at confident morale | +0.25 for Spear, Axe and Crossbow |
| Dexterous [Trait icon 34](https://vignette.wikia.nocookie.net/battlebrothers/images/0/08/Trait_icon_34.png/revision/latest?cb=20160326134214) | +5 Melee Skill | +0.5 for Spear and Axe |
| Dumb [Trait icon 17](https://vignette.wikia.nocookie.net/battlebrothers/images/9/94/Trait_icon_17.png/revision/latest?cb=20160326042642) | -15% Experience Gain | -0.5 for Spear, Axe and Crossbow |
| Drunkard [Trait icon 29](https://vignette.wikia.nocookie.net/battlebrothers/images/3/39/Trait_icon_29.png/revision/latest?cb=20160326042704) | +10% damage, +5 Resolve, -5 Melee skill, - 10 Ranged skill | +0.75 for Spear  +0.25 for Axe  -0.5 for Crossbow |
| Eagle Eyes [Trait icon 09](https://vignette.wikia.nocookie.net/battlebrothers/images/2/28/Trait_icon_09.png/revision/latest?cb=20160326042629) | +1 Vision | +0.75 for Crossbow |
| Fat [Trait icon 10](https://vignette.wikia.nocookie.net/battlebrothers/images/3/31/Trait_icon_10.png/revision/latest?cb=20160326042720) | According to the latest 1.0.0.5 version, this is:  + 10 HP, -10 Max Fatigue  It 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. |
| Fainthearted [Trait icon 40](https://vignette.wikia.nocookie.net/battlebrothers/images/8/8b/Trait_icon_40.png/revision/latest?cb=20160326134112) | -5 Resolve | -0.5 for Spear  -0.25 for Axe |
| Fearless [Trait icon 30](https://vignette.wikia.nocookie.net/battlebrothers/images/8/80/Trait_icon_30.png/revision/latest?cb=20160326134654) | +10 Resolve | +0.75 for Spear  +0.25 for Axe |
| Fragile [Trait icon 04](https://vignette.wikia.nocookie.net/battlebrothers/images/c/c9/Trait_icon_04.png/revision/latest?cb=20160326042736) | -10 Hitpoints | -0.5 for Spear  -0.75 for Axe  -0.25 for Crossbow |
| Gluttonous [Trait icon 07](https://vignette.wikia.nocookie.net/battlebrothers/images/7/75/Trait_icon_07.png/revision/latest?cb=20160620031523) | 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 Crossbow  This can make you permanently fat. |
| Hesitant [Trait icon 25](https://vignette.wikia.nocookie.net/battlebrothers/images/2/28/Trait_icon_25.png/revision/latest?cb=20160326042811) | -10 Initiative | -0.5 for Crossbow |
| Huge [Trait icon 61](https://vignette.wikia.nocookie.net/battlebrothers/images/d/d9/Trait_icon_61.png/revision/latest?cb=20181201145243) | +10% Melee Damage, -5 Melee Defense, -5 Ranged Defense | +0.75 for Spear  +0.5 for Axe  -0.5 for Crossbow |
| Impatient [Trait icon 46](https://vignette.wikia.nocookie.net/battlebrothers/images/2/20/Trait_icon_46.png/revision/latest?cb=20161129201638) | Always acts first in the very first round of combat. | +0 for all |
| Insecure [Trait icon 03](https://vignette.wikia.nocookie.net/battlebrothers/images/f/f5/Trait_icon_03.png/revision/latest?cb=20160326042748) | Will never be of confident morale. | -0.25 for Spear, Axe and Crossbow |
| Iron Lungs [Trait icon 33](https://vignette.wikia.nocookie.net/battlebrothers/images/1/16/Trait_icon_33.png/revision/latest?cb=20160326134408) | Recovers an extra 4 fatigue every turn. | +0.5 for Spear, Axe and Crossbow |
| Iron Jaw [Trait icon 44](https://vignette.wikia.nocookie.net/battlebrothers/images/c/c8/Trait_icon_44.png/revision/latest?cb=20160824201925) | The threshold to sustain injuries on getting hit is increased by 25%. | +0.25 for Spear, Axe and Crossbow |
| Irrational [Trait icon 28](https://vignette.wikia.nocookie.net/battlebrothers/images/f/f1/Trait_icon_28.png/revision/latest?cb=20160326134451) | Has +10 or -10 Resolve randomly at every morale check. | -0.75 for Spear  -0.25 for Axe |
| Night Blind [Trait icon 56](https://vignette.wikia.nocookie.net/battlebrothers/images/8/83/Trait_icon_56.png/revision/latest?cb=20181201145649) | -1 Vision during Nighttime | -0.75 for Crossbow |
| Night Owl [Trait icon 57](https://vignette.wikia.nocookie.net/battlebrothers/images/f/fb/Trait_icon_57.png/revision/latest?cb=20181201145549) | +1 Vision during Nighttime | +0.75 for Crossbow |
| Loyal [Trait icon 39](https://vignette.wikia.nocookie.net/battlebrothers/images/9/96/Trait_icon_39.png/revision/latest?cb=20160326042534) | This character is much less likely to leave you if you run out of food or crowns. | +0 for all |
| Optimist [Trait icon 19](https://vignette.wikia.nocookie.net/battlebrothers/images/e/e9/Trait_icon_19.png/revision/latest?cb=20160326134505) | +5 Resolve at positive morale checks.  Now also makes negative mood go away quicker. | +0.5 for Spear  +0.25 for Axe and Crossbow |
| Paranoid [Trait icon 55](https://vignette.wikia.nocookie.net/battlebrothers/images/a/a3/Trait_icon_55.png/revision/latest?cb=20181201150427) | +5 Melee Defense, +5 Ranged Defense,  -25 Initiative | +0.25 for Spear and Axe  -0.5 for Crossbow |
| Pessimist [Trait icon 20](https://vignette.wikia.nocookie.net/battlebrothers/images/d/d2/Trait_icon_20.png/revision/latest?cb=20160326134518) | -5 Resolve at negative morale checks.  Now also makes positive mood go away quicker. | -0.5 for Spear  -0.25 for Axe and Crossbow |
| Quick [Trait icon 18](https://vignette.wikia.nocookie.net/battlebrothers/images/8/85/Trait_icon_18.png/revision/latest?cb=20160326134530) | +10 Initiative | +0.25 for Crossbow |
| Short Sighted [Trait icon 27](https://vignette.wikia.nocookie.net/battlebrothers/images/5/5d/Trait_icon_27.png/revision/latest?cb=20160326134543) | -1 Vision | -0.75 for Crossbow |
| Spartan [Trait icon 08](https://vignette.wikia.nocookie.net/battlebrothers/images/a/a2/Trait_icon_08.png/revision/latest?cb=20160326042552) | Uses less food and is less likely to leave if you run out of food. | +0 for all |
| Strong [Trait icon 15](https://vignette.wikia.nocookie.net/battlebrothers/images/0/03/Trait_icon_15.png/revision/latest?cb=20160326042237) | +10 Max. Fatigue | +0.5 for Spear, Axe and Crossbow |
| Superstitious [Trait icon 26](https://vignette.wikia.nocookie.net/battlebrothers/images/e/ed/Trait_icon_26.png/revision/latest?cb=20160326042221) | -10 Resolve at morale checks against fear, panic or mind-control effects. | -0.75 for Spear  -0.25 for Axe and Crossbow |
| Sure Footing [Trait icon 05](https://vignette.wikia.nocookie.net/battlebrothers/images/0/00/Trait_icon_05.png/revision/latest?cb=20160326042206) | +5 Melee Defense | +0.25 for Spear  +0.5 for Axe |
| Survivor [Trait icon 43](https://vignette.wikia.nocookie.net/battlebrothers/images/0/00/Trait_icon_43.png/revision/latest?cb=20160825191157) | 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 |
| Swift [Trait icon 53](https://vignette.wikia.nocookie.net/battlebrothers/images/7/74/Trait_icon_53.png/revision/latest?cb=20181202132911) | +5 Ranged Defense | +0.25 for Spear and Axe  +0.75 for Crossbow |
| Team Player [Trait icon 58](https://vignette.wikia.nocookie.net/battlebrothers/images/a/ad/Trait_icon_58.png/revision/latest?cb=20181201145454) | Has a 50% lower chance to inflict friendly fire. | +0.25 for Axe  +0.5 for Crossbow |
| Tiny [Trait icon 02](https://vignette.wikia.nocookie.net/battlebrothers/images/1/1c/Trait_icon_02.png/revision/latest?cb=20160326042144) | +5 Melee Defense, +5 Ranged Defense, -15% Melee Damage | -0.75 for Spear and Axe  +0.5 for Crossbow |
| Tough [Trait icon 14](https://vignette.wikia.nocookie.net/battlebrothers/images/0/0e/Trait_icon_14.png/revision/latest?cb=20160326134625) | +10 Hitpoints | +0.5 for Spear, Axe and Crossbow |
| Weasel [Trait icon 60](https://vignette.wikia.nocookie.net/battlebrothers/images/7/79/Trait_icon_60.png/revision/latest?cb=20181201150406) | +25 Melee Defense while retreating. | +0.25 for Spear, Axe and Crossbow |
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