

# Character Racial Attributes

Race:	<b>Amarr</b>														
Bloodline:	<b>Ni-Kunni (trader / artisan)</b>					<b>Amarr</b>					<b>Khanid</b>				
	<b>Character Traits</b>					<b>Character Traits</b>					<b>Character Traits</b>				
Ancestry:															
		Start	Border Runners	Free Merchants	Navy Veterans		Start	Wealthy Commoners	Liberal Holders	Religious Reclaimers		Start	Unionist	Cyber Knight	Zealot
	Charisma	8		+4		Charisma	3	+1	+3		Charisma	5	+2		
	Intelligence	5	+1			Intelligence	7				Intelligence	5	+2	+1	
	Memory	6				Memory	6	+3			Memory	4			+2
	Perception	7	+3			Perception	4				Perception	8		+3	
	Willpower	4			+4	Willpower	10		+1	+4	Willpower	8			+2

Race:	<b>Caldari</b>														
Bloodline:	<b>Deteis</b>					<b>Civire</b>					<b>Achura</b>				
	<b>Character Traits</b>					<b>Character Traits</b>					<b>Character Traits</b>				
Ancestry:															
		Start	Merchandisers	Scientists	Tube Child		Start	Mercs	Entrepreneurs	Dissenters		Start	Inventors	Stargazers	Monks
	Charisma	6				Charisma	6			+2	Charisma	3			
	Intelligence	7		+3		Intelligence	5				Intelligence	8	+4		
	Memory	7	+4			Memory	4		+4		Memory	6		+3	
	Perception	5		+1		Perception	9				Perception	7		+1	+2
	Willpower	5			+4	Willpower	6	+4		+2	Willpower	6			+2

Race:	<b>Gallente</b>														
Bloodline:	<b>Intaki</b>					<b>Gallente</b>					<b>Jin-Mei</b>				
	<b>Character Traits</b>					<b>Character Traits</b>					<b>Character Traits</b>				
Ancestry:															
		Start	Artists	Reborn	Diplomats		Start	Immigrants	Activists	Miners		Start	Sang Do Caste	Saan Go Caste	Jing Ko Caste
	Charisma	6	+2		+4	Charisma	8		+4		Charisma	7	+1		
	Intelligence	8				Intelligence	6				Intelligence	5		+2	
	Memory	7		+4		Memory	4			+4	Memory	5		+2	
	Perception	3	+2			Perception	8	+2			Perception	6			+4
	Willpower	6				Willpower	4	+2			Willpower	7	+3		

Race:	<b>Minmatar</b>														
Bloodline:	<b>Brutor (warrior)</b>					<b>Sebistor (engineer)</b>					<b>Vherokian (trader)</b>				
	<b>Character Traits</b>					<b>Character Traits</b>					<b>Character Traits</b>				
Ancestry:															
		Start	Slave Child	Tribal Traditional	Workers		Start	Traders	Tinkers	Rebels		Start	Drifters	Mystics	Retailers
	Charisma	6		+1		Charisma	6	+4			Charisma	8			+1
	Intelligence	4				Intelligence	7		+4		Intelligence	7	+2	+1	
	Memory	4			+4	Memory	6				Memory	8			+3
	Perception	9	+2			Perception	5			+3	Perception	4	+2		
	Willpower	7	+2	+3		Willpower	6			+1	Willpower	3		+3	

After Racial selection, you may assign 5 additional points as you wish - maximum of 3 points to any one attribute

<b>Best Choices for:</b>	
Charisma	Amarr: Ni-Kunni Free Merchant (12); Gallente: Gallente Activist (12)
Intelligence	Caldari: Achura Inventor (12)
Memory	Caldari: Deteis Merchandiser (11); Gallente: Intaki Reborn (11); Minmatar: Vherokian Trader (11)
Perception	Amarr: Khanid Cyber Knight (11); Minmatar: Brutor Slave Child (11)
Willpower	Amarr: Amarr Religious Reclaimer (14)