SUPPLEMENTAL MATERIALS

accompanying the manuscript "Personality and Prosocial Behavior: A Theoretical Framework and Meta-Analysis"

Literature search, coding, and hypotheses

Meta-analysis within games

Multivariate moderator analyses

Publication bias

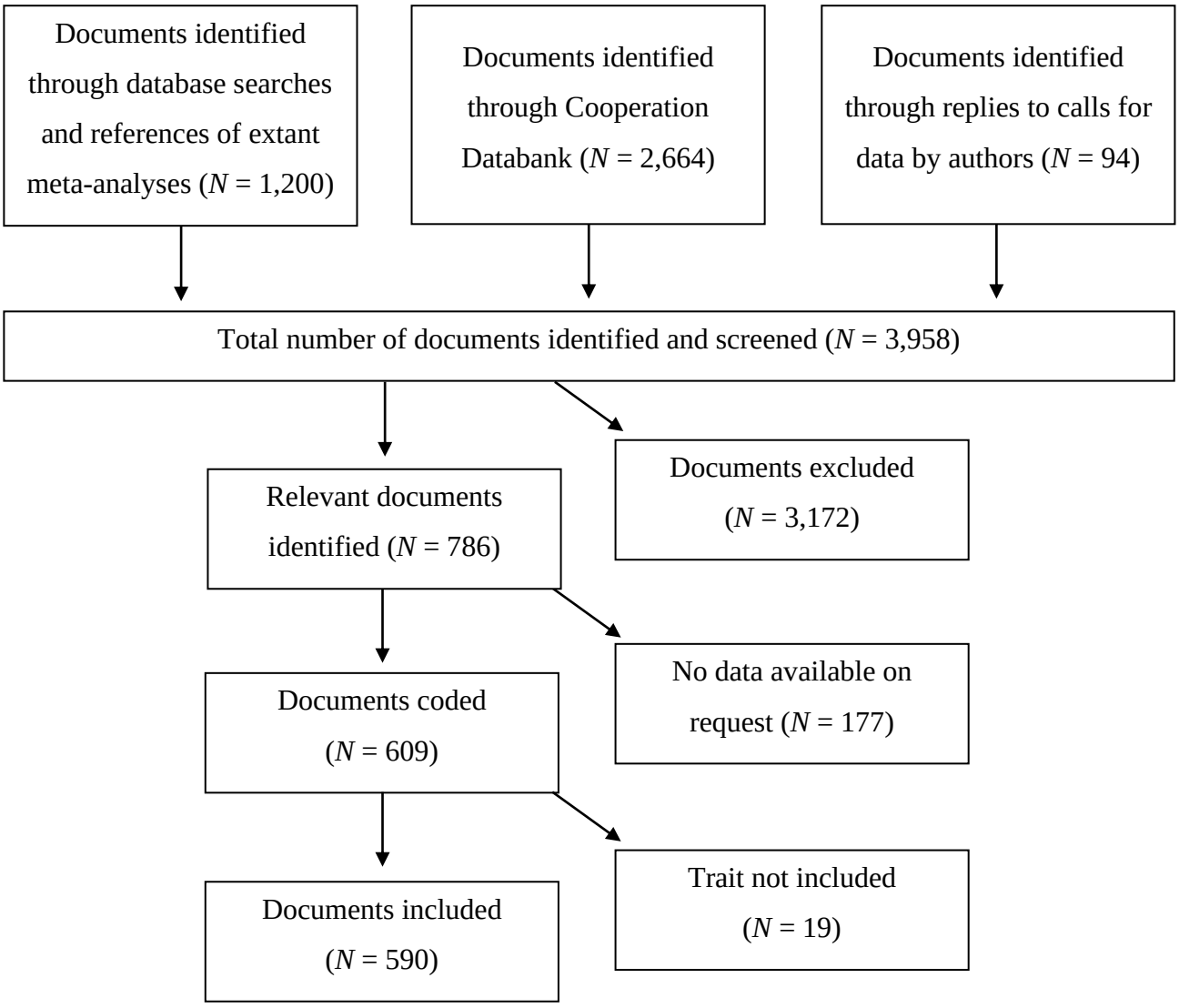

Figure S1. Flow chart of literature search.

Table S1

Overview of All Variables Coded

Variable	Coding options
Authors	
Title	
Year of publication	
Reference type	Journal;
	Book;
	Book chapter;
	Thesis;
	Working paper;
	Proceeding;
	Unpublished dataset;
	Other
Number of study (*if a document contained multiple studies*)	
Country in which the study has been conducted	*Abbreviation taken from*
	https://countrycode.org/
Sample overlap	No;
	Yes – *resolve with potential overlap*
Sample size	
Subgroup of the sample (*if the effect refers to a subgroup of the sample)*	
Sample size of subgroup	
Proportion of male participants	
Average age of participants	
Setting of data collection	Online;
	Lab;
	Classroom;
	Field;
	Lab in the field;
	Other
Game	Dictator Game;
	Ultimatum Game proposer;

Variable	Coding options
	Ultimatum Game responder; Trust Game trustor; Trust Game trustee; Prisoner's Dilemma; Public Goods Game; Commons Dilemma
Did participants play in both roles? (*only in Ultimatum and Trust Game*)	No; Yes; Not applicable
Method used to assess responses for reacting player? (*only in Ultimatum and Trust Game*)	Strategy method; Direct response method; Not applicable
Delta (i.e., multiplier of proposer's payoff if responder rejects) (*only in Ultimatum Game*)	
Charity as recipient (*only in Dictator Game*)	No; Yes; Not applicable
Multiplier of amount transferred by trustor (*only in Trust Game*)	
Endowment of trustee (as proportion of trustor's endowment) (*only in Trust Game*)	
K index (*only in Prisoner's Dilemma and Public Goods Game*)	
Symmetry of game matrix (*only in Prisoner's Dilemma*)	Symmetric; Asymmetric; Not applicable
Marginal-per-capita return (MPCR) (*only in Public Goods Game*)	
Mechanism to provide the public good (*only in Public Goods Game*)	Continuous; Step-level; Not applicable
Replenishment rate (*only in Commons Dilemma*)	

Variable	Coding options
Group size	
Punishment mechanism in the game (*only in social dilemmas*)	No; Yes; Not applicable
Type of choice	Dichotomous; Continuous
Type of incentives	Full incentivization; Random incentivization; Lottery incentivization; No incentivization (hypothetical game); No incentivization, but players believed so
Double-blind implementation of payment? (*only if incentives were provided*)	No; Yes; Not applicable
Type of partner	Hypothetical partner; Real partner; No real partner, but participants believed so
Type of interaction	One-shot; Repeated
Partner matching	Random matching (new partner in each trial); Repeated interaction with same partner
Number of trials	
Number of blocks	
Timing of decisions (*only in social dilemmas*)	Simultaneous; Sequential; Not applicable
Discussion between interaction partners	No; Yes
Feedback about others' behavior in previous round(s) (*only in repeated games*)	No; Yes;

Variable	Coding options
	Not applicable
Deception involved in the game	No;
	Yes
Trait	
Trait rating source	Self-report;
	Observer report;
	Behavior
Scale used to assess the trait	
Effect size (*r*)	
Type of effect	Correlation (observed);
	Correlation (latent)
Type of effect reported in reference *(i.e., original effect from which coded effect has potentially been transformed)*	Mean differences;
	Correlation;
	Partial correlation;
	Odds ratio;
	Linear regression (observed);
	Linear regression (latent; SEM);
	Logistic regression;
	Structural Equation Modeling/
	Confirmatory Factor Analysis;
	p-value;
	F-value;
	t-value
Cronbach's alpha of trait measure	
Has the effect size been published before?	Yes (exactly as coded);
	Yes (but in a different format) *(e.g., in a multiple regression analysis)*;
	No
Comments	

Note. Notes are italicized.

Table S2

Reasons for Hypotheses (Predicted Pattern of Correlations) for All Traits with Conceptual Links to One or Several (Sub-)Affordances

Trait	**Afforded in the presence of**		**Reason for hypotheses**
	Broad affordance(s)	**Sub-affordance(s)**	
Broad traits			
Conscientiousness	TC	–	positive relation in all games involving TC; in SDG, only positive relation when game is played repeatedly and players receive feedback about others' behavior after each round (otherwise, TC is not involved)
FFM agreeableness	EX, RE, DE	max(other), min(|own – other|), max(own + other)	positive relation in all games because they all involve at least one broad affordance related to the trait, and in all cases of EX/RE the games provide two sub-affordances related to the trait; relatively weaker relation in UG-B because EX is present to a weaker degree, and positive beliefs about others' prosociality (DE) predict selfish behavior
HEXACO agreeableness	RE	max(other), max(own + other)	positive relation in all games involving RE because they all provide at least one sub-affordance related to the trait; relatively weaker relation in TG-B because RE is present to a weaker degree; in SDG, only positive relation when game is played repeatedly and players receive feedback about others' behavior after each round (otherwise, RE is not involved)

Trait	**Afforded in the presence of**		**Reason for hypotheses**
	Broad affordance(s)	**Sub-affordance(s)**	
Honesty-humility	EX	max(other), min(|own – other|), max(own + other)	positive relation in all games involving EX because they all provide two sub-affordances related to the trait; relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree
Narrow traits			
Active prosociality			
Altruism	EX, RE	max(other)	positive relation in all games because they all involve EX and/or RE and all provide the sub-affordance of max(other); relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree (and RE is not involved)
Concern for others	EX, RE	max(other), max(own + other)	positive relation in all games because they all involve EX and/or RE and all provide at least one sub-affordance related to the trait; relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree (and RE is not involved)
Empathy	EX, RE	max(other)	positive relation in all games because they all involve either EX or RE (or both) and all provide the sub-affordance of max(other); relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree (and RE is not involved)
Inequality aversion	EX, RE	min(|own – other|)	positive relation in all games involving EX and/or RE and the sub-affordance of min(|own – other|);

Trait	Afforded in the presence of		Reason for hypotheses
	Broad affordance(s)	**Sub-affordance(s)**	
			relatively weaker relation in UG-A because EX is present to a weaker degree (and RE is not involved)
Pro-environmentalism	EX, TC	max(own + other)	positive relation in all games involving EX and the sub-affordance of max(own + other), and/or games involving TC; relatively weaker relation in TG-A because EX is present to a weaker degree (and TC is not involved); relatively weaker relation in UG-A because it does not provide the sub-affordance of max(own + other) (and thus, EX becomes irrelevant); relatively weaker relation in UG-B because it does not involve EX
Social value orientation	EX	max(other), min(|own – other|), max(own + other)	positive relation in all games involving EX because they all provide two sub-affordances related to the trait; relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree
Reactive prosociality			
Forgiveness (vs. retaliation)	RE	max(other), min(|own – other|)	positive relation in all games involving RE because they all provide at least one sub-affordance related to the trait; relatively weaker relation in TG-B because RE is present to a weaker degree in SDG, only positive relation when game is played repeatedly and players receive feedback about others' behavior after each round (otherwise, RE is not involved)

Trait	**Afforded in the presence of**		**Reason for hypotheses**
	Broad affordance(s)	**Sub-affordance(s)**	
Positive reciprocity	RE	max(other), min(|own – other|)	positive relation in all games involving RE because they all provide at least one sub-affordance related to the trait; relatively weaker relation in TG-B because RE is present to a weaker degree; in SDG, only positive relation when game is played repeatedly and players receive feedback about others' behavior after each round (otherwise, RE is not involved)
Antisocial tendencies			
Aggression	RE, TC	min(other)	negative relation in all games involving RE because they all provide the sub-affordance of min(other), and/or games involving TC; relatively weaker relation in TG-B because RE is present to a weaker degree; relatively weaker relation in UG-A because RE is present to a weaker degree in SDG, only negative relation when game is played repeatedly and players receive feedback about others' behavior after each round (otherwise, RE and TC are not involved)
Competitiveness	EX, RE	max(own – other)	negative relation in all games because they all involve EX and/or RE and all provide the sub-affordance of max(own – other); relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree (and RE is not involved)

Trait	**Afforded in the presence of**		**Reason for hypotheses**
	Broad affordance(s)	**Sub-affordance(s)**	
Envy	EX, RE	max(own – other)	negative relation in all games because they all involve EX and/or RE and all provide the sub-affordance of max(own – other); relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree (and RE is not involved)
Greed	EX, RE	max(own)	negative relation in all games involving EX and the sub-affordance of max(own); relatively weaker relation in UG-A because EX is present to a weaker degree; positive relation in UG-B because it involves RE and the sub-affordance of max(own) which affords prosocial behavior no relation in TG-A because it does not involve the sub-affordance of max(own)
Machiavellianism	EX	max(own), max(own – other)	negative relation in all games involving EX because they all provide at least one sub-affordance related to the trait; relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree
Narcissism	EX, RE, TC	max(own), max(own – other)	negative relation in all games involving EX and/or RE and in which max(own – other) and max(own) afford the same behavior, and in games involving TC relatively weaker relation TG-A because EX is present to a weaker degree

Trait	Afforded in the presence of		Reason for hypotheses
	Broad affordance(s)	**Sub-affordance(s)**	
			no relation in UG-B because sub-affordances of max(|own – other|) and max(own) afford opposing behaviors
Psychopathy	EX, RE, TC, DE	max(own), min(other)	negative relation in all games because they all involve at least one affordance related to the trait, and in all cases of EX/RE the games provide at least one sub-affordance related to the trait
Sadism	EX, RE	min(other)	negative relation in all games because they all involve EX and/or RE and all provide the sub-affordance of min(other); relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree
Beliefs			
Belief in a just world	EX, DE	min(|own – other|)	positive relation in all games involving EX and providing the sub-affordance of min(|own – other|), and in all games involving DE no relation in UG-A because (EX) + min(|own – other|) would predict positive relation whereas DE (i.e., positive beliefs about others' prosociality) would predict negative relation
Trust propensity	DE	–	relation in all games involving DE; positive in TG-A and SDG (in which positive beliefs about others' prosociality drive prosocial behavior), negative in UG-A (in which positive beliefs about others' prosociality drive selfish behavior)

Trait	Afforded in the presence of		Reason for hypotheses
	Broad affordance(s)	**Sub-affordance(s)**	
			relatively weaker relation in UG-A because trust propensity is a prosocial trait (and should thus – if at all – not be strongly linked to selfish behavior)
Morality			
Guilt proneness	EX	max(other)	positive relation in all games involving EX because they all provide the sub-affordance of max(other); relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree
Integrity	EX, RE	max(other), min(|own – other|)	positive relation in all games involving EX and/or RE because they all provide at least one sub-affordance related to the trait; relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree (and RE is not involved)
Identity- and society-related attitudes			
Collectivism	EX, TC	max(own + other)	positive relation in all games involving EX and providing the sub-affordance of max(own + other), and in games involving TC; relatively weaker relation in TG-A because EX is present to a weaker degree; relatively weaker relation in UG-A because it does not provide the sub-affordance of max(own + other) (and thus, EX becomes irrelevant); relatively weaker relation in UG-B because it does not involve EX

Trait	**Afforded in the presence of**		**Reason for hypotheses**
	Broad affordance(s)	**Sub-affordance(s)**	
Individualism	EX	max(own), max(own – other)	negative relation in all games involving EX because they all provide both sub-affordances related to the trait; relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree
Power	EX	max(own – other)	negative relation in all games involving EX because they all provide the sub-affordance of max(own – other); relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree
Right-wing authoritarianism	EX, RE	max(own – other)	negative relation in all games because they all involve EX and/or RE all provide the sub-affordance of max(own – other); relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree (and RE is not involved)
Social dominance orientation	EX	max(own – other)	negative relation in all games involving EX because they all provide the sub-affordance of max(own – other); relatively weaker relation in UG-A and TG-A because EX is present to a weaker degree
Self-regulation			
Impulsivity	TC	–	negative relation in all games involving TC; in SDG, only negative relation when game is played repeatedly and players receive feedback about others' behavior after each round (otherwise, TC is not involved)

Trait	**Afforded in the presence of**		**Reason for hypotheses**
	Broad affordance(s)	**Sub-affordance(s)**	
Self-control	TC	–	positive relation in all games involving TC; in SDG, only positive relation when game is played repeatedly and players receive feedback about others' behavior after each round (otherwise, TC is not involved)
Self-presentation	TC	–	positive relation in all games involving TC; in SDG, only positive relation when game is played repeatedly and players receive feedback about others' behavior after each round (otherwise, TC is not involved)
Risk attitudes			
Risk-taking	DE	–	relation in all games involving DE; negative in TG-A and SDG (in which positive beliefs about others' prosociality drive prosocial behavior), positive in UG-A (in which positive beliefs about others' prosociality drive selfish behavior)

Note. DE = dependence; EX = exploitation; RE = reciprocity; TC = temporal conflict; other = others' outcomes; own = own outcomes
DG = Dictator Game; SDG = social dilemma games; TG = Trust Game; TG-A = Trust Game as trustor, TG-B = Trust Game as trustee; UG = Ultimatum Game; UG-A = Ultimatum Game as proposer; UG-B = Ultimatum Game as responder.
If the relation of a trait with behavior in a game was only based on the link of the trait with TC, we generally predicted a relatively weak relation given that our analyses with regard to this affordance are mostly exploratory (see Footnote 3 in the main text as well as the pre-registration). The only exception to this rule applies to traits exclusively linked to TC, to allow expressing relatively weak/strong effects for these traits as well.

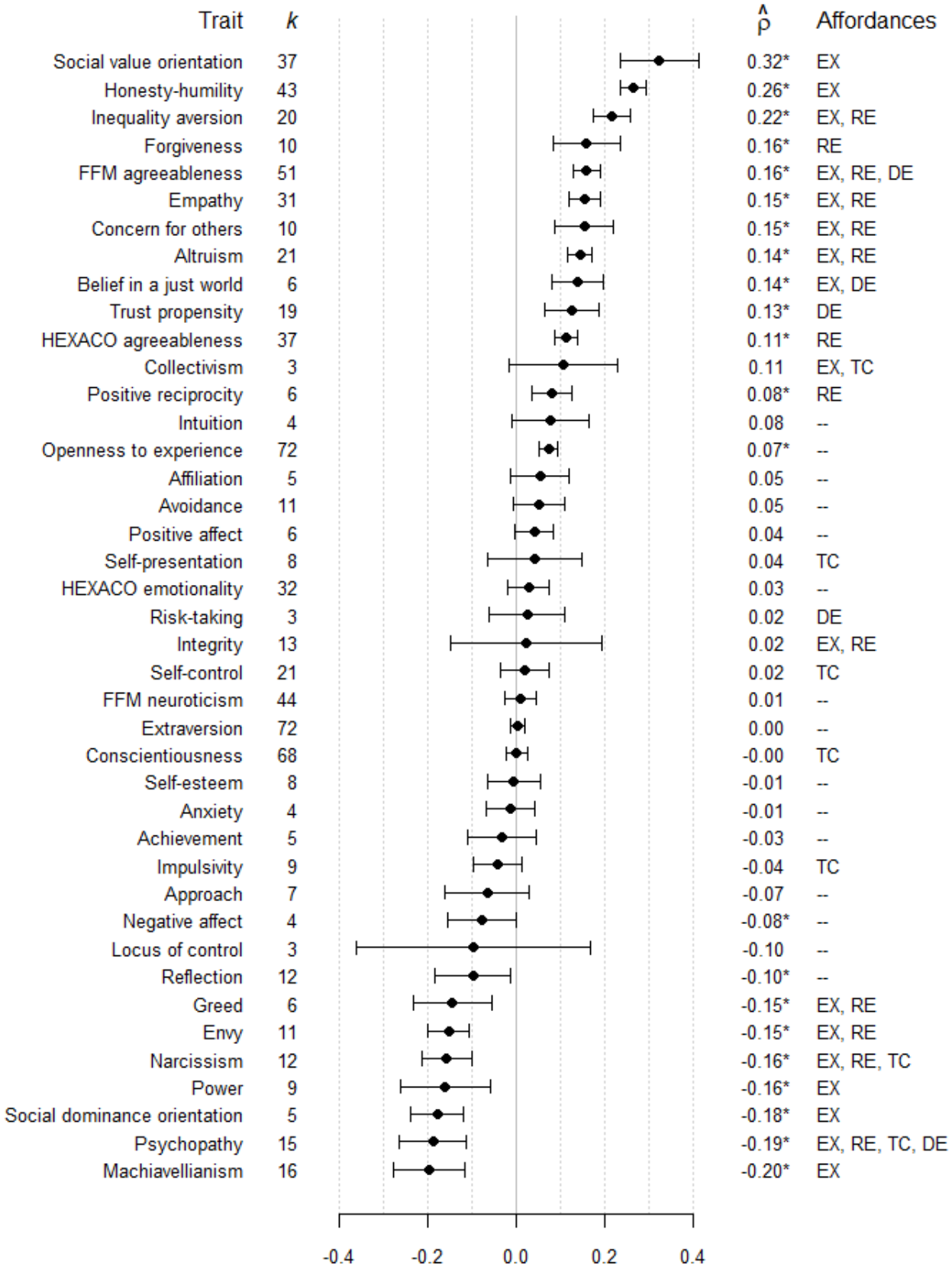

Figure S2. Meta-analytic correlations ($\hat{\rho}$) between personality traits (for which $k \geq 3$) and prosocial behavior in the Dictator Game, with number of independent samples (k) and broad affordances linked to the traits. Error bars indicate 95% CI's.
DE = dependence, EX = exploitation, RE = reciprocity, TC = temporal conflict.
* $p < .05$.

Table S3

Meta-Analysis of Correlations Between Personality Traits and Prosocial Behavior in the Dictator Game

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Broad Traits										
Agreeableness (FFM)	51	13,169	.16* (.02)	[.13, .19]	[.06, .25]	< .001	73.09*	.002	29.71	.14* (.01)
Agreeableness (HEXACO)	37	8,123	.11* (.01)	[.09, .14]	[.06, .17]	< .001	40.75	.001	9.03	.10* (.01)
Conscientiousness	68	17,164	-.00 (.01)	[-.02, .02]	[-.09, .09]	.958	96.06*	.002	28.78	-.00 (.01)
Emotionality (HEXACO)	32	6,473	.03 (.02)	[-.02, .07]	[-.14, .20]	.247	66.39*	.007	51.34	.03 (.02)
Extraversion	72	17,097	.00 (.01)	[-.01, .02]	[-.01, .02]	.774	70.75	0	0	.00 (.01)
Honesty-humility (HEXACO)	43	10,249	.26* (.01)	[.24, .29]	[.17, .36]	< .001	59.21*	.002	27.06	.23* (.01)
Neuroticism (FFM)	44	12,118	.01 (.02)	[-.03, .04]	[-.11, .12]	.607	76.10*	.003	41.14	.01 (.02)
Openness to experience	72	17,241	.07* (.01)	[.05, .09]	[.02, .13]	< .001	81.85	.001	11.85	.06* (.01)
Narrow Traits										
Active prosociality										
Altruism	21	6,248	.14* (.01)	[.12, .17]	[.10, .18]	< .001	22.42	0	6.11	.14* (.01)
Concern for others	10	3,481	.15* (.03)	[.09, .22]	[-.00, .30]	< .001	23.65*	.005	56.28	.13* (.03)
Empathy	31	6,711	.15* (.02)	[.12, .19]	[.06, .25]	< .001	41.66	.002	24.57	.14* (.02)
Inequity aversion	20	3,729	.22* (.02)	[.17, .26]	[.12, .31]	< .001	25.69	.002	21.55	.20* (.02)
Pro-environmentalism	–	–	–	–	–	–	–	–	–	–
Social value orientation	37	9,648	.32* (.05)	[.23, .41]	[-.02, .66]	< .001	307.07*	.028	87.46	.32* (.05)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Reactive prosociality										
Forgiveness (vs. retaliation)	10	3,159	.16* (.04)	[.08, .23]	[-.01, .33]	< .001	24.10*	.006	57.23	.13* (.03)
Positive reciprocity	6	2,054	.08* (.02)	[.04, .12]	[.04, .12]	< .001	4.71	0	0	.08* (.02)
Antisocial tendencies										
Aggression	–	–	–	–	–	–	–	–	–	–
Competitiveness	–	–	–	–	–	–	–	–	–	–
Envy	11	2,149	-.15* (.02)	[-.20, -.11]	[-.20, -.11]	< .001	9.20	0	0	-.14* (.02)
Greed	6	1,699	-.15* (.05)	[-.24, -.06]	[-.30, .01]	.002	13.10*	.004	47.49	-.14* (.04)
Machiavellianism	16	4,169	-.20* (.04)	[-.28, -.12]	[-.41, .01]	< .001	54.91*	.010	68.67	-.19* (.04)
Narcissism	12	4,237	-.16* (.03)	[-.22, -.10]	[-.29, -.03]	< .001	25.75*	.004	50.90	-.15* (.03)
Psychopathy	15	3,894	-.19* (.04)	[-.27, -.11]	[-.38, -.00]	< .001	43.47*	.008	62.72	-.18* (.04)
Sadism	–	–	–	–	–	–	–	–	–	–
Beliefs										
Belief in a just world	6	1,283	.14* (.03)	[.08, .20]	[.08, .20]	< .001	3.62	0	0	.13* (.03)
Trust propensity	19	8,561	.13* (.03)	[.06, .19]	[-.06, .31]	< .001	81.75*	.008	75.49	.12* (.03)
Morality										
Guilt proneness	–	–	–	–	–	–	–	–	–	–
Integrity	13	5,736	.02 (.09)	[-.15, .19]	[-.46, .50]	.797	258.53*	.052	94.56	.01 (.08)
Identity- and society-related attitudes										
Collectivism	3	339	.11 (.06)	[-.02, .23]	[-.02, .23]	.092	1.52	0	0	.09 (.05)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Individualism	–	–	–	–	–	–	–	–	–	–
Power	9	2,849	-.16* (.05)	[-.26, -.06]	[-.40, .08]	.002	38.56*	.012	74.56	-.14* (.05)
Right-wing authoritarianism	–	–	–	–	–	–	–	–	–	–
Social dominance orientation	5	1,250	-.18* (.03)	[-.24, -.12]	[-.24, -.12]	< .001	4.06	0	0	-.17* (.03)
Self-regulation										
Self-control	21	7,989	.02 (.03)	[-.04, .07]	[-.13, .17]	.487	62.05*	.005	64.13	.02 (.03)
Self-presentation	8	1,092	.04 (.05)	[-.07, .15]	[-.16, .24]	.465	14.47*	.007	40.23	.04 (.05)
Impulsivity	9	1,870	-.04 (.03)	[-.10, .01]	[-.11, .03]	.115	9.84	.001	7.32	-.04 (.03)
Risk attitudes										
Risk-taking	3	554	.02 (.04)	[-.06, .11]	[-.06, .11]	.585	0.95	0	0	.02 (.04)
Thinking style										
Intuition	4	2,031	.08 (.04)	[-.01, .16]	[-.06, .21]	.085	9.05*	.003	41.47	.07 (.04)
Reflection	12	5,060	-.10* (.04)	[-.18, -.01]	[-.27, .07]	.023	35.50*	.005	58.46	.04 (.03)
Affect										
Anxiety	4	1,432	-.01 (.03)	[-.07, .04]	[-.07, .04]	.651	0.57	0	0	-.01 (.03)
Negative affect	4	721	-.08* (.04)	[-.16, -.00]	[-.16, -.00]	.044	2.96	0	0	-.07* (.04)
Positive affect	6	2,327	.04 (.02)	[-.00, .08]	[-.00, .08]	.073	4.55	0	0	.04 (.02)
Shame proneness	–	–	–	–	–	–	–	–	–	–
Motivation										
Achievement	5	906	-.03 (.04)	[-.11, .05]	[-.11, .05]	.418	1.66	0	0	-.03 (.03)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Affiliation	5	2,383	.05 (.03)	[-.01, .12]	[-.05, .15]	.118	8.07	.002	31.97	.05 (.03)
Approach	7	858	-.07 (.05)	[-.16, .03]	[-.25, .11]	.176	12.09	.006	40.61	-.06 (.05)
Avoidance	11	1,255	.05 (.03)	[-.01, .11]	[-.01, .11]	.082	7.02	0	0	.05 (.03)
Other										
Emotional intelligence	–	–	–	–	–	–	–	–	–	–
Locus of control	3	367	-.10 (.14)	[-.36, .17]	[-.52, .32]	.468	11.89*	.027	61.30	-.07 (.12)
Optimism	–	–	–	–	–	–	–	–	–	–
Self-esteem	8	2,550	-.01 (.03)	[-.07, .05]	[-.11, .10]	.843	12.00	.002	30.30	-.01 (.03)

Note. *k* = number of independent samples; *N* = total sample size; $\hat{\rho}$ = mean true-score correlation corrected for unreliability; *SE* = standard error; CI = confidence interval; PI = prediction interval; *Q* = Cochran's *Q* statistic; T^2 = between-study variance; I^2 = variation across samples due to true heterogeneity; *r* = mean (bare-bones) correlation. FFM = Five-Factor Model.

Statistics are only reported whenever $k \geq 3$ (otherwise coded as "–").

* $p < .05$

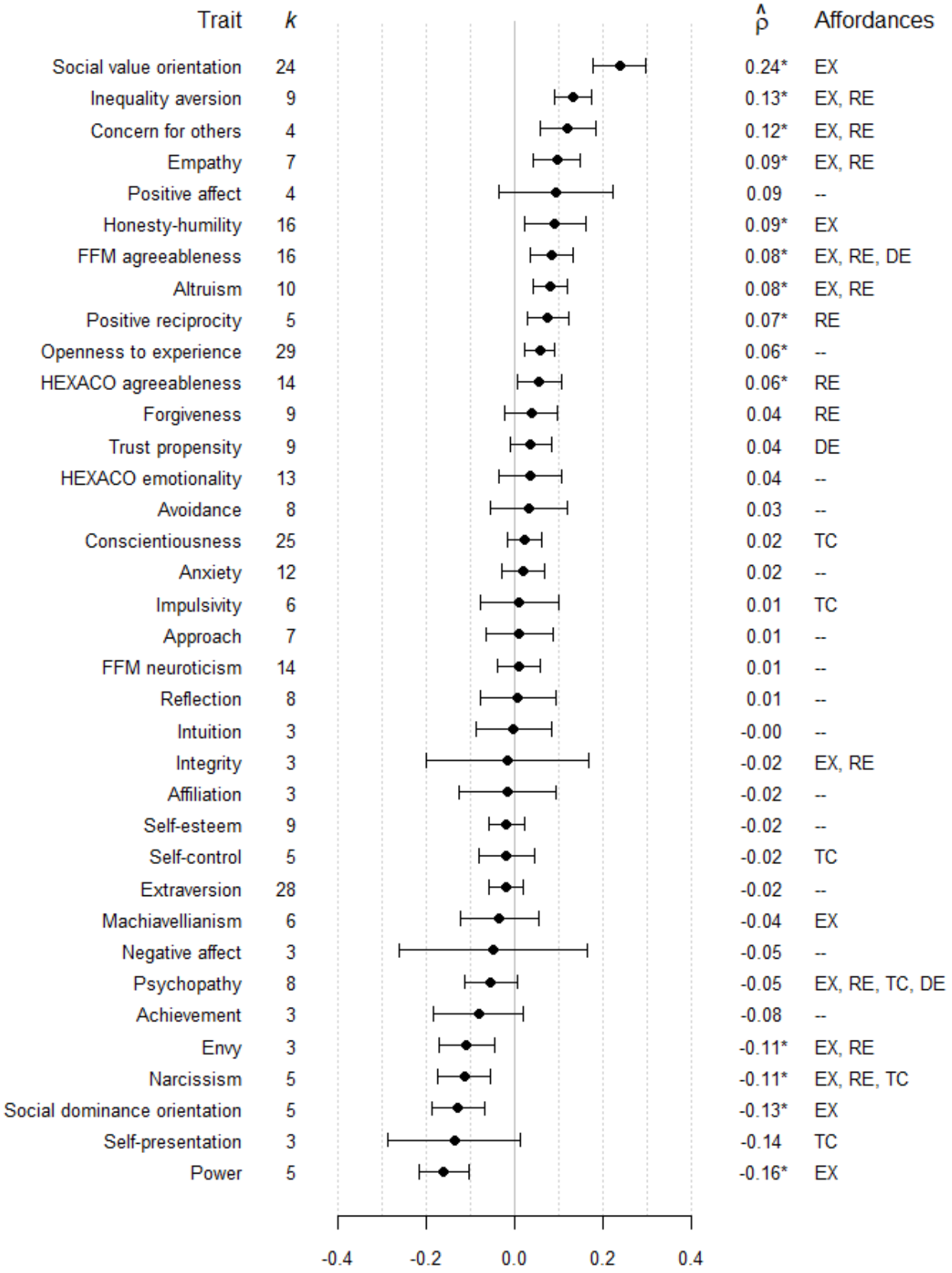

Figure S3. Meta-analytic correlations ($\hat{\rho}$) between personality traits (for which $k \geq 3$) and prosocial behavior in the Ultimatum Game as proposer, with number of independent samples (k) and broad affordances linked to the traits. Error bars indicate 95% CI's.
DE = dependence, EX = exploitation, RE = reciprocity, TC = temporal conflict.
* $p < .05$.

Table S4

Meta-Analysis of Correlations Between Personality Traits and Prosocial Behavior in the Ultimatum Game as Proposer

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Broad Traits										
Agreeableness (FFM)	16	2,400	.08* (.02)	[.04, .13]	[.04, .13]	.001	9.14	0	0	.07* (.02)
Agreeableness (HEXACO)	14	1,917	.06* (.03)	[.00, .11]	[.00, .11]	.031	6.83	0	0	.05* (.02)
Conscientiousness	25	3,631	.02 (.02)	[-.02, .06]	[-.02, .06]	.263	14.50	0	0	.02 (.02)
Emotionality (HEXACO)	13	1,698	.04 (.04)	[-.04, .11]	[-.13, .21]	.331	21.42*	.006	38.89	.03 (.03)
Extraversion	28	3,909	-.02 (.02)	[-.06, .02]	[-.10, .06]	.282	32.05	.001	12.36	.02 (.02)
Honesty-humility (HEXACO)	16	2,730	.09* (.04)	[.02, .16]	[-.09, .28]	.010	32.22*	.008	49.61	.08* (.03)
Neuroticism (FFM)	14	2,306	.01 (.02)	[-.04, .06]	[-.04, .06]	.759	12.04	0	0	.01 (.02)
Openness to experience	29	4,282	.06* (.02)	[.02, .09]	[.01, .10]	.002	29.84	0	2.76	.05* (.02)
Narrow Traits										
Active prosociality										
Altruism	10	3,189	.08* (.02)	[.04, .12]	[.04, .12]	< .001	9.12	0	0	.07* (.02)
Concern for others	4	1,382	.12* (.03)	[.06, .18]	[.06, .18]	< .001	3.70	0	0	.10* (.03)
Empathy	7	1,614	.09* (.03)	[.04, .15]	[.04, .15]	< .001	6.45	0	0	.08* (.02)
Inequity aversion	9	2,424	.13* (.02)	[.09, .17]	[.09, .17]	< .001	8.62	0	0	.12* (.02)
Pro-environmentalism	–	–	–	–	–	–	–	–	–	–
Social value orientation	24	4,584	.24* (.03)	[.18, .30]	[.01, .46]	< .001	81.18*	.013	70.05	.24* (.03)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Reactive prosociality										
Forgiveness (vs. retaliation)	9	3,596	.04 (.03)	[-.02, .10]	[-.09, .17]	.237	18.57*	.003	49.81	.03 (.03)
Positive reciprocity	5	1,916	.07* (.02)	[.03, .12]	[.03, .12]	.001	2.43	0	0	.07* (.02)
Antisocial tendencies										
Aggression	–	–	–	–	–	–	–	–	–	–
Competitiveness	–	–	–	–	–	–	–	–	–	–
Envy	3	1,199	-.11* (.03)	[-.17, -.05]	[-.17, -.05]	< .001	1.17	0	0	-.10* (.03)
Greed	–	–	–	–	–	–	–	–	–	–
Machiavellianism	6	909	-.04 (.05)	[-.12, .05]	[-.16, .09]	.443	7.28	.002	15.05	-.03 (.04)
Narcissism	5	1,443	-.11* (.03)	[-.17, .06]	[-.17, -.06]	< .001	4.76	0	0	-.10* (.03)
Psychopathy	8	1,273	-.05 (.03)	[-.11, .01]	[-.11, .01]	.073	4.17	0	0	-.05 (.03)
Sadism	–	–	–	–	–	–	–	–	–	–
Beliefs										
Belief in a just world	–	–	–	–	–	–	–	–	–	–
Trust propensity	9	3,152	.04 (.02)	[-.01, .08]	[-.04, .12]	.129	12.31	.001	24.85	.03 (.02)
Morality										
Guilt proneness	–	–	–	–	–	–	–	–	–	–
Integrity	3	937	-.02 (.09)	[-.20, .17]	[-.34, .31]	.859	17.60*	.018	81.30	-.01 (.09)
Identity- and society-related attitudes										
Collectivism	–	–	–	–	–	–	–	–	–	–

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Individualism	–	–	–	–	–	–	–	–	–	–
Power	5	1,635	-.16* (.03)	[-.22, -.11]	[-.22, -.11]	< .001	2.63	0	0	-.14* (.02)
Right-wing authoritarianism	–	–	–	–	–	–	–	–	–	–
Social dominance orientation	5	1,246	-.13* (.03)	[-.19, -.07]	[-.19 -.07]	< .001	3.05	0	0	-.12* (.03)
Self-regulation										
Self-control	5	2,086	-.02 (.03)	[-.08, .04]	[-.12, .08]	.547	8.68	.002	38.85	-.02 (.03)
Self-presentation	3	199	-.14 (.08)	[-.29, .01]	[-.29, .01]	.074	0.37	0	0	-.13 (.07)
Impulsivity	6	580	.01 (.05)	[-.08, .10]	[-.08, .10]	.830	2.35	0	0	.01 (.04)
Risk attitudes										
Risk-taking	–	–	–	–	–	–	–	–	–	–
Thinking style										
Intuition	3	635	-.00 (.04)	[-.09, .08]	[-.09, .08]	.948	0.02	0	0	-.00 (.04)
Reflection	8	1,856	.01 (.04)	[-.08, .09]	[-.16, .17]	.876	17.64*	.005	50.25	.01 (.04)
Affect										
Anxiety	12	1,840	.02 (.02)	[-.03, .07]	[-.03, .07]	.430	11.86	0	0	.02 (.02)
Negative affect	3	168	-.05 (.11)	[-.26, .16]	[-.37, .27]	.643	5.18	.014	39.65	-.05 (.11)
Positive affect	4	255	.09 (.07)	[-.04, .22]	[-.04, .22]	.165	2.75	0	0	.09 (.06)
Shame proneness	–	–	–	–	–	–	–	–	–	–
Motivation										
Achievement	3	733	-.08 (.05)	[-.19, .02]	[-.20, .04]	.112	3.53	.001	7.82	-.07 (.04)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Affiliation	3	741	-.02 (.06)	[-.13, .09]	[-.16, .13]	.760	4.82	.003	19.99	-.02 (.06)
Approach	7	829	.01 (.04)	[-.07, .09]	[-.07, .09]	.807	2.87	0	0	.01 (.03)
Avoidance	8	916	.03 (.04)	[-.06, .12]	[-.09, .16]	.483	9.51	.002	15.26	.03 (.04)
Other										
Emotional intelligence	–	–	–	–	–	–	–	–	–	–
Locus of control	–	–	–	–	–	–	–	–	–	–
Optimism	–	–	–	–	–	–	–	–	–	–
Self-esteem	9	2,756	-.02 (.02)	[-.06, .02]	[-.06, .02]	.363	7.93	0	0	-.02 (.02)

Note. *k* = number of independent samples; *N* = total sample size; $\hat{\rho}$ = mean true-score correlation corrected for unreliability; *SE* = standard error; CI = confidence interval; PI = prediction interval; *Q* = Cochran's *Q* statistic; T^2 = between-study variance; I^2 = variation across samples due to true heterogeneity; *r* = mean (bare-bones) correlation. FFM = Five-Factor Model.

Statistics are only reported whenever $k \geq 3$ (otherwise coded as "–").

* $p < .05$

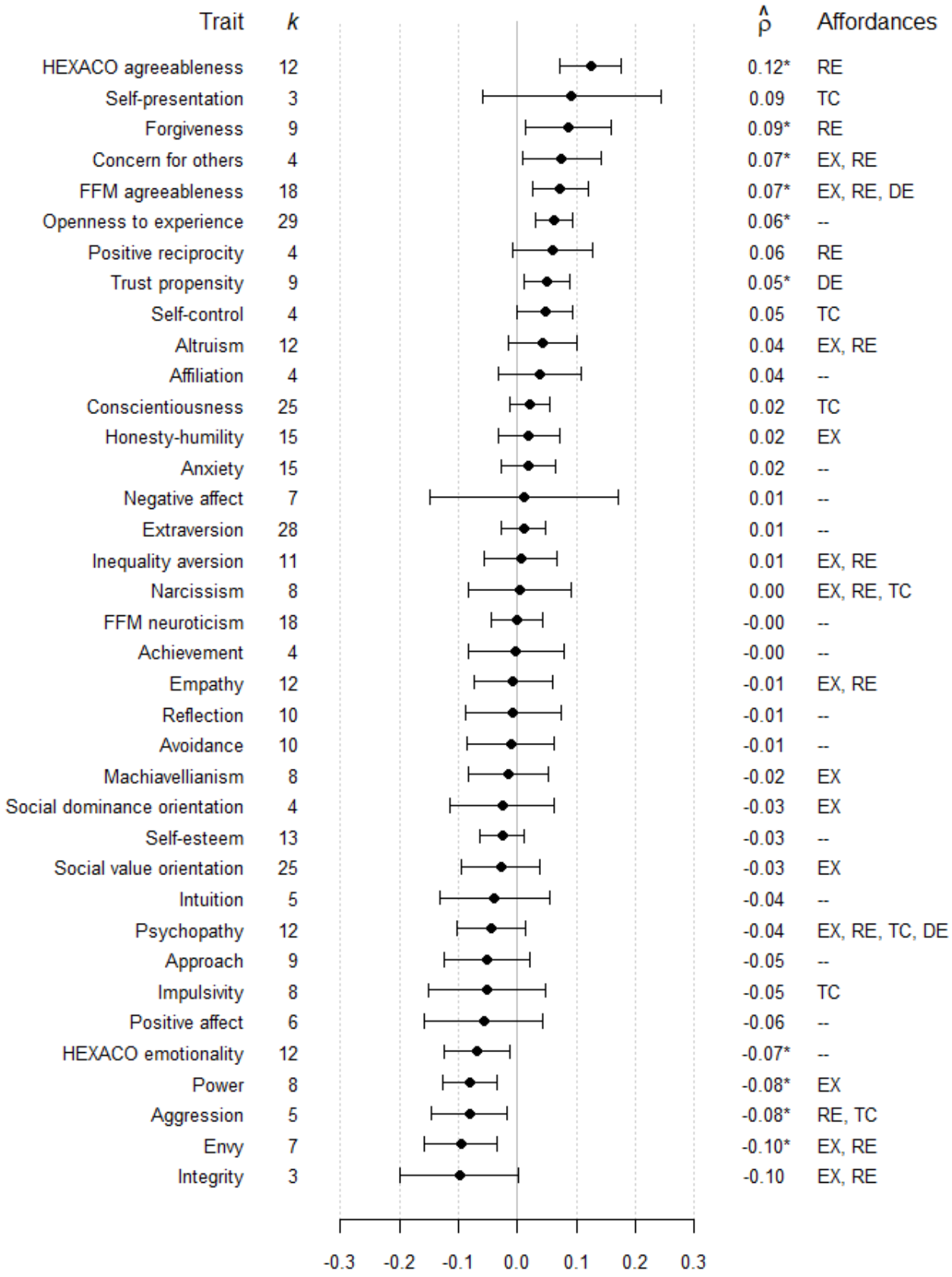

Figure S4. Meta-analytic correlations ($\hat{\rho}$) between personality traits (for which $k \geq 3$) and prosocial behavior in the Ultimatum Game as responder, with number of independent samples (k) and broad affordances linked to the traits. Error bars indicate 95% CI's.
DE = dependence, EX = exploitation, RE = reciprocity, TC = temporal conflict.
* $p < .05$.

Table S5

Meta-Analysis of Correlations Between Personality Traits and Prosocial Behavior in the Ultimatum Game as Responder

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Broad Traits										
Agreeableness (FFM)	18	2,902	.07* (.02)	[.03, .12]	[.02, .13]	.003	18.34	0	1.77	.06* (.02)
Agreeableness (HEXACO)	12	2,082	.12* (.03)	[.07, .18]	[.04, .21]	< .001	13.74	.001	12.09	.11* (.02)
Conscientiousness	25	4,440	.02 (.02)	[-.01, .06]	[-.01, .06]	.205	21.96	0	0	.02 (.02)
Emotionality (HEXACO)	12	2,082	-.07* (.03)	[-.12, -.01]	[-.16, .02]	.015	14.42	.001	16.18	-.06* (.02)
Extraversion	28	4,764	.01 (.02)	[-.03, .05]	[-.09, .11]	.570	37.20	.002	24.29	.01 (.02)
Honesty-humility (HEXACO)	15	3,014	.02 (.03)	[-.03, .07]	[-.09, .13]	.448	20.70	.002	26.81	.02 (.02)
Neuroticism (FFM)	18	2,808	-.00 (.02)	[-.04, .04]	[-.04, .04]	.974	13.62	0	0	-.01 (.02)
Openness to experience	29	5,164	.06* (.02)	[.03, .09]	[.03, .09]	<.001	26.50	0	0	.05* (.01)
Narrow Traits										
Active prosociality										
Altruism	12	3,762	.04 (.03)	[-.02, .10]	[-.10, .19]	.149	27.03*	.004	53.80	.04 (.03)
Concern for others	4	1,281	.07* (.03)	[.01, .14]	[.01, .14]	.028	2.59	0	0	.06* (.03)
Empathy	12	1,812	-.01 (.03)	[-.07, .06]	[-.11, .10]	.837	14.59	.002	15.03	-.01 (.03)
Inequity aversion	11	2,435	.01 (.03)	[-.06, .07]	[-.12, .14]	.847	18.29	.003	38.22	.01 (.03)
Pro-environmentalism	–	–	–	–	–	–	–	–	–	–
Social value orientation	25	4,308	-.03 (.03)	[-.09, .04]	[-.27, .22]	.402	86.72*	.015	70.66	-.03 (.03)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Reactive prosociality										
Forgiveness (vs. retaliation)	9	3,923	.09* (.04)	[.01, .16]	[-.09, .27]	.020	30.23*	.007	69.24	.07* (.03)
Positive reciprocity	4	1,729	.06 (.03)	[-.01, .13]	[-.05, .17]	.085	6.89	.002	37.43	.06 (.03)
Antisocial tendencies										
Aggression	5	1,152	-.08* (.03)	[-.14, -.02]	[-.14, -.02]	.013	2.48	0	0	-.07* (.03)
Competitiveness	–	–	–	–	–	–	–	–	–	–
Envy	7	1,527	-.10* (.03)	[-.16, -.03]	[-.18, -.01]	.002	8.11	.001	12.26	-.09* (.03)
Greed	–	–	–	–	–	–	–	–	–	–
Machiavellianism	8	1,068	-.02 (.03)	[-.08, .05]	[-.08, .05]	.650	6.45	0	0	-.01 (.03)
Narcissism	8	2,077	.00 (.04)	[-.08, .09]	[-.18, .19]	.915	19.42*	.007	57.15	.00 (.04)
Psychopathy	12	1,285	-.04 (.03)	[-.10, .01]	[-.10, .01]	.143	10.11	0	0	-.04 (.03)
Sadism	-	-	-	-	-	-	-	-	-	-
Beliefs										
Belief in a just world	-	-	-	-	-	-	-	-	-	-
Trust propensity	9	2,645	.05* (.02)	[.01, .09]	[.01, .09]	.012	8.60	0	0	.05* (.02)
Morality										
Guilt proneness	–	–	–	–	–	–	–	–	–	–
Integrity	3	599	-.10 (.05)	[-.20, .00]	[-.21, .02]	.056	3.36	.001	4.44	-.09* (.04)
Identity- and society-related attitudes										
Collectivism	–	–	–	–	–	–	–	–	–	–

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Individualism	–	–	–	–	–	–	–	–	–	–
Power	8	2,310	-.08* (.02)	[-.13, -.03]	[-.13, -.03]	< .001	6.37	0	0	-.07* (.02)
Right-wing authoritarianism	–	–	–	–	–	–	–	–	–	–
Social dominance orientation	4	1,028	-.03 (.05)	[-.11, .06]	[-.17, .11]	.571	6.74	.003	37.71	-.03 (.04)
Self-regulation										
Self-control	4	1,737	.05 (.02)	[-.00, .09]	[-.00, .09]	.054	3.41	0	0	.05* (.02)
Self-presentation	3	198	.09 (.08)	[-.06, .24]	[-.06, .24]	.231	2.63	0	0	.09 (.07)
Impulsivity	8	563	-.05 (.05)	[-.15, .05]	[-.21, .10]	.300	10.00	.004	19.56	-.05 (.05)
Risk attitudes										
Risk-taking	–	–	–	–	–	–	–	–	–	–
Thinking style										
Intuition	5	1,061	-.04 (.05)	[-.13, .05]	[-.19, .11]	.411	7.91	.003	32.92	-.03 (.04)
Reflection	10	3,228	-.01 (.04)	[-.09, .07]	[-.19, .18]	.854	31.68*	.007	66.14	-.01 (.04)
Affect										
Anxiety	15	1,986	.02 (.02)	[-.03, .07]	[-.03, .07]	.405	11.35	0	0	.02 (.02)
Negative affect	7	413	.01 (.08)	[-.15, .17]	[-.33, .36]	.886	16.60*	.024	56.93	.01 (.08)
Positive affect	6	410	-.06 (.05)	[-.16, .04]	[-.16, .04]	.260	5.37	0	0	-.05 (.05)
Shame proneness	–	–	–	–	–	–	–	–	–	–
Motivation										
Achievement	4	827	-.00 (.04)	[-.08, .08]	[-.08, .08]	.944	0.51	0	0	-.00 (.03)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Affiliation	4	835	.04 (.04)	[-.03, .11]	[-.03, .11]	.299	0.97	0	0	.04 (.03)
Approach	9	908	-.05 (.04)	[-.12, .02]	[-.12, .02]	.158	8.31	0	0	-.04 (.03)
Avoidance	10	995	-.01 (.04)	[-.08, .06]	[-.08, .06]	.763	5.27	0	0	-.01 (.03)
Other										
Emotional intelligence	–	–	–	–	–	–	–	–	–	–
Locus of control	–	–	–	–	–	–	–	–	–	–
Optimism	–	–	–	–	–	–	–	–	–	–
Self-esteem	13	3,111	-.03 (.02)	[-.06, .01]	[-.06, .01]	.187	7.35	0	0	-.02 (.02)

Note. *k* = number of independent samples; *N* = total sample size; $\hat{\rho}$ = mean true-score correlation corrected for unreliability; *SE* = standard error; CI = confidence interval; PI = prediction interval; *Q* = Cochran's *Q* statistic; T^2 = between-study variance; I^2 = variation across samples due to true heterogeneity; *r* = mean (bare-bones) correlation. FFM = Five-Factor Model.

Statistics are only reported whenever $k \geq 3$ (otherwise coded as "–").

* $p < .05$

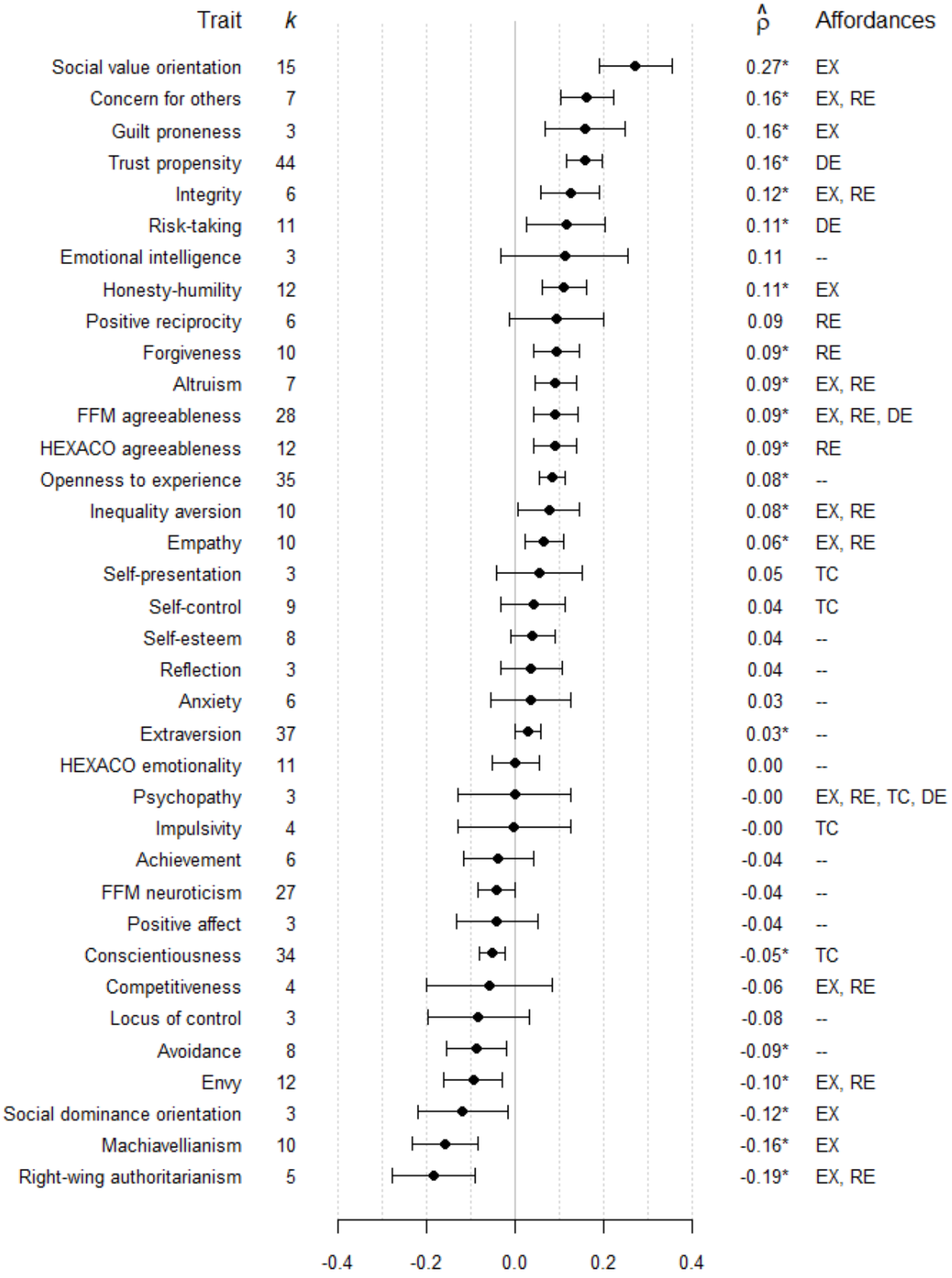

Figure S5. Meta-analytic correlations ($\hat{\rho}$) between personality traits (for which $k \geq 3$) and prosocial behavior in the Trust Game as trustor, with number of independent samples (k) and broad affordances linked to the traits. Error bars indicate 95% CI's.
DE = dependence, EX = exploitation, RE = reciprocity, TC = temporal conflict.
* $p < .05$.

Table S6

Meta-Analysis of Correlations Between Personality Traits and Prosocial Behavior in the Trust Game as Trustor

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Broad Traits										
Agreeableness (FFM)	28	4,222	.09* (.03)	[.04, .14]	[-.08, .26]	< .001	51.81*	.006	45.32	.09* (.02)
Agreeableness (HEXACO)	12	2,196	.09* (.02)	[.02, .04]	[.04, .14]	< .001	6.65	0	0	.08* (.02)
Conscientiousness	34	5,661	-.05* (.01)	[-.08, -.02]	[-.08, -.02]	< .001	33.67	0	0	-.05* (.01)
Emotionality (HEXACO)	11	1,977	.00 (.03)	[-.05, .05]	[-.08, .08]	.982	12.35	.001	10.68	.00 (.02)
Extraversion	37	5,868	.03* (.01)	[.00, .06]	[-.03, .09]	.047	40.08	.001	7.58	.03* (.01)
Honesty-humility (HEXACO)	12	2,196	.11* (.02)	[.06, .16]	[.06, .16]	< .001	9.02	0	0	.09* (.02)
Neuroticism (FFM)	27	3,953	-.04 (.02)	[-.08, .00]	[-.16, .07]	.053	37.43	.003	27.36	-.04 (.02)
Openness to experience	35	5,708	.08* (.02)	[.05, .11]	[.05, .12]	< .001	35.27	0	0.76	.08* (.01)
Narrow Traits										
Active prosociality										
Altruism	7	2,374	.09* (.02)	[.04, .14]	[.03, .15]	< .001	7.62	0	7.17	.09* (.02)
Concern for others	7	1,414	.16* (.03)	[.10, .22]	[.10, .22]	< .001	6.35	0	0	.14* (.03)
Empathy	10	2,295	.06* (.02)	[.02, .11]	[.02, .11]	.003	8.51	0	0	.06* (.02)
Inequity aversion	10	853	.08* (.03)	[.01, .14]	[.01, .14]	.031	6.32	0	0	.08* (.03)
Pro-environmentalism	–	–	–	–	–	–	–	–	–	–
Social value orientation	15	3,464	.27* (.04)	[.19, .35]	[.02, .53]	< .001	67.03*	.015	77.01	.27* (.04)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Reactive prosociality										
Forgiveness (vs. retaliation)	10	5,092	.09* (.03)	[.04, .14]	[-.02, .20]	< .001	20.34*	.002	47.35	.08* (.02)
Positive reciprocity	6	1,992	.09 (.05)	[-.01, .20]	[-.11, .30]	.090	21.49*	.008	67.69	.09 (.05)
Antisocial tendencies										
Aggression	–	–	–	–	–	–	–	–	–	–
Competitiveness	4	571	-.06 (.07)	[-.20, .08]	[-.29, .17]	.417	7.30	.009	42.63	-.04 (.06)
Envy	12	1,018	-.10* (.03)	[-.16, -.03]	[-.19, -.00]	.005	12.98	.001	7.48	-.09* (.03)
Greed	–	–	–	–	–	–	–	–	–	–
Machiavellianism	10	1,058	-.16* (.04)	[-.23, -.08]	[-.29, -.03]	< .001	12.69	.003	20.82	-.15* (.03)
Narcissism	–	–	–	–	–	–	–	–	–	–
Psychopathy	3	253	-.00 (.06)	[-.13, .13]	[-.13, .13]	.975	0.86	0	0	-.00 (.06)
Sadism	–	–	–	–	–	–	–	–	–	–
Beliefs										
Belief in a just world	–	–	–	–	–	–	–	–	–	–
Trust propensity	44	11,744	.16* (.02)	[.11. .20]	[-.01, .33]	< .001	115.90*	.007	61.50	.14* (.02)
Morality										
Guilt proneness	3	696	.16* (.05)	[.07, .25]	[.06, .26]	< .001	3.28	.001	7.60	.13* (.04)
Integrity	6	1,275	.12* (.03)	[.06, .19]	[.03, .21]	< .001	6.98	.001	12.77	.11* (.03)
Identity- and society-related attitudes										
Collectivism	–	–	–	–	–	–	–	–	–	–

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Individualism	–	–	–	–	–	–	–	–	–	–
Power	–	–	–	–	–	–	–	–	–	–
Right-wing authoritarianism	5	508	-.19* (.05)	[-.28, -.09]	[-.28, -.09]	< .001	1.50	0	0	-.17* (.04)
Social dominance orientation	3	417	-.12* (.05)	[-.22, -.02]	[-.22, -.02]	.021	0.24	0	0	-.11* (.05)
Self-regulation										
Self-control	9	2,994	.04 (.04)	[-.03, .11]	[-.13, .21]	.279	26.79*	.006	64.84	.04 (.04)
Self-presentation	3	375	.05 (.05)	[-.04, .15]	[-.04, .15]	.266	1.61	0	0	.04 (.04)
Impulsivity	4	379	-.00 (.07)	[-.13, .13]	[-.20, .19]	.964	5.97	.006	32.58	-.00 (.06)
Risk attitudes										
Risk-taking	11	2,781	.11* (.05)	[.03, .20]	[-.04, .27]	.011	22.85*	.004	41.40	.11* (.04)
Thinking style										
Intuition	–	–	–	–	–	–	–	–	–	–
Reflection	3	786	.04 (.04)	[-.03, .11]	[-.03, .11]	.323	2.36	0	0	.04 (.04)
Affect										
Anxiety	6	552	.03 (.05)	[-.06, .12]	[-.06, .12]	.468	2.35	0	0	.03 (.04)
Negative affect	–	–	–	–	–	–	–	–	–	–
Positive affect	3	450	-.04 (.05)	[-.13, .05]	[-.13, .05]	.381	2.64	0	0	-.04 (.05)
Shame proneness	–	–	–	–	–	–	–	–	–	–
Motivation										
Achievement	6	753	-.04 (.04)	[-.12, .04]	[-.12, .04]	.335	3.33	0	0	-.04 (.04)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Affiliation	–	–	–	–	–	–	–	–	–	–
Approach	–	–	–	–	–	–	–	–	–	–
Avoidance	8	974	-.09* (.04)	[-.16, -.02]	[-.16, -.02]	.012	6.22	0	0	-.08* (.03)
Other										
Emotional intelligence	3	236	.11 (.07)	[-.03, .25]	[-.03, .25]	.128	0.62	0	0	.10 (.07)
Locus of control	3	411	-.08 (.06)	[-.20, .03]	[-.20, .03]	.149	2.15	0	0	-.07 (.05)
Optimism	–	–	–	–	–	–	–	–	–	–
Self-esteem	8	1,882	.04 (.03)	[-.01, .09]	[-.01, .09]	.134	2.13	0	0	.04 (.02)

Note. *k* = number of independent samples; *N* = total sample size; $\hat{\rho}$ = mean true-score correlation corrected for unreliability; *SE* = standard error; CI = confidence interval; PI = prediction interval; *Q* = Cochran's *Q* statistic; T^2 = between-study variance; I^2 = variation across samples due to true heterogeneity; *r* = mean (bare-bones) correlation. FFM = Five-Factor Model.

Statistics are only reported whenever $k \geq 3$ (otherwise coded as "–").

* $p < .05$

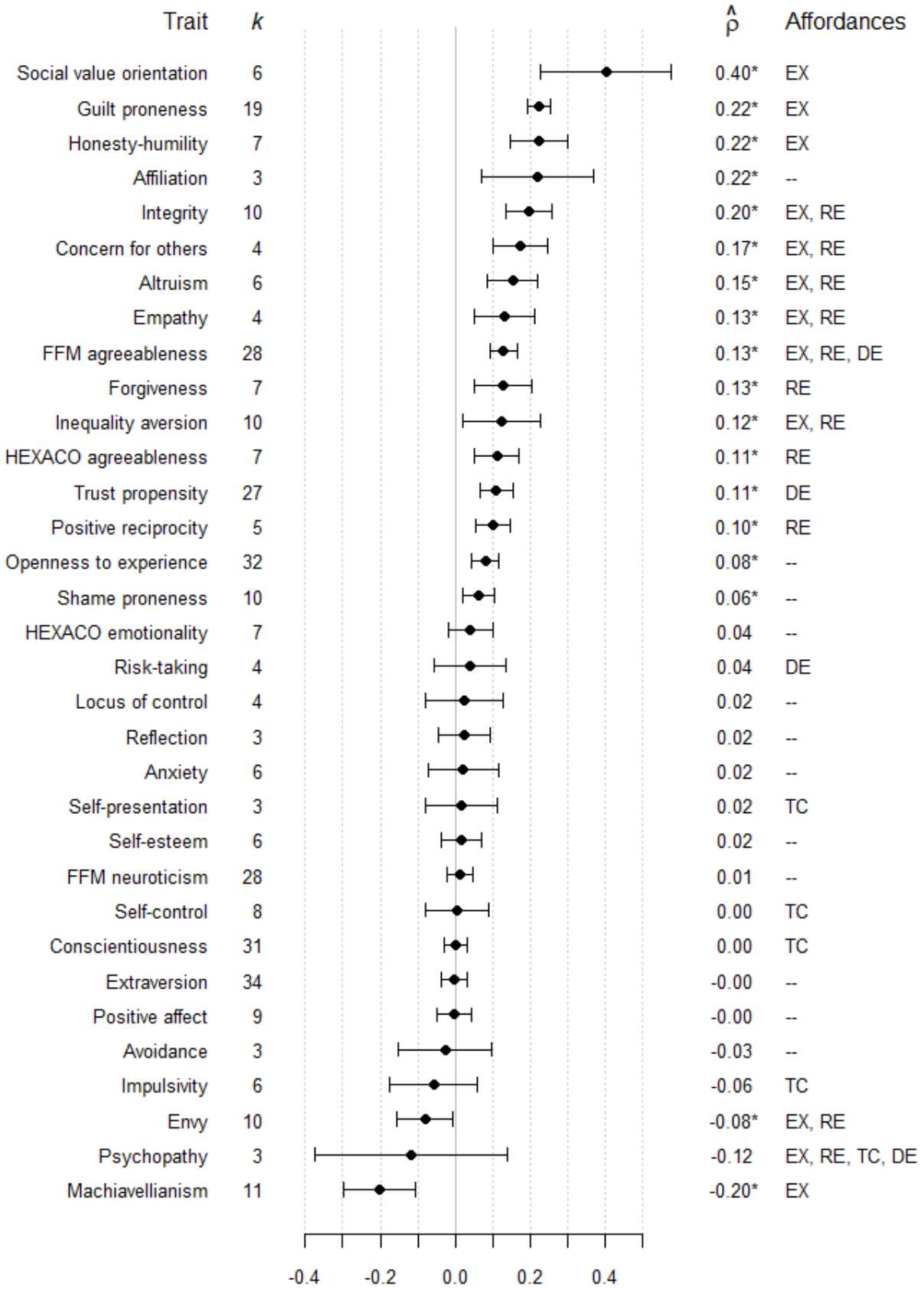

Figure S6. Meta-analytic correlations ($\hat{\rho}$) between personality traits (for which $k \geq 3$) and prosocial behavior in the Trust Game as trustee, with number of independent samples (k) and broad affordances linked to the traits. Error bars indicate 95% CI's.
DE = dependence, EX = exploitation, RE = reciprocity, TC = temporal conflict.
* $p < .05$.

Table S7

Meta-Analysis of Correlations Between Personality Traits and Prosocial Behavior in the Trust Game as Trustee

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Broad Traits										
Agreeableness (FFM)	28	4,140	.13* (.02)	[.09, .16]	[.09, .16]	< .001	20.31	0	0	.12* (.02)
Agreeableness (HEXACO)	7	1,470	.11* (.03)	[.05, .17]	[.05, .17]	< .001	3.50	0	0	.10* (.03)
Conscientiousness	31	5,091	.00 (.01)	[-.03, .03]	[-.03, .03]	.959	29.05	0	0	.00 (.01)
Emotionality (HEXACO)	7	1,470	.04 (.03)	[-.02, .10]	[-.02, .10]	.190	3.34	0	0	.04 (.03)
Extraversion	34	5,259	-.00 (.02)	[-.04, .03]	[-.09, .09]	.943	42.68	.002	20.00	-.00 (.02)
Honesty-humility (HEXACO)	7	1,470	.22* (.04)	[.15, .30]	[.09, .36]	< .001	10.67	.003	33.67	.19* (.03)
Neuroticism (FFM)	28	4,047	.01 (.02)	[-.02, .05]	[-.02, .05]	.437	27.73	0	0	.01 (.02)
Openness to experience	32	5,138	.08* (.02)	[.04, .12]	[-.01, .17]	< .001	39.64	.002	18.90	.07* (.02)
Narrow Traits										
Active prosociality										
Altruism	6	2,371	.15* (.03)	[.09, .22]	[.03, .28]	< .001	12.22*	.003	47.66	.15* (.03)
Concern for others	4	943	.17* (.04)	[.10, .25]	[.10, .25]	< .001	0.32	0	0	.15* (.03)
Empathy	4	681	.13* (.04)	[.05, .21]	[.05, .21]	.001	3.55	0	0	.12* (.04)
Inequity aversion	10	853	.12* (.05)	[.02, .23]	[-.14, .38]	.020	22.06*	.015	54.42	.12* (.05)
Pro-environmentalism	–	–	–	–	–	–	–	–	–	–
Social value orientation	6	1,317	.40* (.09)	[.23,.58]	[.03, .78]	< .001	44.18*	.029	85.21	.40* (.09)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Reactive prosociality										
Forgiveness (vs. retaliation)	7	3,161	.13* (.04)	[.05, .21]	[-.04, .29]	.001	20.42*	.006	64.27	.11* (.03)
Positive reciprocity	5	1,921	.10* (.02)	[.05, .15]	[.05, .15]	< .001	4.02	0	0	.09* (.02)
Antisocial tendencies										
Aggression	–	–	–	–	–	–	–	–	–	–
Competitiveness	–	–	–	–	–	–	–	–	–	–
Envy	10	853	-.08* (.04)	[-.16, -.01]	[-.20, .03]	.033	11.61	.002	13.73	-.08* (.04)
Greed	–	–	–	–	–	–	–	–	–	–
Machiavellianism	11	867	-.20* (.05)	[-.30, -.11]	[-.43, .02]	< .001	19.05*	.011	41.85	-.19* (.05)
Narcissism	–	–	–	–	–	–	–	–	–	–
Psychopathy	3	195	-.12 (.13)	[-.37, .14]	[-.56, .32]	.363	8.86*	.033	65.73	-.12 (.13)
Sadism	–	–	–	–	–	–	–	–	–	–
Beliefs										
Belief in a just world	–	–	–	–	–	–	–	–	–	–
Trust propensity	27	6,848	.11* (.02)	[.07, .15]	[-.04, .26]	< .001	59.16*	.005	53.63	.11* (.02)
Morality										
Guilt proneness	19	5,428	.22* (.02)	[.19, .25]	[.18, .27]	< .001	20.43	0	6.93	.20* (.01)
Integrity	10	2,114	.20* (.03)	[.13, .26]	[.07, .32]	< .001	15.01	.003	32.22	.18* (.03)
Identity- and society-related attitudes										
Collectivism	–	–	–	–	–	–	–	–	–	–

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Individualism	–	–	–	–	–	–	–	–	–	–
Power	–	–	–	–	–	–	–	–	–	–
Right-wing authoritarianism	–	–	–	–	–	–	–	–	–	–
Social dominance orientation	–	–	–	–	–	–	–	–	–	–
Self-regulation										
Self-control	8	2,845	.00 (.04)	[-.08, .09]	[-.19, .20]	.922	29.95*	.008	71.80	.00 (.04)
Self-presentation	3	575	.02 (.05)	[-.08, .11]	[-.08, .11]	.737	1.39	0	0	.01 (.04)
Impulsivity	6	410	-.06 (.06)	[-.17, .06]	[-.24, .12]	.338	7.80	.005	22.53	-.06 (.06)
Risk attitudes										
Risk-taking	4	442	.04 (.05)	[-.06, .14]	[-.06, .14]	.434	4.09	0	2.20	.03 (.05)
Thinking style										
Intuition	–	–	–	–	–	–	–	–	–	–
Reflection	3	786	.02 (.04)	[-.05, .09]	[-.05, .09]	.514	2.24	0	0	.02 (.04)
Affect										
Anxiety	6	448	.02 (.05)	[-.07, .12]	[-.07. .12]	.665	2.96	0	0	.02 (.05)
Negative affect	–	–	–	–	–	–	–	–	–	–
Positive affect	9	2,340	-.00 (.02)	[-.05, .04]	[-.05, .04]	.889	7.08	0	0	-.00 (.02)
Shame proneness	10	2,766	.06* (.02)	[.02, .10]	[.02, .10]	.003	5.75	0	0	.06* (.02)
Motivation										
Achievement	-	-	-	-	-	-	-	-	-	-

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Affiliation	3	280	.22* (.08)	[.07, .037]	[.03, .41]	.004	3.83	.004	20.89	.20* (.07)
Approach	-	-	-	-	-	-	-	-	-	-
Avoidance	3	297	-.03 (.06)	[-.15, .10]	[-.15, .10]	.670	1.87	0	0	-.02 (.06)
Other										
Emotional intelligence	–	–	–	–	–	–	–	–	–	–
Locus of control	4	474	.02 (.05)	[-.08, .13]	[-.08, .13]	.643	3.27	0	0	.03 (.05)
Optimism	–	–	–	–	–	–	–	–	–	–
Self-esteem	6	1,711	.02 (.03)	[-.04, .07]	[-.04, .07]	.564	0.90	0	0	.01 (.02)

Note. *k* = number of independent samples; *N* = total sample size; $\hat{\rho}$ = mean true-score correlation corrected for unreliability; *SE* = standard error; CI = confidence interval; PI = prediction interval; *Q* = Cochran's *Q* statistic; T^2 = between-study variance; I^2 = variation across samples due to true heterogeneity; *r* = mean (bare-bones) correlation. FFM = Five-Factor Model.

Statistics are only reported whenever $k \geq 3$ (otherwise coded as "–").

* $p < .05$

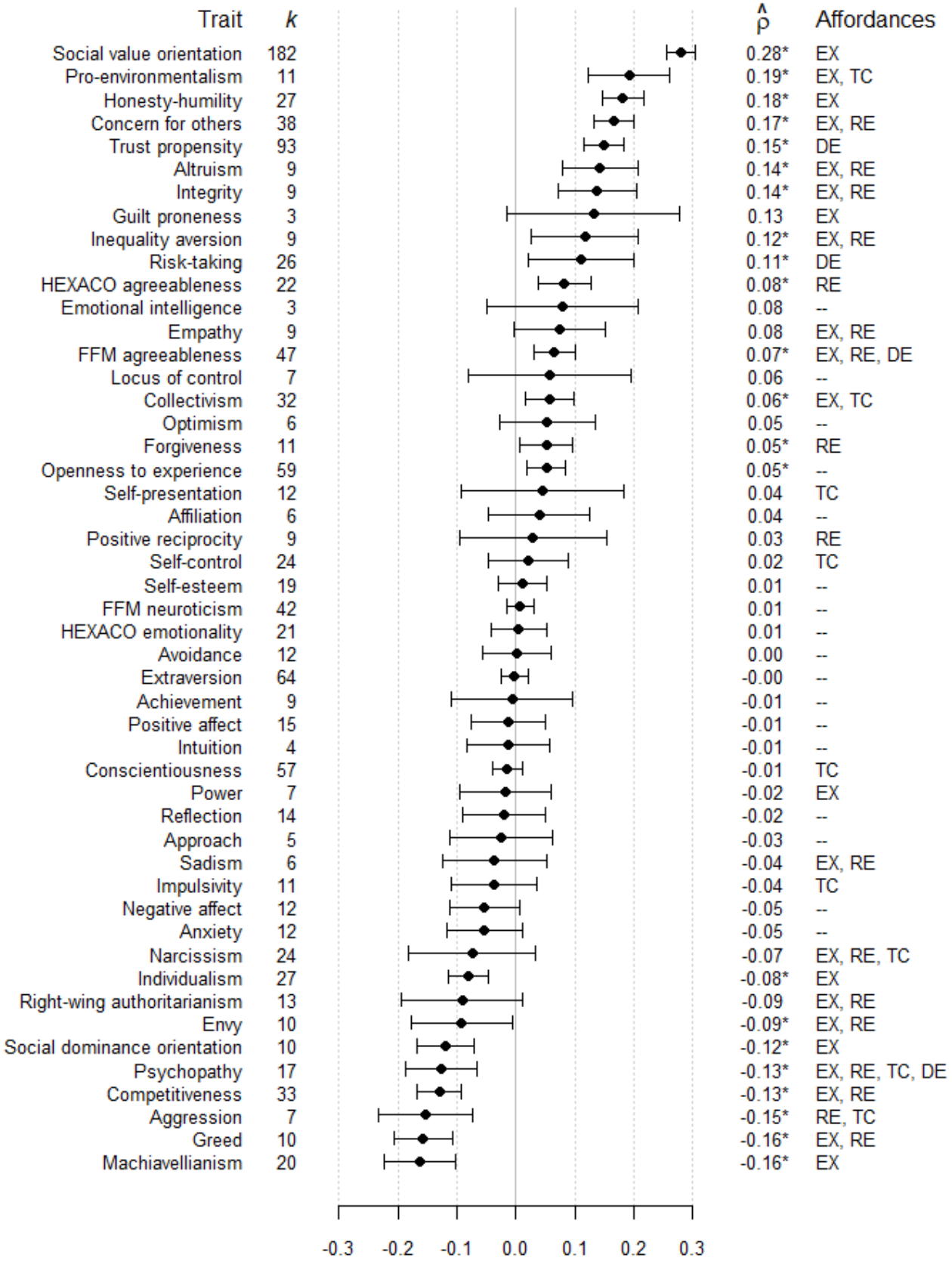

Figure S7. Meta-analytic correlations ($\hat{\rho}$) between personality traits (for which $k \geq 3$) and prosocial behavior in social dilemma games, with number of independent samples (k) and broad affordances linked to the traits. Error bars indicate 95% CI's.
DE = dependence, EX = exploitation, RE = reciprocity, TC = temporal conflict.
* $p < .05$.

Table S8

Meta-Analysis of Correlations Between Personality Traits and Prosocial Behavior in Social Dilemma Games

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Broad Traits										
Agreeableness (FFM)	47	8,727	.07* (.02)	[.03, .10]	[-.03, .16]	< .001	59.33	.002	20.34	.06* (.02)
Agreeableness (HEXACO)	22	4,179	.08* (.02)	[.04, .13]	[-.04, .21]	< .001	33.82*	.004	34.47	.07* (.02)
Conscientiousness	57	11,352	-.01 (.01)	[-.04, .01]	[-.09, .06]	.261	68.22	.001	16.10	-.01 (.01)
Emotionality (HEXACO)	21	3,960	.01 (.02)	[-.04, .05]	[-.13, .14]	.829	35.49*	.004	40.30	.01 (.02)
Extraversion	64	11,912	-.00 (.01)	[-.03, .02]	[-.07, .06]	.807	73.03	.001	12.06	-.00 (.01)
Honesty-humility (HEXACO)	27	5,082	.18* (.02)	[.15, .22]	[.11, .26]	< .001	31.61	.001	14.44	.16* (.02)
Neuroticism (FFM)	42	8,304	.01 (.01)	[-.02, .03]	[-.02, .03]	.557	36.44	0	0	.01 (.01)
Openness to experience	59	11,492	.05* (.02)	[.02, .08]	[-.06, .16]	.002	85.70*	.003	30.74	.05* (.01)
Narrow Traits										
Active prosociality										
Altruism	9	2,966	.14* (.03)	[.08, .21]	[.02, .26]	< .001	15.36	.003	37.34	.13* (.03)
Concern for others	38	7,539	.17* (.02)	[.13, .20]	[.07, .27]	<.001	51.30	.002	25.14	.14* (.01)
Empathy	9	920	.08 (.04)	[-.00, .15]	[-.04, .19]	.056	10.25	.002	11.85	.07 (.04)
Inequity aversion	9	1,051	.12* (.05)	[.03, .21]	[-.08, .31]	.011	15.90*	.008	42.82	.11* (.04)
Pro-environmentalism	11	1,810	.19* (.04)	[.12, .26]	[.04, .35]	< .001	18.57*	.005	39.85	.18* (.03)
Social value orientation	182	29,303	.28* (.01)	[.26, .30]	[.08, .48]	< .001	485.82*	.010	62.43	.28* (.01)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Reactive prosociality										
Forgiveness (vs. retaliation)	11	3,790	.05* (.02)	[.01, .10]	[-.03, .13]	.022	14.64	.001	21.59	.05* (.02)
Positive reciprocity	9	2,211	.03 (.06)	[-.10, .15]	[-.21, .27]	.646	27.35*	.010	59.45	.02 (.06)
Antisocial tendencies										
Aggression	7	1,167	-.15* (.04)	[-.23, -.07]	[-.29, -.01]	< .001	10.83	.004	33.12	-.15* (.04)
Competitiveness	33	5,607	-.13 (.02)	[-.17, -.09]	[-.25, -.01]	< .001	46.96*	.003	29.59	-.12* (.02)
Envy	10	1,297	-.09* (.04)	[-.18, -.01]	[-.29, -.11]	.036	20.02*	.009	49.47	-.09* (.04)
Greed	10	2,559	-.16* (.03)	[-.21, -.11]	[-.24, -.08]	< .001	12.56	.001	18.47	-.15* (.02)
Machiavellianism	20	2,156	-.16* (.03)	[-.22, -.10]	[-.33, .01]	< .001	32.10*	.007	37.54	-.15* (.03)
Narcissism	24	4,735	-.07 (.05)	[-.18, .03]	[-.42, .27]	.177	135.02*	.028	81.33	-.07 (.05)
Psychopathy	17	1,852	-.13* (.03)	[-.19, -.07]	[-.26, .00]	< .001	22.11	.003	22.63	-.11* (.03)
Sadism	6	675	-.04 (.04)	[-.12, .05]	[-.12, .05]	.417	3.88	0	0	-.03 (.04)
Beliefs										
Belief in a just world	–	–	–	–	–	–	–	–	–	–
Trust propensity	93	20,477	.15* (.02)	[.11, .18]	[-.06, .35]	< .001	277.70*	.011	66.18	.14* (.02)
Morality										
Guilt proneness	3	245	.13 (.08)	[-.02, .28]	[-.02, .28]	.080	0.72	0	0	.12 (.06)
Integrity	9	2,249	.14* (.03)	[.07, .20]	[.00, .27]	< .001	15.99*	.004	41.93	.13* (.03)
Identity- and society-related attitudes										
Collectivism	32	5,928	.06* (.02)	[.02, .10]	[-.08, .20]	.007	50.37*	.005	36.13	.05* (.02)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Individualism	27	5,865	-.08* (.02)	[-.11, -.05]	[-.14, -.02]	< .001	29.94	.001	9.37	-.07* (.01)
Power	7	870	-.02 (.04)	[-.09, .06]	[-.09, .06]	.668	4.58	0	0	-.02 (.03)
Right-wing authoritarianism	13	2,705	-.09 (.05)	[-.19, .01]	[-.38, .19]	.085	55.74*	.018	75.49	-.09 (.05)
Social dominance orientation	10	2,059	-.12* (.02)	[-.17, -.07]	[-.17, -.07]	< .001	8.66	0	0	-.11* (.02)
Self-regulation										
Self-control	24	7,725	.02 (.03)	[-.05, .09]	[-.17, .21]	.532	86.57*	.008	70.30	.02 (.03)
Self-presentation	12	1,930	.04 (.07)	[-.09, .18]	[-.33, .42]	.524	66.92*	.032	81.09	.03 (.07)
Impulsivity	11	1,348	-.04 (.04)	[-.11, .04]	[-.19, .12]	.318	16.50	.005	32.81	-.04 (.03)
Risk attitudes										
Risk-taking	26	5,617	.11* (.05)	[.02, .20]	[-.15, .38]	.016	108.44*	.016	74.01	.10* (.04)
Thinking style										
Intuition	4	876	-.01 (.04)	[-.08, .06]	[-.10, .07]	.714	4.45	.001	9.65	-.01 (.04)
Reflection	14	5,638	-.02 (.04)	[-.09, .05]	[-.17, .13]	.574	39.75*	.005	59.70	-.02 (.04)
Affect										
Anxiety	12	994	-.05 (.03)	[-.12, .01]	[-.12, .01]	.105	10.67	0	0	-.05 (.03)
Negative affect	12	1,257	-.05 (.03)	[-.11, .01]	[-.11, .01]	.077	8.97	0	0	-.05 (.02)
Positive affect	15	1,743	-.01 (.03)	[-.07, .05]	[-.15, .12]	.689	20.67	.004	26.59	-.01 (.03)
Shame proneness	–	–	–	–	–	–	–	–	–	–
Motivation										
Achievement	9	1,135	-.01 (.05)	[-.11, .10]	[-.24, .23]	.910	18.74*	.012	51.56	-.01 (.04)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Affiliation	6	642	.04 (.04)	[-.05, .13]	[-.05, .13]	.375	3.18	0	0	.04 (.04)
Approach	5	570	-.03 (.04)	[-.11, .06]	[-.11, .06]	.565	2.93	0	0	-.02 (.04)
Avoidance	12	1,374	.00 (.03)	[-.06, .06]	[-.06, .06]	.936	9.19	0	0	.01 (.03)
Other										
Emotional intelligence	3	247	.08 (.07)	[-.05, .21]	[-.05, .21]	.221	1.59	0	0	.08 (.06)
Locus of control	7	1,216	.06 (.07)	[-.08, .19]	[-.22, .34]	.412	18.92	.016	60.99	.04 (.05)
Optimism	6	741	.05 (.04)	[-.03, .13]	[-.03, .13]	.202	3.61	0	0	.05 (.04)
Self-esteem	19	2,565	.01 (.02)	[-.03, .05]	[-.03, .05]	.563	15.41	0	0	.01 (.02)

Note. *k* = number of independent samples; *N* = total sample size; $\hat{\rho}$ = mean true-score correlation corrected for unreliability; *SE* = standard error; CI = confidence interval; PI = prediction interval; *Q* = Cochran's *Q* statistic; T^2 = between-study variance; I^2 = variation across samples due to true heterogeneity; *r* = mean (bare-bones) correlation. FFM = Five-Factor Model.

Statistics are only reported whenever $k \geq 3$ (otherwise coded as "–").

* $p < .05$

Table S9

Meta-Analysis of Correlations Between Personality Traits and Prosocial Behavior in the Prisoner's Dilemma

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Broad Traits										
Agreeableness (FFM)	27	5,624	.05* (.02)	[.01, .08]	[.01, .08]	.005	24.16	0	0	.04* (.01)
Agreeableness (HEXACO)	11	1,835	.07* (.03)	[.00, .13]	[-.07, .20]	.039	16.02	.004	31.07	.06* (.03)
Conscientiousness	31	6,640	-.02 (.02)	[-.06, .01]	[-.10, .05]	.181	37.18	.001	15.63	-.02 (.02)
Emotionality (HEXACO)	10	1,616	.03 (.04)	[-.05, .11]	[-.15, .22]	.420	19.47*	.007	48.24	.03 (.04)
Extraversion	36	7,028	.01 (.02)	[-.03, .04]	[-.05, .06]	.734	39.58	.001	8.41	.00 (.01)
Honesty-humility (HEXACO)	14	2,345	.20* (.02)	[.15, .24]	[.15, .24]	< .001	7.88	0	0	.17* (.02)
Neuroticism (FFM)	24	5,423	.01 (.02)	[-.03, .05]	[-.07, .09]	.719	29.89	.001	17.55	.01 (.02)
Openness to experience	32	6,680	.04* (.02)	[.00, .08]	[-.04, .12]	.036	37.56	.001	14.11	.04* (.02)
Narrow Traits										
Active prosociality										
Altruism	4	1,122	.14* (.05)	[.04, .24]	[-.03, .30]	.008	7.94*	.004	45.18	.11* (.04)
Concern for others	9	978	.19* (.04)	[.12, .27]	[.12, .27]	<.001	4.28	0	0	.17* (.03)
Empathy	5	426	.04 (.05)	[-.07, .14]	[-.07, .14]	.484	2.05	0	0	.03 (.05)
Inequity aversion	7	811	.11* (.05)	[.01, .22]	[-.10, .33]	.039	12.66*	.009	44.04	.10* (.05)
Pro-environmentalism	3	600	.17* (.04)	[.09, .25]	[.09, .25]	< .001	2.73	0	0	.17* (.04)
Social value orientation	92	16,007	.32* (.01)	[.30, .35]	[.17, .48]	< .001	186.44*	.006	50.44	.32* (.01)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Reactive prosociality										
Forgiveness (vs. retaliation)	6	732	.16* (.04)	[.08, .24]	[.08, .24]	< .001	1.02	0	0	.15* (.04)
Positive reciprocity	7	872	.14* (.06)	[.03, .26]	[-.10, .38]	.015	13.98*	.011	49.38	.12* (.05)
Antisocial tendencies										
Aggression	5	579	-.17* (.07)	[-.30, -.04]	[-.42, .07]	.008	10.21*	.011	50.54	-.16* (.06)
Competitiveness	5	464	-.15* (.06)	[-.26, -.04]	[-.26, -.04]	.007	2.73	0	0	-.13* (.05)
Envy	8	1,056	-.12* (.05)	[-.21, -.12]	[-.33, .10]	.019	16.61*	.009	51.28	-.11* (.05)
Greed	4	739	-.17* (.05)	[-.28, -.07]	[-.33, -.02]	< .001	6.24	.004	35.78	-.15* (.05)
Machiavellianism	9	847	-.20* (.06)	[-.31, -.08]	[-.47, .08]	< .001	20.88*	. 016	56.49	-.18* (.05)
Narcissism	5	698	-.08 (.06)	[-.20, .04]	[-.29, .13]	.198	8.98	.008	42.69	-.07 (.05)
Psychopathy	12	1,183	-.15* (.03)	[-.21, -.08]	[-.24, -.06]	< .001	13.00	.001	7.33	-.14* (.03)
Sadism	–	–	–	–	–	–	–	–	–	–
Beliefs										
Belief in a just world	–	–	–	–	–	–	–	–	–	–
Trust propensity	33	5,764	.12* (.03)	[.06, .18]	[-.12, .35]	< .001	96.78*	.014	65.54	.11* (.03)
Morality										
Guilt proneness	–	–	–	–	–	–	–	–	–	–
Integrity	4	808	.10 (.06)	[-.02, .23]	[-.08, .28]	.111	6.08	.004	27.84	.08 (.05)
Identity- and society-related attitudes										
Collectivism	4	426	.15* (.06)	[.03, .26]	[.03, .26]	.014	3.78	0	0	.13* (.05)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Individualism	–	–	–	–	–	–	–	–	–	–
Power	3	345	-.12* (.06)	[-.23, -.00]	[-.23, -.00]	.045	0.657	0	0	-.11* (.05)
Right-wing authoritarianism	7	1,505	-.10 (.08)	[-.26, .07]	[-.42, .23]	.242	34.81*	.021	76.18	-.09 (.08)
Social dominance orientation	7	1,762	-.12* (.03)	[-.17, -.07]	[-.17, -.07]	< .001	6.40	0	0	-.11* (.02)
Self-regulation										
Self-control	12	5,453	.03 (.03)	[-.03, .10]	[-.11, .18]	.331	35.75*	.004	62.16	.03 (.03)
Self-presentation	7	1,153	.07 (.10)	[-.13, .26]	[-.33, .46]	.504	38.81*	.031	79.03	.05 (.09)
Impulsivity	5	725	.00 (.04)	[-.08, .08]	[-.08, .08]	.982	3.77	0	0	-.00 (.04)
Risk attitudes										
Risk-taking	12	1,341	.07 (.04)	[-.01, .15]	[-.10, .24]	.097	18.67	.006	33.86	.06 (.04)
Thinking style										
Intuition	–	–	–	–	–	–	–	–	–	–
Reflection	6	2,703	-.07* (.04)	[-.15, -.00]	[-.18, .03]	.050	10.05	.002	18.27	-.07* (.04)
Affect										
Anxiety	12	994	-.05 (.03)	[-.12, .01]	[-.12, .01]	.113	10.57	0	0	-.05 (.03)
Negative affect	9	804	-.08* (.04)	[-.15, -.00]	[-.15, -.00]	.043	6.41	0	0	-.07* (.04)
Positive affect	11	1,199	.01 (.03)	[-.05, .07]	[-.05, .07]	.675	8.86	0	0	.01 (.03)
Shame proneness	–	–	–	–	–	–	–	–	–	–
Motivation										
Achievement	7	886	.02 (.06)	[-.11, .14]	[-.25, .28]	.808	17.09*	.015	58.56	.01 (.06)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Affiliation	5	537	.05 (.05)	[-.04, .14]	[-.04, .14]	.290	3.13	0	0	.05 (.04)
Approach	–	–	–	–	–	–	–	–	–	–
Avoidance	7	836	-.01 (.04)	[-.09, .06]	[-.09, .06]	.728	3.79	0	0	-.01 (.03)
Other										
Emotional intelligence	3	247	.07 (.07)	[-.06, .19]	[-.06, .19]	.312	1.76	0	0	.06 (.06)
Locus of control	4	722	.05 (.10)	[-.14, .25]	[-.27, .38]	.587	13.11*	.018	65.29	.04 (.08)
Optimism	3	322	.13 (.07)	[-.00, .26]	[-.00, .26]	.058	0.58	0	0	.12 (.06)
Self-esteem	7	481	.09 (.05)	[-.02, .19]	[-.03, .20]	.095	7.28	.001	3.80	.08 (.05)

Note. *k* = number of independent samples; *N* = total sample size; $\hat{\rho}$ = mean true-score correlation corrected for unreliability; *SE* = standard error; CI = confidence interval; PI = prediction interval; *Q* = Cochran's *Q* statistic; T^2 = between-study variance; I^2 = variation across samples due to true heterogeneity; *r* = mean (bare-bones) correlation. FFM = Five-Factor Model.

Statistics are only reported whenever $k \geq 3$ (otherwise coded as "–").

* $p < .05$

Table S10

Meta-Analysis of Correlations Between Personality Traits and Prosocial Behavior in the Public Goods Game

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Broad Traits										
Agreeableness (FFM)	15	2,322	.09* (.03)	[.03, .14]	[-.02, .20]	.001	19.39	.002	22.04	.07* (.02)
Agreeableness (HEXACO)	14	2,917	.08* (.03)	[.03, .14]	[-.04, .20]	.002	21.15	.003	32.96	.08* (.02)
Conscientiousness	24	4,357	-.02 (.02)	[-.05, .01]	[-.05, .01]	.229	20.93	0	0	-.02 (.02)
Emotionality (HEXACO)	13	2,698	-.02 (.02)	[-.07, .02]	[-.10, .05]	.328	14.90	.001	12.31	-.02 (.02)
Extraversion	25	4,457	-.00 (.02)	[-.04, .03]	[-.10, .09]	.808	33.44	.002	24.86	-.01 (.02)
Honesty-humility (HEXACO)	16	3,310	.15* (.02)	[.10, .20]	[.04, .26]	< .001	22.79	.003	29.33	.13* (.02)
Neuroticism (FFM)	14	2,172	.00 (.02)	[-.04, .05]	[-.04, .05]	.910	7.03	0	0	.00 (.02)
Openness to experience	25	4,457	.08* (.02)	[.04, .11]	[-.01, .16]	< .001	30.96	.002	18.91	.07* (.02)
Narrow Traits										
Active prosociality										
Altruism	6	2,038	.15* (.03)	[.10, .20]	[.10, .20]	< .001	3.35	0	0	.14* (.02)
Concern for others	30	6,622	.16* (.02)	[.12, .20]	[.04, .28]	< .001	46.73*	.003	34.59	.13* (.02)
Empathy	5	590	.10 (.06)	[-.01, .22]	[-.08, .28]	.083	7.29	.005	30.50	.09 (.05)
Inequity aversion	3	395	.13* (.06)	[.01, .25]	[.01, .25]	.033	2.31	0	0	.12* (.06)
Pro-environmentalism	3	402	.25* (.09)	[.08, .43]	[-.03, .53]	.005	7.14*	.013	56.46	.22* (.08)
Social value orientation	66	10,497	.25* (.02)	[.21, .30]	[.01, .49]	< .001	211.92*	.014	68.50	.25* (.02)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Reactive prosociality										
Forgiveness (vs. retaliation)	6	3,213	.03 (.02)	[-.01, .07]	[-.01, .07]	.099	5.61	0	0	.03 (.02)
Positive reciprocity	3	1,494	-.02 (.03)	[-.08, .03]	[-.08, .03]	.454	2.99	0	0	-.02 (.03)
Antisocial tendencies										
Aggression	–	–	–	–	–	–	–	–	–	–
Competitiveness	28	5,054	-.13* (.02)	[-.17, -.09]	[-.26, .00]	< .001	44.16*	.004	36.45	-.12* (.02)
Envy	–	–	–	–	–	–	–	–	–	–
Greed	4	1,317	-.13* (.03)	[-.18, -.07]	[-.18, -.07]	< .001	3.09	0	0	-.12* (.03)
Machiavellianism	10	1,140	-.13* (.04)	[-.20, -.06]	[-.24, -.02]	< .001	11.54	.002	13.33	-.11* (.03)
Narcissism	13	3,106	-.01 (.02)	[-.05, .04]	[-.06, .04]	.788	13.54	0	3.45	-.01 (.02)
Psychopathy	6	610	-.04 (.05)	[-.13, .06]	[-.13, .06]	.426	5.53	0	0	-.03 (.04)
Sadism	6	675	-.03 (.04)	[-.12, .05]	[-.12, .05]	.435	3.79	0	0	-.03 (.04)
Beliefs										
Belief in a just world	–	–	–	–	–	–	–	–	–	–
Trust propensity	59	14,978	.16* (.02)	[.12, .20]	[-.03, .35]	< .001	173.17*	.009	65.37	.15* (.02)
Morality										
Guilt proneness	–	–	–	–	–	–	–	–	–	–
Integrity	4	1,363	.16* (.04)	[.08, .23]	[.03, .28]	< .001	7.68	.003	46.35	.15* (.04)
Identity- and society-related attitudes										
Collectivism	28	5,398	.05* (.02)	[.01, .10]	[-.09, .20]	.024	45.69*	.005	38.32	.04* (.02)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Individualism	26	5,773	-.08* (.02)	[-.12, -.04]	[-.16, .00]	< .001	31.26	.001	16.10	-.07* (.02)
Power	5	611	.02 (.05)	[-.08, .11]	[-.08, .11]	.730	2.64	0	0	.01 (.04)
Right-wing authoritarianism	8	1,504	-.08 (.05)	[-.18, .02]	[-.31, .15]	.109	21.41*	.011	62.01	-.08 (.05)
Social dominance orientation	5	617	-.11* (.05)	[-.21, -.02]	[-.21, -.02]	.022	2.17	0	0	-.10* (.04)
Self-regulation										
Self-control	13	2,749	-.03 (.04)	[-.11, .06]	[-.26, .20]	.509	46.00*	.012	70.56	-.03 (.04)
Self-presentation	6	878	-.01 (.08)	[-.17, .14]	[-.36, .34]	.862	26.84*	.026	76.88	-.02 (.08)
Impulsivity	5	633	.01 (.06)	[-.11, .13]	[-.22, .24]	.873	10.13*	.010	49.73	.01 (.06)
Risk attitudes										
Risk-taking	15	4,368	.13* (.06)	[.01, .24]	[-.16, .41]	.033	84.31*	.018	79.58	.12* (.06)
Thinking style										
Intuition	3	631	-.04 (.04)	[-.12, .04]	[-.12, .04]	.297	2.63	0	0	-.04 (.04)
Reflection	10	3,212	.02 (.04)	[-.05, .09]	[-.11, .16]	.504	20.95*	.004	46.88	.03 (.03)
Affect										
Anxiety	–	–	–	–	–	–	–	–	–	–
Negative affect	–	–	–	–	–	–	–	–	–	–
Positive affect	3	256	-.01 (.09)	[-.18, .17]	[-.27, .26]	.935	5.18	.010	42.04	-.00 (.08)
Shame proneness	–	–	–	–	–	–	–	–	–	–
Motivation										
Achievement	3	347	-.04 (.07)	[-.17, .10]	[-.17, .10]	.564	1.62	0	0	-.03 (.05)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Affiliation	–	–	–	–	–	–	–	–	–	–
Approach	4	457	-.01 (.05)	[-.11, .09]	[-.11, .09]	.818	2.36	0	0	-.01 (.05)
Avoidance	6	636	.01 (.04)	[-.08, .09]	[-.08, .09]	.842	5.88	0	0	.01 (.04)
Other										
Emotional intelligence	–	–	–	–	–	–	–	–	–	–
Locus of control	3	494	.07 (.07)	[-.06, .20]	[-.06, .20]	.285	2.90	0	0	.06 (.05)
Optimism	3	448	.07 (.06)	[-.04, .17]	[-.04, .17]	.235	1.08	0	0	.06 (.05)
Self-esteem	10	1,533	.01 (.03)	[-.05, .06]	[-.05, .06]	.786	4.73	0	0	.01 (.03)

Note. *k* = number of independent samples; *N* = total sample size; $\hat{\rho}$ = mean true-score correlation corrected for unreliability; *SE* = standard error; CI = confidence interval; PI = prediction interval; *Q* = Cochran's *Q* statistic; T^2 = between-study variance; I^2 = variation across samples due to true heterogeneity; *r* = mean (bare-bones) correlation. FFM = Five-Factor Model.

Statistics are only reported whenever $k \geq 3$ (otherwise coded as "–").

* $p < .05$

Table S11

Meta-Analysis of Correlations Between Personality Traits and Prosocial Behavior in the Commons Dilemma

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Broad Traits										
Agreeableness (FFM)	6	882	.14* (.05)	[.04, .24]	[-.04, .32]	.004	10.63	.006	42.58	.13* (.05)
Agreeableness (HEXACO)	3	498	.11* (.05)	[.01, .21]	[.01, .21]	.026	0.80	0	0	.10* (.04)
Conscientiousness	7	1,089	.06 (.04)	[-.01, .13]	[-.04, .16]	.096	8.41	.002	16.31	.06 (.03)
Emotionality (HEXACO)	–	–	–	–	–	–	–	–	–	–
Extraversion	8	1,161	-.03 (.03)	[-.09, .03]	[-.09, .03]	.319	3.35	0	0	-.03 (.03)
Honesty-humility (HEXACO)	3	498	.15* (.05)	[.06, .25]	[.06, .25]	.002	1.50	0	0	.14* (.04)
Neuroticism (FFM)	5	810	.02 (.04)	[-.05, .10]	[-.05, .10]	.531	0.483	0	0	.02 (.04)
Openness to experience	7	1,089	.03 (.05)	[-.08, .13]	[-.21, .26]	.616	17.91*	.012	60.18	.02 (.05)
Narrow Traits										
Active prosociality										
Altruism	–	–	–	–	–	–	–	–	–	–
Concern for others	–	–	–	–	–	–	–	–	–	–
Empathy	–	–	–	–	–	–	–	–	–	–
Inequity aversion	–	–	–	–	–	–	–	–	–	–
Pro-environmentalism	7	1,006	.18* (.06)	[.06, .30]	[-.07, .42]	.004	16.43*	.012	55.51	.16* (.05)
Social value orientation	29	3,919	.18* (.02)	[.15, .21]	[.15, .21]	< .001	24.24	0	0	.18* (.02)

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Reactive prosociality										
Forgiveness (vs. retaliation)	–	–	–	–	–	–	–	–	–	–
Positive reciprocity	–	–	–	–	–	–	–	–	–	–
Antisocial tendencies										
Aggression	–	–	–	–	–	–	–	–	–	–
Competitiveness	–	–	–	–	–	–	–	–	–	–
Envy	–	–	–	–	–	–	–	–	–	–
Greed	–	–	–	–	–	–	–	–	–	–
Machiavellianism	–	–	–	–	–	–	–	–	–	–
Narcissism	7	1,086	-.25* (.11)	[-.47, -.03]	[-.81, .30]	.026	76.36*	.067	90.49	-.24* (.11)
Psychopathy	–	–	–	–	–	–	–	–	–	–
Sadism	–	–	–	–	–	–	–	–	–	–
Beliefs										
Belief in a just world	–	–	–	–	–	–	–	–	–	–
Trust propensity	5	432	.01 (.05)	[-.10, .11]	[-.10, .12]	.878	5.13	0	2.37	.01 (.05)
Morality										
Guilt proneness	–	–	–	–	–	–	–	–	–	–
Integrity	–	–	–	–	–	–	–	–	–	–
Identity- and society-related attitudes										
Collectivism	–	–	–	–	–	–	–	–	–	–

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Individualism	–	–	–	–	–	–	–	–	–	–
Power	–	–	–	–	–	–	–	–	–	–
Right-wing authoritarianism	–	–	–	–	–	–	–	–	–	–
Social dominance orientation	–	–	–	–	–	–	–	–	–	–
Self-regulation										
Self-control	–	–	–	–	–	–	–	–	–	–
Self-presentation	–	–	–	–	–	–	–	–	–	–
Impulsivity	4	358	-.18* (.06)	[-.30, -.07]	[-.30, -.07]	.002	4.06	0	1.52	-.17* (.05)
Risk attitudes										
Risk-taking	–	–	–	–	–	–	–	–	–	–
Thinking style										
Intuition	–	–	–	–	–	–	–	–	–	–
Reflection	–	–	–	–	–	–	–	–	–	–
Affect										
Anxiety	–	–	–	–	–	–	–	–	–	–
Negative affect	–	–	–	–	–	–	–	–	–	–
Positive affect	3	459	-.10 (.11)	[-.32, .12]	[-.48, .28]	.365	13.12*	.025	75.81	-.10 (.10)
Shame proneness	–	–	–	–	–	–	–	–	–	–
Motivation										
Achievement	–	–	–	–	–	–	–	–	–	–

Trait	*k*	*N*	$\hat{\rho}$ (*SE*)	95% CI	95% PI	*p*	*Q*	T^2	I^2	*r* (*SE*)
Affiliation	–	–	–	–	–	–	–	–	–	–
Approach	–	–	–	–	–	–	–	–	–	–
Avoidance	–	–	–	–	–	–	–	–	–	–
Other										
Emotional intelligence	–	–	–	–	–	–	–	–	–	–
Locus of control	–	–	–	–	–	–	–	–	–	–
Optimism	–	–	–	–	–	–	–	–	–	–
Self-esteem	3	636	-.03 (.04)	[-.11, .05]	[-.11, .05]	.478	0.88	0	0	-.03 (.04)

Note. *k* = number of independent samples; *N* = total sample size; $\hat{\rho}$ = mean true-score correlation corrected for unreliability; *SE* = standard error; CI = confidence interval; PI = prediction interval; *Q* = Cochran's *Q* statistic; T^2 = between-study variance; I^2 = variation across samples due to true heterogeneity; *r* = mean (bare-bones) correlation. FFM = Five-Factor Model.

Statistics are only reported whenever $k \geq 3$ (otherwise coded as "–").

* $p < .05$

Table S12

Results of Multivariate Moderator Analyses for Type of Game

Trait	*k*	*Q* (*df* = 5)	Game	*B* (*SE*)
Broad traits				
Conscientiousness	240	16.10*	DG (Intercept)	-.00 (.01)
			UG-A	.02 (.02)
			UG-B	.03 (.02)
			TG-A	-.05* (.02)
			TG-B	.01 (.02)
			SDG	-.01 (.01)
FFM agreeableness	188	31.34*	DG (Intercept)	.16* (.01)
			UG-A	-.08* (.03)
			UG-B	-.08* (.03)
			TG-A	-.06* (.02)
			TG-B	-.03 (.02)
			SDG	-.09* (.02)
HEXACO agreeableness	104	5.10	DG (Intercept)	.11* (.01)
			UG-A	-.05 (.03)
			UG-B	.01 (.03)
			TG-A	-.02 (.03)
			TG-B	-.00 (.03)
			SDG	-.03 (.02)
Honesty-humility	120	126.66*	DG (Intercept)	.27* (.01)
			UG-A	-.17* (.03)
			UG-B	-.25* (.02)
			TG-A	-.16* (.03)
			TG-B	-.04 (.04)
			SDG	-.08* (.02)
Narrow traits				
Active prosociality				
Altruism	66	31.69*	DG (Intercept)	.15* (.02)
			UG-A	-.07* (.02)
			UG-B	-.11* (.02)
			TG-A	-.07* (.03)
			TG-B	-.01 (.03)
			SDG	-.02 (.03)

Trait	*k*	*Q* (*df* = 5)	Game	*B* (*SE*)
Concern for others	68	5.38	DG (Intercept)	.16* (.03)
			UG-A	-.03 (.04)
			UG-B	-.08 (.04)
			TG-A	-.01 (.04)
			TG-B	.02 (.05)
			SDG	.01 (.03)
Empathy	74	29.53*	DG (Intercept)	.15* (.02)
			UG-A	-.06 (.03)
			UG-B	-.15* (.03)
			TG-A	-.09* (.03)
			TG-B	-.03 (.05)
			SDG	-.08* (.04)
Inequality aversion	69	54.08*	DG (Intercept)	.21* (.02)
			UG-A	-.08* (.03)
			UG-B	-.21* (.03)
			TG-A	-.14* (.05)
			TG-B	-.09* (.05)
			SDG	-.10* (.04)
Social value orientation	289	226.37*	DG (Intercept)	.36* (.02)
			UG-A	-.15* (.02)
			UG-B	-.37* (.02)
			TG-A	-.09* (.03)
			TG-B	-.06 (.04)
			SDG	-.08* (.02)
Reactive prosociality				
Forgiveness	56	10.27	DG (Intercept)	.15* (.03)
			UG-A	-.09* (.03)
			UG-B	-.05 (.03)
			TG-A	-.04 (.03)
			TG-B	-.02 (.03)
			SDG	-.05 (.03)
Positive reciprocity	35	0.62	DG (Intercept)	.12* (.04)
			UG-A	.01 (.03)
			UG-B	-.01 (.03)
			TG-A	.00 (.03)

Trait	*k*	*Q* (*df* = 5)	Game	*B* (*SE*)
			TG-B	.02 (.03)
			SDG	-.00 (.05)
Antisocial traits				
Envy	53	4.34	DG (Intercept)	-.15* (.03)
			UG-A	.04 (.04)
			UG-B	.06 (.04)
			TG-A	.06 (.04)
			TG-B	.07 (.05)
			SDG	.06 (.04)
Machiavellianism	71	19.57*	DG (Intercept)	-.17* (.03)
			UG-A	.10* (.05)
			UG-B	.18* (.05)
			TG-A	-.00 (.05)
			TG-B	-.03 (.05)
			SDG	.02 (.04)
Narcissism[a]	49	16.09*	DG (Intercept)	-.18* (.04)
			UG-A	-.01 (.04)
			UG-B	.13* (.04)
			TG-A	–
			TG-B	–
			SDG	.11* (.05)
Psychopathy	58	7.58	DG (Intercept)	-.16* (.03)
			UG-A	.07 (.04)
			UG-B	.09* (.04)
			TG-A	.11 (.07)
			TG-B	-.02 (.08)
			SDG	.03 (.04)
Beliefs				
Trust propensity	202	38.59*	DG (Intercept)	.16* (.02)
			UG-A	-.13* (.03)
			UG-B	-.04 (.03)
			TG-A	.01 (.02)
			TG-B	-.01 (.02)
			SDG	-.01 (.02)

Trait	*k*	*Q* (*df* = 5)	Game	*B* (*SE*)
Morality				
Integrity	44	3.55	DG (Intercept)	.09* (.04)
			UG-A	.05 (.06)
			UG-B	.04 (.06)
			TG-A	-.05 (.06)
			TG-B	.02 (.06)
			SDG	.01 (.05)
Identity- and society-related attitudes				
Power[a]	29	12.70*	DG (Intercept)	-.17* (.03)
			UG-A	.05 (.04)
			UG-B	.11* (.04)
			TG-A	–
			TG-B	–
			SDG	.14* (.05)
Social dominance orientation	27	11.40*	DG (Intercept)	-.18* (.03)
			UG-A	.05 (.04)
			UG-B	.15* (.05)
			TG-A	.06 (.06)
			TG-B	–
			SDG	.05 (.04)
Self-regulation				
Self-control	71	7.85	DG (Intercept)	.03 (.02)
			UG-A	.01 (.03)
			UG-B	.07* (.03)
			TG-A	.03 (.02)
			TG-B	-.01 (.02)
			SDG	-.01 (.02)
Self-presentation	32	7.24	DG (Intercept)	.08 (.07)
			UG-A	-.11 (.09)
			UG-B	.12 (.09)
			TG-A	.06 (.09)
			TG-B	.02 (.09)
			SDG	-.06 (.05)
Impulsivity	44	1.89	DG (Intercept)	-.03 (.04)
			UG-A	.01 (.06)

Trait	*k*	*Q* (*df* = 5)	Game	*B* (*SE*)
			UG-B	-.05 (.06)
			TG-A	.03 (.07)
			TG-B	-.03 (.07)
			SDG	-.03 (.05)
Risk attitudes				
Risk-taking[a]	44	6.30	DG (Intercept)	.02 (.06)
			UG-A	–
			UG-B	–
			TG-A	.12 (.07)
			TG-B	-.02 (.08)
			SDG	.04 (.06)

Note. *B* = regression coefficient for effect of game type (against Dictator Game as baseline) in multilevel regression model, with standard error (*SE*)

Q = heterogeneity due to moderators; DG = Dictator Game; SDG = social dilemma games; TG = Trust Game; TG-A = Trust Game as trustor, TG-B = Trust Game as trustee; UG = Ultimatum Game; UG-A = Ultimatum Game as proposer; UG-B = Ultimatum Game as responder; FFM = Five-Factor Model.

[a] *Q* (*df* = 3) given that there was insufficient data for some games (as indicated by "–").

* $p < .05$

Table S13

Results of Multivariate Moderator Analyses for Conflict of Interests

Trait	Affordance(s)	*k*	*Q* (*df* = 4)	*B* (*SE*)	High conflict (*K* < 0.4)			Low conflict (*K* ≥ 0.4)		
					k	*n*	$\hat{\rho}$	*k*	*n*	$\hat{\rho}$
Social value orientation	EX	92	6.36	-.21* (.11)	69	12,554	.33*	40	7,434	.26*
Honesty-humility	EX	23	13.78*	-.27* (.10)	10	1,696	.19*	14	2,979	.15*
Concern for others	EX, (RE)	29	3.24	-.21 (.37)	6	545	.21*	27	6,325	.16*
FFM agreeableness	EX, (RE, DE)	26	4.87	-.31* (.16)	15	3,690	.05*	17	2,458	.04
Right-wing authoritarianism	EX, (RE)	10	4.66	.40 (.50)	4	1,301	.01	6	928	-.17
Narcissism	EX, (RE, TC)	10	1.43	-.27 (.42)	7	910	.02	5	1,798	.00
Competitiveness	EX	30	12.03*	-1.17* (.44)	7	954	-.05	23	3,781	-.17*
Machiavellianism	EX, (TC)	13	11.37*	-2.20* (.85)	10	963	-.10*	4	408	-.22*
Trust propensity	–	68	4.88	.03 (.20)	30	5,457	.12*	44	10,366	.18*
Openness to experience	–	40	22.14*	-.14 (.08)	23	5,170	.06	23	4,244	.06*
Self-control	–	18	0.39	.01 (.33)	14	5,760	.04	6	1,498	-.00
HEXACO emotionality	–	17	8.21	-.11 (.11)	9	1,579	.02	11	2,500	-.02

Note. The number of effect sizes (*k*) included in the regression model may not be the same as the sum of the number of effect sizes from independent samples in the (high and low conflict) subgroups due to missing values in the additional predictor variables (i.e., repeated interaction, incentives, and group size) and/or aggregation of multiple effect sizes within a study to calculate $\hat{\rho}$. Traits not linked to the exploitation affordance were selected so as to ensure a large number of effect sizes and considerable heterogeneity across studies: HEXACO emotionality (I^2 = 40.3), openness to experience (I^2 = 30.7), self-control (I^2 = 70.3), and trust propensity (I^2 = 66.2).

B = regression coefficient for effect of *K* index (continuous) in multilevel regression model, with standard error (*SE*); *Q* = heterogeneity due to moderators; FFM = Five-Factor Model; DE = dependence; EX = exploitation; RE = reciprocity; TC = temporal conflict.

* $p < .05$ (one-tailed for *B* for social value orientation, honesty-humility, concern for others, FFM agreeableness; see manuscript for details)

Table S14

Results of Multivariate Moderator Analyses for Repetition of Interaction

Trait	Affordance(s)	*k*	*Q* (*df* = 3)	*B* (*SE*)	One-shot interaction			Repeated interaction		
					k	*n*	$\hat{\rho}$	*k*	*n*	$\hat{\rho}$
Pro-environmentalism	TC, (EX)	10	1.17	.03 (.13)	5	803	.17*	4	414	.25*
FFM agreeableness	RE, (EX, DE)	32	4.58	-.05 (.04)	26	6,230	.08*	16	1,994	.03
HEXACO agreeableness	RE	24	3.55	.11* (.06)	20	3,966	.07*	4	466	.18*
Self-control[a]	TC	19	0.62	.07 (.09)	19	7,157	.02	4	418	.07
Conscientiousness	TC	44	2.71	-.04 (.03)	40	9,180	-.01	14	1,966	-.04
Impulsivity[a]	TC	8	4.51	.08 (.09)	7	942	-.02	4	409	-.08
Narcissism	RE, TC, (EX)	14	40.94*	-.07 (.08)	13	3,146	-.05	7	925	-.15
Competitiveness	RE, (EX)	30	4.35	-.09 (.06)	28	5,046	-.13*	4	478	-.07
Psychopathy	RE, TC, (EX, DE)	14	7.02	.02 (.10)	9	1,136	-.08*	6	306	-.16

Note. The number of effect sizes (*k*) included in the regression model may not be the same as the sum of the number of effect sizes from independent samples in the (one-shot and repeated interaction) subgroups due to missing values in the additional predictor variables (i.e., incentives and group size) and/or aggregation of multiple effect sizes within a study to calculate $\hat{\rho}$.

B = regression coefficient for effect of repetition of interaction (0 = one-shot, 1 = repeated with feedback) in multilevel regression model, with standard error (*SE*); *Q* = heterogeneity due to moderators; FFM = Five-Factor Model; DE = dependence; EX = exploitation; RE = reciprocity; TC = temporal conflict. Affordances in parentheses are not relevant for the moderation test by repetition of interaction

[a] *Q* (*df* = 2) given that there was insufficient data for incentives to be included as control variable.

* $p < .05$ (one-tailed for *B*)

Table S15

Results of Multivariate Moderator Analyses for Incentives

Trait	*k*	*Q* (*df* = 8)	*B* (*SE*)	Hypothetical			Incentivized		
				k	*n*	$\hat{\rho}$	*k*	*n*	$\hat{\rho}$
Social value orientation	244	234.12*	.00 (.02)	53	11,213	.25*	170	28,186	.26*
Honesty-humility	112	123.21*	-.02 (.02)	36	7,990	.21*	45	9,219	.19*
Trust propensity	183	9.90	-.01 (.04)	16	3,804	.15*	118	30,096	.14*
Concern for others	57	6.10	.00 (.05)	5	1,842	.12*	38	8,015	.17*
FFM agreeableness	161	35.97*	-.03 (.02)	24	5,558	.14*	87	16,091	.11*
Altruism	62	39.65*	.01 (.02)	9	3,630	.12*	20	4,958	.12*
Empathy	63	28.36*	-.02 (.05)	6	1,714	.07*	35	7,108	.13*
HEXACO agreeableness	98	10.98	-.01 (.02)	31	6,404	.10*	38	7,576	.10*
Collectivism	36	6.84	.13 (.11)	4	481	.10	27	4,800	.05*
Openness to experience	232	12.78	-.02 (.02)	46	9,695	.08*	108	20,789	.06*
Positive reciprocity	34	6.25	-.11 (.08)	4	1,590	.02	12	2,823	.10*
Anxiety[a]	44	1.47	.02 (.06)	8	495	.02	18	2,403	.01
Positive affect	33	22.11*	-.05 (.05)	7	873	.02	19	5,117	.00
Avoidance	43	6.37	-.03 (.05)	7	1,121	.01	20	2,082	.01
Self-esteem	49	10.17	-.05 (.04)	6	1,011	.01	22	4,445	.00
FFM neuroticism	152	7.04	.02 (.02)	23	5,442	.00	79	15,007	.01
HEXACO emotionality	91	16.50*	.00 (.03)	29	5,504	.00	35	6,826	.01

Trait	*k*	*Q* (*df* = 8)	*B* (*SE*)	Hypothetical			Incentivized		
				k	*n*	$\hat{\rho}$	*k*	*n*	$\hat{\rho}$
Conscientiousness	216	11.17	.00 (.01)	46	10,220	.00	102	19,899	.00
Extraversion	233	4.07	.00 (.01)	46	9,694	.00	112	20,946	.00
Achievement	24	2.84	-.05 (.10)	4	489	-.01	13	1,861	-.03
Negative affect[a]	13	4.67	-.06 (.15)	6	652	.00	6	912	-.06
Approach	26	4.56	-.01 (.05)	5	828	-.04	10	929	-.03
Impulsivity	39	3.36	-.06 (.06)	7	641	-.04	17	2,521	-.06*
Aggression	17	3.62	.05 (.10)	5	1,111	-.09*	9	2,091	-.10*
Narcissism	35	17.56*	.14* (.06)	10	3,770	-.17*	24	4,715	-.07*
Greed[a]	16	3.57	.02 (.06)	4	755	-.19*	10	2,414	-.15*
Psychopathy	45	29.44*	.12* (.04)	7	1,987	-.26	18	2,679	-.11*
Machiavellianism	64	24.36	.14* (.06)	5	1,671	-.29*	36	4,629	-.13*

Note. The number of effect sizes (*k*) included in the regression model may not be the same as the sum of the number of effect sizes from independent samples in the (hypothetical and incentivized) subgroups due to missing values in the additional predictor variables (i.e., repeated interaction and group size) and/or aggregation of multiple effect sizes within a study to calculate $\hat{\rho}$.

B = regression coefficient for effect of incentives (0 = hypothetical, 1 = incentivized) in multilevel regression model, with standard error (*SE*); *Q* = heterogeneity due to moderators; FFM = Five-Factor Model.

[a] Degrees of freedom for the *Q* statistic were somewhat smaller given that some variable levels were empty for these traits, i.e., *df* = 7 for anxiety and *df* = 6 for negative affect and greed, respectively.

* $p < .05$

Table S16

Results of Multivariate Moderator Analyses for Experimental Deception

Trait	*k*	*Q* (*df* = 9)	*B* (*SE*)	No deception			Deception		
				k	*n*	$\hat{\rho}$	*k*	*n*	$\hat{\rho}$
Social value orientation	232	238.15*	.01 (.02)	128	25,086	.25*	113	16,580	.29*
Guilt proneness[a]	27	4.57	.05 (.05)	6	977	.17*	18	4,904	.23*
Pro-environmentalism[a]	12	8.83	-.11 (.11)	6	1,007	.20*	5	803	.18*
Concern for others	53	10.50	.15 (.08)	37	9,169	.15*	10	1,319	.21*
Trust propensity	183	14.11*	.07* (.04)	111	30,974	.14*	34	4,549	.17*
Forgiveness	45	17.02*	.10 (.11)	16	7,989	.08*	4	442	.17*
Honesty-humility	105	116.44*	-.07 (.07)	74	16,131	.20*	4	494	.02
Integrity	31	23.00	.10 (.07)	17	5,923	.02	9	3,042	.20*
FFM agreeableness	153	37.25*	-.03 (.03)	86	18,627	.12*	34	4,141	.10*
Empathy	59	28.70*	-.06 (.03)	29	6,341	.12*	15	2,488	.09
Altruism	61	48.23*	-.09* (.03)	22	7,551	.12*	8	1,264	.06*
Inequality aversion[a]	44	61.08*	-.09 (.05)	21	3,707	.16*	10	945	.01
Openness to experience	223	14.10	.00 (.02)	132	27,582	.07*	26	3,587	.06*
Affiliation[a]	18	12.31	.10* (.04)	7	1,311	.01	7	1,940	.11*
Risk-taking	40	14.90	-.15 (.10)	30	7,976	.10*	6	499	-.01
Shame proneness[a]	17	13.20*	.08 (.07)	4	473	.01	10	2,632	.08*
Intuition[a]	13	8.78	-.03 (.04)	6	1,547	.00	4	1,786	.05

Trait	*k*	*Q* (*df* = 9)	*B* (*SE*)	No deception			Deception		
				k	*n*	$\hat{\rho}$	*k*	*n*	$\hat{\rho}$
Self-control[a]	58	13.09	-.04 (.06)	24	9,041	.03	10	1,666	.00
Positive affect	33	23.78*	-.07 (.04)	15	2,246	.01	17	4,225	.00
Self-esteem	48	9.22	.00 (.04)	19	4,700	.00	15	1,234	.01
FFM neuroticism	145	7.85	.03 (.02)	82	18,040	.00	26	3,503	.00
Extraversion	224	4.59	-.00 (.02)	132	27,366	.00	33	4,116	.00
Conscientiousness	207	11.06	-.01 (.02)	126	27,217	.00	26	3,587	-.01
Anxiety[a]	44	2.17	-.05 (.06)	18	2,543	.01	13	827	-.04
Avoidance	43	8.18	-.10 (.08)	23	2,903	.01	9	789	-.06
Reflection	39	16.33	.04 (.06)	18	7,256	-.03	7	3,155	-.04
Achievement	24	2.79	.03 (.12)	13	2,027	-.02	7	704	-.04
Approach	26	5.25	-.07 (.08)	11	1,457	-.02	5	357	-.06
Negative affect[a]	13	7.59	.15 (.09)	10	1,375	-.07*	11	841	-.02
Impulsivity	35	2.71	.00 (.04)	10	2,002	-.07*	14	1,263	-.04
Narcissism[a]	30	33.17*	.06 (.06)	25	7,360	-.11*	11	1,640	-.03
Right-wing authoritarianism	21	16.61	-.05 (.13)	9	1,678	-.09	6	1,121	-.09
Aggression	17	8.59	.13 (.08)	10	2,618	-.11*	5	740	-.10
Envy	33	13.69	.01 (.05)	18	2,981	-.12*	10	903	-.14*
Psychopathy	45	28.64*	.04 (.05)	17	4,270	-.18*	14	1,111	-.10
Machiavellianism	63	23.02*	.03 (.05)	28	4,974	-.18*	14	1,676	-.10*

Note. The number of effect sizes (*k*) included in the regression model may not be the same as the sum of the number of effect sizes from independent samples in the (no deception and deception) subgroups due to missing values in the additional predictor variables (i.e., repeated interaction and group size) and/or aggregation of multiple effect sizes within a study to calculate $\hat{\rho}$.

B = regression coefficient for effect of deception (0 = no deception, 1 = deception) in multilevel regression model, with standard error (*SE*); *Q* = heterogeneity due to moderators; FFM = Five-Factor Model.

[a] Degrees of freedom for the *Q* statistic were somewhat smaller given that some variable levels were empty for these traits, i.e., *df* = 8 for inequality aversion, self-control, and anxiety, *df* = 7 for affiliation, negative affect, and narcissism, *df* = 6 for shame proneness and intuition, and *df* = 5 for guilt proneness and pro-environmentalism.

* $p < .05$

Table S17

Results of Multivariate Moderator Analyses for Questionnaires Used

Trait	*k*	*Q*	*df*	*B* (*SE*)	Correlations		
					k	*n*	$\hat{\rho}$
Agreeableness (FFM)	168	13.18*	5				
NEO (Intercept)				.11* (.02)	36	6,332	.12*
BFAS				.07* (.03)	11	2,681	.21*
BFI				-.03 (.02)	30	4,981	.09*
IPIP				.01 (.03)	11	1,555	.13*
TIPI				-.05 (.04)	9	3,627	.08*
Other				.02 (.03)	19	3,067	.12*
Agreeableness (HEXACO)	100	1.35	1				
HEXACO-100 (Intercept)				.08* (.01)	20	4,236	.07
HEXACO-60				.02 (.02)	45	8,952	.10
Conscientiousness	205	3.62	7				
NEO (Intercept)				.01 (.02)	24	3,905	.01
BFAS				-.01 (.03)	7	1,855	.00
BFI				-.02 (.02)	25	4,620	-.01
HEXACO-100				-.04 (.03)	9	1,647	-.04
HEXACO-60				-.00 (.02)	39	7,820	.01
IPIP				-.03 (.03)	8	1,158	-.02
TIPI				-.01 (.03)	9	3,627	-.02
Other				-.01 (.03)	13	2,533	-.00
Emotionality (HEXACO)	94	0.45	1				
HEXACO-100 (Intercept)				.01 (.03)	15	2,586	-.00
HEXACO-60				.02 (.03)	46	9,178	.01
Extraversion	219	5.04	7				
NEO (Intercept)				-.01 (.02)	23	3,571	-.01
BFAS				-.01 (.03)	8	1,974	-.02
BFI				-.01 (.02)	27	4,790	-.01
HEXACO-100				-.00 (.02)	9	1,647	-.01
HEXACO-60				.01 (.02)	38	7,176	.01
IPIP				.02 (.03)	10	1,481	.02
TIPI				.03 (.02)	9	3,627	.02
Other				.03 (.02)	22	3,235	.00

Trait	*k*	*Q*	*df*	*B* (*SE*)	Correlations		
					k	*n*	$\hat{\rho}$
Honesty-humility (HEXACO)	111	0.60	1				
HEXACO-100 (Intercept)				.18* (.02)	23	4,672	.18*
HEXACO-60				.02 (.03)	51	11,323	.21*
Neuroticism (FFM)	154	1.66	5				
NEO (Intercept)				-.00 (.01)	32	5,748	-.01
BFAS				.00 (.03)	11	2,653	.00
BFI				-.00 (.02)	29	4,940	-.01
IPIP				.01 (.03)	8	1,158	.01
TIPI				.03 (.03)	9	3,627	.03
Other				.01 (.03)	16	2,701	.00
Openness to experience	222	9.74	7				
NEO (Intercept)				.06* (.02)	24	3,533	.07*
BFAS				-.00 (.03)	8	1,974	.07*
BFI				.01 (.02)	25	4,612	.07*
HEXACO-100				.02 (.03)	12	2,589	.09*
HEXACO-60				.02 (.02)	39	7,328	.08*
IPIP				.00 (.03)	8	1,158	.05
TIPI				-.02 (.03)	9	3,627	.04
Other				-.05 (.03)	16	2,861	.01
Social value orientation	266	3.64	3				
Decomposed games (Intercept)				.35* (.04)	17	2,080	.34*
Ring measure				-.09 (.05)	51	6,185	.26*
SVO Slider				-.07 (.05)	48	10,289	.28*
Triple dominance measure				-.07 (.04)	115	21,629	.25*
Trust propensity	192	7.63	4				
ITS/GTS (Intercept)				.18* (.03)	31	5,287	.17*
IPIP				-.09 (.06)	6	1,835	.11*
GSS/WVS/SOEP				-.05 (.03)	36	13,426	.12*
Ad hoc				.01 (.03)	42	10,187	.16*
Other				-.07 (.04)	21	3,793	.14*

Note. *B* = regression coefficient for effect of inventory (i.e., trait indicator) in multilevel regression model, with standard error (*SE*); *k* = number of effect sizes (in regression model) or of independent samples (for correlations); *Q* = heterogeneity due to moderators

* $p < .05$

To test the influence of specific trait indicators on the effect of a trait on prosocial behavior, we performed moderation analyses using multivariate multilevel random-effects regressions, predicting the disattenuated correlations observed for a trait across games by means of the inventory used (as fixed effect; dummy-coded) and a unique study identifier (as random effect). For broad traits from the Five-Factor Model (FFM), we compared versions of the NEO Personality Inventory-Revised (Costa & McCrae, 1992), the Big Five Aspects Scale (BFAS; DeYoung, Quilty, & Peterson, 2007), versions of the Big Five Inventory (BFI; John, Donahue, & Kentle, 1991; Rammstedt & John, 2005), versions of the International Personality Item Pool Big Five marker scales (IPIP; Goldberg, 1992; Johnson, 2014), the Ten-Item Personality Inventory (TIPI; Gosling, Rentfrow, & Swann, 2003), and other measures including the Adult Temperament Questionnaire (Rothbart, Ahadi, & Evans, 2000), versions of the Eysenck Personality Inventory (H. J. Eysenck & Eysenck, 1975; S. B. Eysenck, Eysenck, & Barrett, 1985), the Five Factor Personality Inventory (Hendriks, Hofstee, & Raad, 1999), the Mini-Markers (Saucier, 1994), the Short Five (Konstabel, Lönnqvist, Walkowitz, Konstabel, & Verkasalo, 2012), the Sixteen Personality Factor Questionnaire (Cattell, Eber, & Tatsuoka, 1970), the Temperament and Character Inventory (Cloninger, 1987), the Trait Self-Descriptive Inventory (Tupes & Christal, 1992), and the Zuckerman-Kuhlman Personality Questionnaire (Zuckerman, Kuhlman, Joireman, Teta, & Kraft, 1993). For broad traits from the HEXACO model, we (additionally) considered the 60-item version (HEXACO-60; Ashton & Lee, 2009) and the 100-item version (HEXACO-100; Lee & Ashton, 2018) of the HEXACO Personality Inventory-Revised (Lee & Ashton, 2004). For social value orientation (SVO), we compared decomposed games (Kuhlman & Marshello, 1975; Messick & McClintock, 1968), the Ring Measure (Liebrand, 1984; Liebrand & McClintock, 1988), the SVO Slider measure (Murphy, Ackermann, & Handgraaf, 2011), and the Triple Dominance Measure (Van Lange, De Bruin, Otten, & Joireman, 1997). Finally, for trust propensity, we compared versions of the Interpersonal Trust Scale (ITS) and General Trust Scale (GTS;

Yamagishi, 1986, 1988; Yamagishi & Yamagishi, 1994), item(ss) used in the General Social Survey (GSS), the World Value Survey (WVS), and the German Socio-Economic Panel (SOEP; see Naef & Schupp, 2009), the International Personality Item Pool Trust facet (Johnson, 2014), ad hoc-created scales, and other measures including the Faith in People Scale (Rosenberg, 1956), the Interpersonal Trust Scale (Rotter, 1967), the NEO Personality Inventory-Revised Trust facet (Costa & McCrae, 1992), the Philosophies of Human Nature Scale (Wrightsman, 1964) the Propensity to Trust Scale (Evans & Revelle, 2008), the Self-Report Trust Scale (Macdonald, Kessel, & Fuller, 1972), the Trust in Others Scale (Van Lange, Vinkhuyzen, & Posthuma, 2014), and the Trust Propensity Scale (Frazier, Johnson, & Fainshmidt, 2013). Sample items for all these measures are available in the additional materials provided on the Open Science Framework (https://osf.io/k439t/).

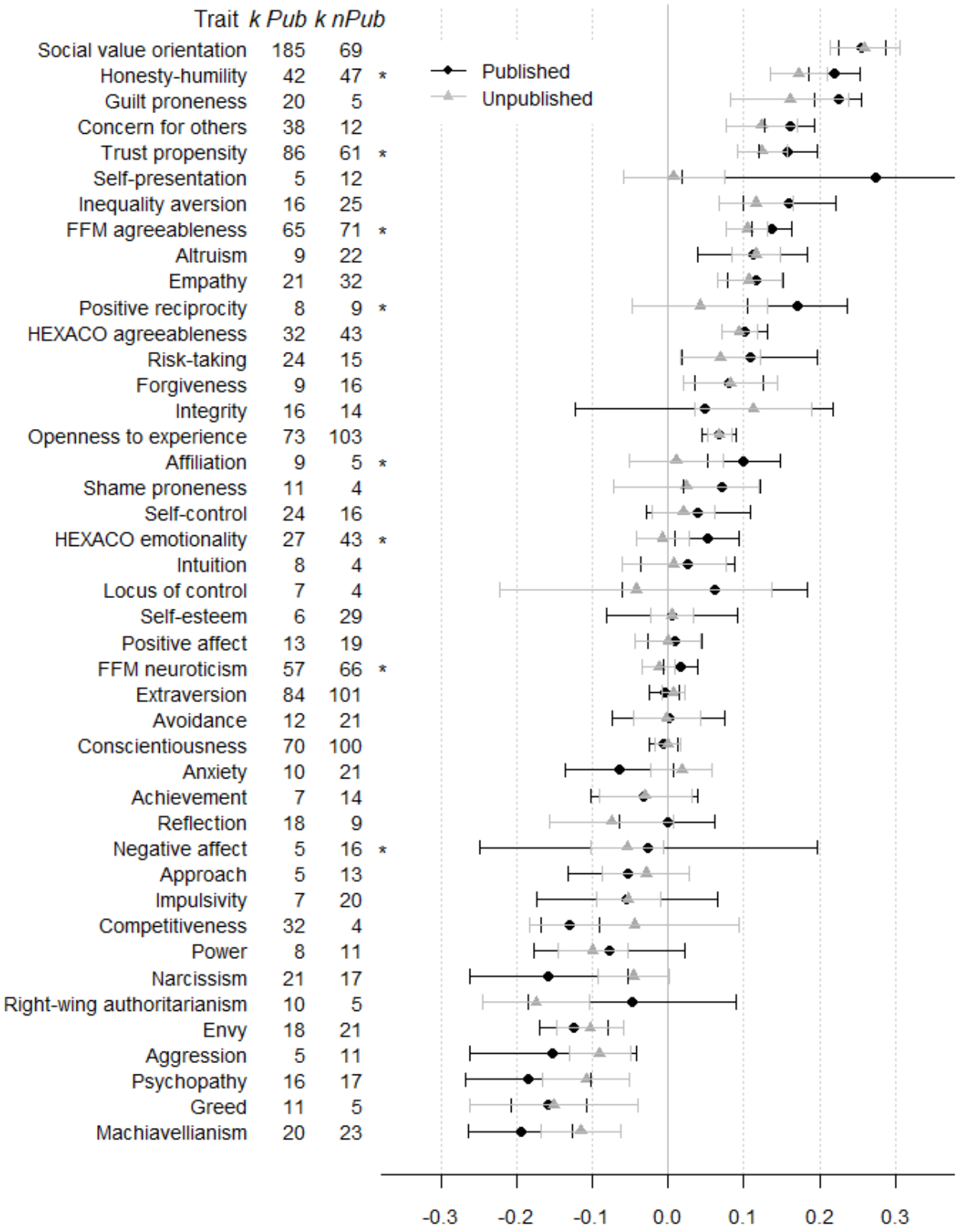

Figure S8. Meta-analytic correlations ($\hat{\rho}$) between traits and prosocial behavior across all games, separated for published (Pub) and unpublished (nPub) effect sizes. Error bars indicate 95% CIs.

* $p < .05$ (indicating a significant moderation by publication status in multilevel regression including group size, repetition of interaction, and type of game as additional predictors); k = number of independent samples underlying an effect size; FFM = Five-Factor Model

Table S18

Results of Multivariate Moderator Analyses for Publication Status of Effect Sizes

Trait	*k*	*Q* (*df* = 9)	*B* (*SE*)	Published			Unpublished		
				k	*n*	$\hat{\rho}$	*k*	*n*	$\hat{\rho}$
Social value orientation	253	229.20*	.01 (.02)	185	31,570	.26*	69	12,281	.26*
Honesty-humility	108	125.80*	.04* (.02)	42	8,482	.22*	47	10,230	.17*
Guilt proneness[a]	28	4.38	.04 (.06)	20	5,178	.22*	5	895	.16*
Concern for others	58	10.75	.07 (.04)	38	8,547	.16*	12	2,849	.12*
Trust propensity	192	48.51*	.07* (.02)	86	20,706	.16*	61	15,553	.12*
Self-presentation	28	19.06*	.07 (.12)	5	428	.27*	12	2,282	.01
Inequality aversion	65	64.34*	.01 (.03)	16	2,244	.16*	25	3,832	.12*
FFM agreeableness	164	42.72*	.04* (.02)	65	10,641	.14*	71	14,902	.10*
Altruism	63	39.65*	-.02 (.03)	9	1,533	.11*	22	7,320	.12*
Empathy	70	35.72*	-.02 (.03)	21	4,038	.12*	32	6,109	.11*
Positive reciprocity	32	15.59	.08* (.04)	8	1,196	.17*	9	3,482	.04
HEXACO agreeableness	94	8.52	.01 (.02)	32	6,120	.10*	43	8,550	.09*
Risk-taking	41	11.01	.02 (.05)	24	6,687	.11*	15	1,929	.07*
Forgiveness	49	15.07	.00 (.05)	9	3,091	.08*	16	5,959	.08*
Integrity	39	15.74	-.03 (.07)	16	5,152	.05	14	4,220	.11*
Openness to experience	232	14.22	.01 (.01)	73	12,878	.07*	103	21,273	.07*
Affiliation	21	21.91*	.12* (.04)	9	2,157	.10*	5	1,094	.01

Trait	*k*	*Q* (*df* = 9)	*B* (*SE*)	Published			Unpublished		
				k	*n*	$\hat{\rho}$	*k*	*n*	$\hat{\rho}$
Shame proneness[a]	17	12.15*	.06 (.15)	11	2,824	.07*	4	473	.02
Self-control	64	12.92	.02 (.04)	24	4,910	.04	16	6,660	.02
HEXACO emotionality	87	19.71*	.06* (.03)	27	4,618	.05*	43	8,402	-.01
Intuition[a]	14	9.84	-.04 (.04)	8	2,501	.03	4	950	.01
Locus of control[a]	15	8.01	.09 (.18)	7	1,318	.06	4	365	-.04
Self-esteem	53	8.16	.08 (.07)	6	568	.01	29	5,424	.00
Positive affect	40	18.98*	-.05 (.04)	13	3,892	.01	19	2,579	.00
FFM neuroticism	154	14.42	.04* (.02)	57	9,728	.02	66	14,272	-.01
Extraversion	234	5.97	-.00 (.01)	84	13,718	.00	101	20,902	.01
Avoidance	48	8.30	-.02 (.05)	12	1,312	.00	21	2,546	.00
Conscientiousness	216	10.93	-.01 (.01)	70	12,505	-.01	100	21,281	.00
Anxiety[a]	49	3.56	-.05 (.04)	10	824	-.06	21	2,546	.02
Achievement	26	3.07	-.03 (.08)	7	1,158	-.03	14	2,186	-.03
Reflection	43	15.60	.01 (.06)	18	6,172	.00	9	4,396	-.07
Negative affect[a]	23	8.17	.22* (.11)	5	299	-.03	16	1,917	-.05*
Approach	29	5.31	-.05 (.06)	5	686	-.05	13	1,361	-.03
Impulsivity	37	5.61	.06 (.05)	7	796	-.05	20	2,714	-.05*
Competitiveness[a]	41	11.29	-.13 (.12)	32	5,508	-.13*	4	577	-.04
Power	29	15.45	.02 (.05)	8	1,472	-.08	11	3,456	-.10*

Trait	*k*	*Q* (*df* = 9)	*B* (*SE*)	Published			Unpublished		
				k	*n*	$\hat{\rho}$	*k*	*n*	$\hat{\rho}$
Narcissism[a]	40	31.14*	-.05 (.06)	21	5,077	-.16*	17	4,218	-.05
Right-wing authoritarianism	21	17.82*	.11 (.10)	10	1,916	-.05	5	883	-.17*
Envy	52	15.56	-.00 (.03)	18	2,264	-.13*	21	3,103	-.10*
Aggression	17	2.89	-.02 (.10)	5	948	-.15*	11	2,610	-.09*
Psychopathy	51	21.44*	-.04 (.04)	16	3,676	-.18*	17	1,846	-.11*
Greed[a]	16	3.36	-.03 (.08)	11	2,912	-.16*	5	715	-.15*
Machiavellianism	67	25.03*	-.03 (.04)	20	4,244	-.20*	23	2,614	-.12*

Note. The number of effect sizes (*k*) included in the regression model may not be the same as the sum of the number of effect sizes from independent samples in the (published and unpublished) subgroups due to missing values in the additional predictor variables (i.e., repeated interaction, incentives, group size, and game) and/or aggregation of multiple effect sizes within a study to calculate $\hat{\rho}$.

B = regression coefficient for effect of publication status (0 = unpublished, 1 = published) in multilevel regression model, with standard error (*SE*); *Q* = heterogeneity due to moderators; FFM = Five-Factor Model.

[a] Degrees of freedom for the *Q* statistic were somewhat smaller given that some variable levels were empty for these traits, i.e., *df* = 8 for anxiety, negative affect, and competitiveness, *df* = 7 for locus of control, narcissism, and greed, *df* = 6 for guilt proneness and intuition, and *df* = 5 for shame proneness.

* $p < .05$

Table S19

Indices of Publication Bias and Corrected Effect Size Estimates

Trait	Game	Begg's $\hat{\tau}$	Egger's z	k missing studies	trim-and-fill adjusted $\hat{\rho}$	difference (adj. $\hat{\rho} - \hat{\rho}$)
Basic Traits						
Agreeableness	All	.03	-0.32	0	.12*	.000
(FFM)	DG	-.01	-0.24	0	.16*	.000
	UG Proposer	.03	-0.24	0	.08*	.000
	UG Responder	-.06	-0.62	1	.08*	.003
	TG Trustor	.10	-0.02	0	.09*	.000
	TG Trustee	-.06	-0.65	3	.14*	.015
	SDG	.11	1.63	1	.06*	-.003
Agreeableness	All	.01	0.24	1	.10*	-.002
(HEXACO)	DG	.18	1.78	0	.11*	.000
	UG Proposer	-.03	-0.37	1	.06*	.001
	UG Responder	-.39	-2.15*	3	.16*	.035
	TG Trustor	-.03	-0.45	0	.09*	.000
	TG Trustee	-.24	-0.72	2	.14*	.028
	SDG	-.16	-0.95	0	.08*	.000
Conscientiousness	All	-.05	-0.47	0	-.00	.000
	DG	-.11	-0.85	0	-.00	.000
	UG Proposer	.01	0.05	1	.02	-.004
	UG Responder	.33*	1.00	1	.02	-.001
	TG Trustor	-.00	0.84	0	-.05*	.000
	TG Trustee	.05	0.48	2	-.00	-.005
	SDG	-.07	0.48	0	-.01	.000
Emotionality	All	.00	1.01	1	.00	-.005
(HEXACO)	DG	.06	1.41	0	.03	.000
	UG Proposer	-.05	0.05	1	.01	-.026
	UG Responder	.09	0.63	2	-.09*	-.024
	TG Trustor	-.38	-1.50	1	.01	.010
	TG Trustee	-.52	-1.40	1	.05	.014
	SDG	.13	0.91	2	-.01	-.014

Trait	Game	Begg's $\hat{\tau}$	Egger's z	k missing studies	trim-and-fill adjusted $\hat{\rho}$	difference (adj. $\hat{\rho} - \hat{\rho}$)
Extraversion	All	.03	-0.92	0	.00	.000
	DG	-.12	-2.37*	0	.00	.000
	UG Proposer	-.02	-0.45	1	-.02	.004
	UG Responder	-.04	-0.61	1	.01	.001
	TG Trustor	.07	0.67	3	.02	-.008
	TG Trustee	-.04	-0.65	0	-.00	.000
	SDG	.14	0.20	1	-.00	-.001
Honesty-humility	All	-.04	-1.01	1	.20*	.004
(HEXACO)	DG	-.08	0.10	0	.26*	.000
	UG Proposer	.02	-0.26	2	.12*	.026
	UG Responder	.07	-0.41	0	.02	.000
	TG Trustor	-.15	0.01	0	.11*	.000
	TG Trustee	.62	2.55*	1	.20*	-.020
	SDG	.23	0.51	0	.18*	.000
Neuroticism	All	.05	0.67	0	-.00	.000
(FFM)	DG	.11	1.01	2	.01	-.002
	UG Proposer	-.07	-0.43	1	.01	.004
	UG Responder	.31	1.31	2	-.01	-.008
	TG Trustor	-.22	-1.36	1	-.04	.005
	TG Trustee	-.14	-1.03	0	.01	.000
	SDG	-.03	-0.62	0	.01	.000
Openness to	All	.02	0.09	0	.07*	.000
experience	DG	-.05	0.29	0	.07*	.000
	UG Proposer	-.09	-0.86	0	.06*	.000
	UG Responder	.10	0.55	0	.06*	.000
	TG Trustor	-.20	-2.38*	1	.09*	.006
	TG Trustee	.00	-0.31	0	.08*	.000
	SDG	.03	0.24	0	.05*	.000
Narrow Traits						
Active Prosociality						
Altruism	All	-.04	-0.76	1	.12*	.002
	DG	.03	0.58	0	.14*	.000

Trait	Game	Begg's $\hat{\tau}$	Egger's z	k missing studies	trim-and-fill adjusted $\hat{\rho}$	difference (adj. $\hat{\rho} - \hat{\rho}$)
Altruism	UG Proposer	.02	-0.02	1	.08*	.002
	UG Responder	-.24	-1.09	2	.05	.009
	TG Trustor	.14	0.10	0	.09*	.000
	TG Trustee	-.33	-0.19	1	.16*	.007
	SDG	.00	-0.32	0	.14*	.000
Concern for	All	.09	2.49*	1	.15*	-.002
others	DG	-.02	-0.44	2	.18*	.027
	UG Proposer	.33	0.57	0	.12*	.000
	UG Responder	.67	0.97	0	.07*	.000
	TG Trustor	.52	1.43	0	.16*	.000
	TG Trustee	.33	0.39	1	.17*	-.004
	SDG	-.04	1.65	0	.17*	.000
Empathy	All	-.02	-0.50	2	.12*	.004
	DG	.06	0.75	0	.15*	.000
	UG Proposer	-.14	-0.51	0	.09*	.000
	UG Responder	-.26	-1.79	2	.01	.014
	TG Trustor	.11	0.48	1	.06*	-.004
	TG Trustee	.33	0.90	0	.13*	.000
	SDG	-.28	-1.98*	1	.09*	.014
Inequity aversion	All	-.07	-0.05	0	.13*	.000
	DG	.46*	3.01*	1	.21*	-.004
	UG Proposer	-.28	-1.10	0	.13*	.000
	UG Responder	-.24	-1.85	1	.01	.003
	TG Trustor	-.27	-0.57	0	.08*	.000
	TG Trustee	-.58*	-3.17*	1	.15*	.023
	SDG	-.06	0.46	0	.12*	.000
Pro-	All	-.02	0.94	0	.19*	.000
environmentalism	DG	–	–	–	–	–
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–
	TG Trustor	–	–	–	–	–
	TG Trustee	–	–	–	–	–

Trait	Game	Begg's $\hat{\tau}$	Egger's z	k missing studies	trim-and-fill adjusted $\hat{\rho}$	difference (adj. $\hat{\rho} - \hat{\rho}$)
	SDG	-.02	0.90	0	.19*	.000
Social value	All	.04	1.51	0	.26*	.000
orientation	DG	-.02	1.81	18*	.21*	-.117
	UG Proposer	.19	1.03	0	.24*	.000
	UG Responder	.02	0.23	0	-.03	.000
	TG Trustor	-.01	0.49	0	.27*	.000
	TG Trustee	-.20	-0.59	0	.40*	.000
	SDG	.05	0.69	0	.28*	.000
Reactive Prosociality						
Forgiveness (vs.	All	.17	1.79	7*	.06*	-.025
retaliation)	DG	-.16	-0.95	2	.17*	.012
	UG Proposer	.17	1.21	5*	-.03	-.068
	UG Responder	.28	1.33	1	.07	-.021
	TG Trustor	.02	1.48	0	.09*	.000
	TG Trustee	.24	1.00	0	.13*	.000
	SDG	.38	2.93*	1	.05	-.005
Positive	All	.37	3.31*	7*	.02	-.047
reciprocity	DG	.07	0.78	0	.08*	.000
	UG Proposer	.20	-0.10	0	.07*	.000
	UG Responder	.33	1.60	0	.06	.000
	TG Trustor	.73	3.71*	3	.04	-.056
	TG Trustee	.80	1.80	2	.08*	-.024
	SDG	.56*	2.62*	6*	-.04	-.071
Antisocial Tendencies						
Aggression	All	.05	0.21	0	-.11*	.000
	DG	–	–	–	–	–
	UG Proposer	–	–	–	–	–
	UG Responder	.20	0.36	0	-.08*	.000
	TG Trustor	–	–	–	–	–
	TG Trustee	–	–	–	–	–
	SDG	-.14	-0.24	0	-.15*	.000

Trait	Game	Begg's $\hat{\tau}$	Egger's z	k missing studies	trim-and-fill adjusted $\hat{\rho}$	difference (adj. $\hat{\rho} - \hat{\rho}$)
Competitiveness	All	-.13	-1.02	0	-.12*	.000
	DG	–	–	–	–	–
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–
	TG Trustor	-.33	-1.13	0	-.06	.000
	TG Trustee	–	–	–	–	–
	SDG	-.14	-1.27	0	-.13*	.000
Envy	All	.29*	1.63	0	-.11*	.000
	DG	.56*	2.32*	5*	-.18*	-.029
	UG Proposer	1.00	0.75	0	-.11*	.000
	UG Responder	-.33	-1.12	0	-.10*	.000
	TG Trustor	.23	0.28	0	-.10*	.000
	TG Trustee	.00	-0.28	0	-.08*	.000
	SDG	.33	1.10	0	-.09*	.000
Greed	All	.30	-0.04	0	-.16*	.000
	DG	.07	-0.85	0	-.15*	.000
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–
	TG Trustor	–	–	–	–	–
	TG Trustee	–	–	–	–	–
	SDG	.11	-0.64	0	-.16*	.000
Machiavellianism	All	-.00	1.38	0	-.16*	.000
	DG	-.07	0.88	1	-.20*	-.005
	UG Proposer	-.20	-0.76	0	-.04	.000
	UG Responder	.11	0.72	1	-.03	-.012
	TG Trustor	-.42	-1.39	1	-.15*	.008
	TG Trustee	-.05	-1.08	0	-.20*	.000
	SDG	.12	1.54	13*	-.29*	-.128
Narcissism	All	.00	0.50	0	-.11*	.000
	DG	-.15	0.80	0	-.16*	.000
	UG Proposer	.20	-1.00	0	-.11*	.000
	UG Responder	-.36	-0.63	0	.00	.000

Trait	Game	Begg's $\hat{\tau}$	Egger's z	k missing studies	trim-and-fill adjusted $\hat{\rho}$	difference (adj. $\hat{\rho} - \hat{\rho}$)
Narcissism	TG Trustor	–	–	–	–	–
	TG Trustee	–	–	–	–	–
	SDG	.06	-0.03	0	-.07	.000
Psychopathy	All	.03	1.58	2	-.17*	.004
	DG	.05	1.44	3	-.20*	-.012
	UG Proposer	-.07	-0.21	0	-.05	.000
	UG Responder	.45*	0.07	1	-.05	-.007
	TG Trustor	.33	0.14	0	-.00	.000
	TG Trustee	-.33	-0.52	0	-.12	.000
	SDG	-.10	-0.78	0	-.13*	.000
Sadism	All	.04	2.59*	5*	-.23*	-.046
	DG	–	–	–	–	–
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–
	TG Trustor	–	–	–	–	–
	TG Trustee	–	–	–	–	–
	SDG	-.14	-0.63	0	-.04	.000
Beliefs						
Belief in a just	All	-.43	-1.46	1	.13*	.013
world	DG	-.33	-1.01	0	.14*	.000
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–
	TG Trustor	–	–	–	–	–
	TG Trustee	–	–	–	–	–
	SDG	–	–	–	–	–
Trust propensity	All	.01	1.55	0	.14*	.000
	DG	.01	1.06	1	.11*	-.015
	UG Proposer	-.06	-0.36	0	.04	.000
	UG Responder	-.17	-0.23	0	.05*	.000
	TG Trustor	.13	1.07	1	.15*	-.007
	TG Trustee	.03	0.71	0	.11*	.000
	SDG	.00	1.09	0	.15*	.000

Trait	Game	Begg's $\hat{\tau}$	Egger's z	k missing studies	trim-and-fill adjusted $\hat{\rho}$	difference (adj. $\hat{\rho} - \hat{\rho}$)
Morality						
Guilt proneness	All	-.19	-1.85	1	.22*	.002
	DG	–	–	–	–	–
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–
	TG Trustor	-.33	-1.44	1	.18*	.017
	TG Trustee	-.10	-0.79	0	.22*	.000
	SDG	1.00	0.70	0	.13	.000
Integrity	All	-.25	0.57	0	.08	.000
	DG	-.08	0.61	0	.02	.000
	UG Proposer	.33	1.23	0	-.02	.000
	UG Responder	.33	1.71	1	-.12	-.024
	TG Trustor	-.20	-0.52	0	.12*	.000
	TG Trustee	-.42	-1.16	0	.20*	.000
	SDG	-.39	-2.49*	2	.16*	.020
Identity- and Society-Related Attitudes						
Collectivism	All	.05	-0.11	0	.06*	.000
	DG	-.33	-0.57	0	.11	.000
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–
	TG Trustor	–	–	–	–	–
	TG Trustee	–	–	–	–	–
	SDG	.04	-0.11	0	.06*	.000
Individualism	All	-.11	0.05	0	-.07*	.000
	DG	–	–	–	–	–
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–
	TG Trustor	–	–	–	–	–
	TG Trustee	–	–	–	–	–
	SDG	-.06	1.28	3	-.10*	-.019
Power	All	.05	0.46	0	-.09*	.000
	DG	.17	-1.08	0	-.16*	.000

Trait	Game	Begg's $\hat{\tau}$	Egger's z	k missing studies	trim-and-fill adjusted $\hat{\rho}$	difference (adj. $\hat{\rho} - \hat{\rho}$)
Power	UG Proposer	-.40	-0.64	1	-.15*	.006
	UG Responder	.21	1.49	0	-.08*	.000
	TG Trustor	–	–	–	–	–
	TG Trustee	–	–	–	–	–
	SDG	-.14	0.34	0	-.02	.000
Right-wing	All	.05	-0.27	0	-.09	.000
authoritarianism	DG	–	–	–	–	–
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–
	TG Trustor	.20	0.79	1	-.20*	-.018
	TG Trustee	–	–	–	–	–
	SDG	.10	-0.14	0	-.09	.000
Social dominance	All	.09	0.19	0	-.12*	.000
orientation	DG	.40	0.87	0	-.18*	.000
	UG Proposer	.00	0.16	0	-.13*	.000
	UG Responder	.67	1.26	0	-.03	.000
	TG Trustor	-.33	-0.40	0	-.12*	.000
	TG Trustee	–	–	–	–	–
	SDG	.09	0.10	0	-.12*	.000
Self-Regulation						
Self-control	All	.09	-0.18	0	.03	.000
	DG	.03	0.53	0	.02	.000
	UG Proposer	.00	0.20	0	-.02	.000
	UG Responder	.33	0.09	0	.05	.000
	TG Trustor	.06	0.60	0	.04	.000
	TG Trustee	.43	2.66*	1	-.00	-.008
	SDG	.10	-0.77	0	.02	.000
Self-presentation	All	.16	0.61	3	.00	-.046
	DG	-.29	-3.58*	6*	.15*	.108
	UG Proposer	1.00	0.59	0	-.14	.000
	UG Responder	.33	1.02	0	.09	.000
	TG Trustor	-.33	-0.39	0	.05	.000

Trait	Game	Begg's $\hat{\tau}$	Egger's z	k missing studies	trim-and-fill adjusted $\hat{\rho}$	difference (adj. $\hat{\rho} - \hat{\rho}$)
Self-presentation	TG Trustee	.33	0.23	0	.02	.000
	SDG	.12	1.12	3	-.02	-.069
Impulsivity	All	.04	0.62	0	-.05*	.000
	DG	.39	2.02*	5*	-.09*	-.045
	UG Proposer	-.47	0.15	0	.01	.000
	UG Responder	-.21	-1.08	0	-.05	.000
	TG Trustor	.00	0.12	0	-.00	.000
	TG Trustee	.07	0.27	0	-.06	.000
	SDG	-.09	-0.16	1	--.01	.023
Risk Attitudes						
Risk-taking	All	.05	-1.33	0	.10*	.000
	DG	-.33	-0.55	0	.02	.000
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–
	TG Trustor	-.13	0.19	0	.11*	.000
	TG Trustee	1.00	1.93	0	.04	.000
	SDG	.17	-0.90	0	.11*	.000
Thinking Style						
Intuition	All	-.11	-1.58	3	.05	.024
	DG	.33	1.78	0	.08	.000
	UG Proposer	-.33	-0.04	0	-.00	.000
	UG Responder	0	-1.81	0	-.04	.000
	TG Trustor	–	–	–	–	–
	TG Trustee	–	–	–	–	–
	SDG	-.33	-0.29	0	-.01	.000
Reflection	All	.03	1.67	1	-.03	-.001
	DG	.21	2.66*	6*	-.13*	-.027
	UG Proposer	-.14	-1.13	2	.04	.030
	UG Responder	.11	1.24	1	-.01	.004
	TG Trustor	.33	1.33	1	.02	-.019
	TG Trustee	-1.00	-1.35	1	.04	.013
	SDG	.14	0.79	0	-.02	.000

Trait	Game	Begg's $\hat{\tau}$	Egger's z	k missing studies	trim-and-fill adjusted $\hat{\rho}$	difference (adj. $\hat{\rho} - \hat{\rho}$)
Affect						
Anxiety	All	.11	0.24	0	-.00	.000
	DG	.67	0.52	1	-.02	-.003
	UG Proposer	.18	-0.73	0	.02	.000
	UG Responder	.30	1.28	2	.01	-.008
	TG Trustor	-.20	-0.05	0	.03	.000
	TG Trustee	.73	1.59	0	.02	.000
	SDG	.00	0.21	0	-.05	.000
Negative affect	All	.17	1.16	0	-.05	.000
	DG	.00	-.05	0	-.08*	.000
	UG Proposer	.33	0.82	0	-.05	.000
	UG Responder	.24	2.29	0	.01	.000
	TG Trustor	–	–	–	–	–
	TG Trustee	–	–	–	–	–
	SDG	-.09	-0.72	0	-.05	.000
Positive affect	All	-.25*	-2.09*	10*	.03	.028
	DG	.33	0.34	0	.04	.000
	UG Proposer	-.67	-1.40	0	.09	.000
	UG Responder	-.33	-1.43	0	-.06	.000
	TG Trustor	1.00	0.98	0	-.04	.000
	TG Trustee	.11	0.52	0	-.00	.000
	SDG	-.18	-1.14	0	-.01	.000
Shame proneness	All	.14	1.00	0	.07*	.000
	DG	–	–	–	–	–
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–
	TG Trustor	–	–	–	–	–
	TG Trustee	.11	0.35	0	.06*	.000
	SDG	–	–	–	–	–
Motivation						
Achievement	All	.09	-0.12	0	-.03	.000

Trait	Game	Begg's $\hat{\tau}$	Egger's z	k missing studies	trim-and-fill adjusted $\hat{\rho}$	difference (adj. $\hat{\rho} - \hat{\rho}$)
Achievement	DG	.00	-0.53	1	-.02	.015
	UG Proposer	-.33	-1.07	0	-.08	.000
	UG Responder	.00	0.57	2	-.02	-.014
	TG Trustor	-.07	-0.19	0	-.04	.000
	TG Trustee	–	–	–	–	–
	SDG	.17	-0.04	0	-.01	.000
Affiliation	All	.25	0.73	2	.06*	-.008
	DG	.00	-1.15	0	.05	.000
	UG Proposer	.33	0.46	0	-.02	.000
	UG Responder	.67	0.58	1	.03	-.004
	TG Trustor	–	–	–	–	–
	TG Trustee	.33	0.76	0	.22*	.000
	SDG	.20	0.40	1	.02	-.015
Approach	All	.30	1.25	2	-.05	-.016
	DG	.14	0.41	0	-.07	.000
	UG Proposer	.33	0.52	1	.00	-.006
	UG Responder	.00	0.65	0	-.05	.000
	TG Trustor	–	–	–	–	–
	TG Trustee	–	–	–	–	–
	SDG	-.40	-0.98	0	-.03	.000
Avoidance	All	-.11	-1.59	5*	.02	.019
	DG	-.05	-0.22	0	.05	.000
	UG Proposer	-.14	-0.92	0	.03	.000
	UG Responder	-.20	-0.75	0	-.01	.000
	TG Trustor	-.50	-1.69	0	-.09*	.000
	TG Trustee	-.33	-0.42	0	-.03	.000
	SDG	-.15	-1.03	0	.00	.000
Other						
Emotional	All	.62	1.13	1	.04	-.018
intelligence	DG	–	–	–	–	–
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–

Trait	Game	Begg's $\hat{\tau}$	Egger's z	k missing studies	trim-and-fill adjusted $\hat{\rho}$	difference (adj. $\hat{\rho} - \hat{\rho}$)
Emotional	TG Trustor	-.33	-0.47	0	.11	.000
intelligence	TG Trustee	–	–	–	–	–
	SDG	1.00	1.24	0	.08	.000
Locus of control	All	-.49*	-1.96*	4*	.09	.050
	DG	-.33	-2.37*	1	-.03	.067
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–
	TG Trustor	-.33	-0.96	1	-.06	.026
	TG Trustee	.33	-0.08	0	.02	.000
	SDG	-.71*	-3.02*	4*	.16	.099
Optimism	All	.33	0.65	0	.03	.000
	DG	–	–	–	–	–
	UG Proposer	–	–	–	–	–
	UG Responder	–	–	–	–	–
	TG Trustor	–	–	–	–	–
	TG Trustee	–	–	–	–	–
	SDG	.07	0.37	0	.05	.000
Self-esteem	All	.15	1.33	2	.00	-.005
	DG	.00	-0.57	0	-.01	.000
	UG Proposer	.11	1.60	3	-.04	-.019
	UG Responder	.30	0.74	0	-.03	.000
	TG Trustor	-.14	-0.31	1	.04	.003
	TG Trustee	.07	0.34	2	.01	-.004
	SDG	.13	0.59	0	.01	.000

Note. Begg's $\hat{\tau}$ = Begg's rank correlation; Egger's z = z value from Egger's regression test; k missing studies = estimated number of missing studies according to trim-and-fill method; trim-and-fill adjusted $\hat{\rho}$ = trim-and-fill estimated mean true-score correlation corrected for unreliability; diff (adj. $\hat{\rho} - \hat{\rho}$) = difference between trim-and-fill estimated mean true-score correlation and unadjusted estimated mean true-score correlation.

All = average across all games; DG = Dictator Game; SDG = social dilemma games; TG = Trust Game; UG = Ultimatum Game

* $p < .05$

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