

For **Verdant Velma**, green jumplines only require a roll of a 3 for regular jumps and are automatic for station jumps. When making a random jump or resolving *You Are Lost*, Velma may reroll the first die (before rolling the second) as long as it matches the first number of the world she departed from.

The **Negotiator** collects an extra 4 Stellors from the bank for every cargo she delivers, and an extra two Stellors for every cargo delivered at one of her stations. The Negotiator still gets this extra payment even for special contracts that specify under certain circumstances that no Stellors are granted. She does *not* collect this when a cargo is delivered to a Completed Contract.

The **Hero** gets two extra Prestige points for every cargo he delivers and one extra Prestige for each *Avoid Calamity* he plays. The extra Prestige for deliveries is added after doubling for the Imperial Contract. He still gets two Prestige even for special contracts that specify under certain circumstances that no Prestige is granted, but does *not* get it when delivering a cargo to a Completed Contract.

The **Navigator** may add one to his roll on each jump attempt *except using orange jump lines*. This skill does not affect random jumps.

The **Banker** starts the game with 1 engine and 150 Stellors. Whenever any other trader pays the bank, she receives 10% of the transaction, rounded up. The Banker cannot be assigned an Imperial Envoy when she has fewer than two engines.

The **Engineer** may get a 6th engine. He may trade to get it or build it for 40 Stellors. He may add an engine at any world — he does not need a shipyard. The card *Stressed Engines* has a special case for the Engineer — he pays only 5 Stellors for repairs. The special payoff for delivering to Kluge (11) *can* give the Engineer a 6th engine.

**Awesome Andi** may replace a single jump attempt each turn with an *Awesome Jump*. To Awesome Jump, she rolls three dice, one by one, and moves to the world indicated by her choice of rolls 1 and 2, 2 and 3, or 3 and 1, in those orders. This does not end her movement. A Trader's Luck card cannot be used to re-roll an Awesome Jump.

The **Psychic** may always see the next Contract which will become available (by looking at the top face-down card in the Contract deck). If there are 5 or 6 players in the game, she can look at the top *two* cards. Don't rearrange the cards!

**Pirate Pete** can play *Piracy* as if it were *Takeover*, *You Are Lost*, *Stressed Engines*, *Lose a Station*, *Lose a Cargo*, *Codebreaker*, *Gotcha*, or *Avoid Calamity*. As an Action during his Action stage, if he shares a world with another Trader, he may attempt to destroy one of their engines. To do this, he pays 3 Prestige and rolls a die. On a 5 or higher, the engine is destroyed unless the defending player plays *Avoid Calamity* or *Piracy*. Pete cannot destroy a Trader's last engine.

The **Insider** starts in the center, on Capital. She can't ever lose this station, no matter what, and *pays no Jubilee tax on it*. (She may voluntarily give Capital to another player; it enjoys no special status if it is not owned by the Insider.) The Insider also starts with three more stations anywhere she wants them, chosen after other players place their first stations, but *before* initial Contracts are drawn.

The **Seer** may make a *Psychic Jump* on his first jump attempt each turn. To make a Psychic Jump, he first rolls a die, then he may move along any jumpline for which that roll would have allowed a successful regular or station jump. He may choose not to move if the roll is unfavorable.

**Lucky Lou** may hold up to *three* Trader's Luck cards, but still starts the game with two. During his draw stage, he draws *two* cards instead of one, so long as he doesn't exceed three cards in hand. Before drawing, he can discard down to one or two cards in order to draw more cards. If he draws two, he looks at them both at the same time, even if the Trader's Luck deck is reshuffled between them.

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