POSITION	Example MALE/ DEFAULT In Character Creation	SLOT-NAME	EVENT TRIGGER	POSTFIX
1	-1	MORALE	Moral failure is triggered, e.g. because of low hit points	u_
2	-1	HAPPY	Matches with the party's reputation	r_
3	-1	UNHAPPY_ANNOYED	„Slightly" inconsistent With the party's reputation	5_
4	-1	UNHAPPY_SERIOUS	„Strongly" incompatible with the party's reputation	6_
5	-1	UNHAPPY_BREAKING_POINT	Not at all compatible With the party's reputation	j_
6	16236	LEADER	The specific character portrait is Dragged and dropped to the very top	b
7	16237	TIRED	Character is tired e.g. after a long journey without a break	c
8	16238	BORED	The character stands still for a while	d
9	16235	BATTLE_CRY1	A creature is attacked	a
10	25427	BATTLE_CRY2	A creature is attacked	8
11	25429	BATTLE_CRY3	A creature is attacked	9
12	-1	BATTLE_CRY4	A creature is attacked	g_
13	-1	BATTLE_CRY5	A creature is attacked	h_
14	-1			
15	-1			
16	-1			
17	-1			
18	16246	DAMAGE	Character is hit	l
19	16247	DYING	Character is hit and His hit points become zero	m
20	16239	HURT	Character is hit and His hit points become very low	e
21	-1	AREA_FOREST	There's a chance the character will say it when he is in forest	n
22	-1	AREA_CITY	There's a chance the character will say it when he is in city	o
23	-1	AREA_DUNGEON	There's a chance the character will say it when he is in dungeon	p
24	-1	AREA_DAY	There's a chance the character will say it when it's day in the game	q
25	-1	AREA_NIGHT	There's a chance the character will say it when it's night in the game	r
26	16240	SELECT_COMMON1	The character is selected e.g. with a left mouse click	f
27	16241	SELECT_COMMON2	The character is selected e.g. with a left mouse click	g
28	16242	SELECT_COMMON3	The character is selected e.g. with a left mouse click	h
29	-1	SELECT_COMMON4	The character is selected e.g. with a left mouse click	0
30	-1	SELECT_COMMON5	The character is selected e.g. with a left mouse click	k_
31	-1	SELECT_COMMON6	The character is selected e.g. with a left mouse click	l_
32	16243	SELECT_ACTION1	After selecting the character, Move it to another position	i
33	16244	SELECT_ACTION2	After selecting the character, Move it to another position	j
34	16245	SELECT_ACTION3	After selecting the character, Move it to another position	k
35	-1	SELECT_ACTION4	The character is repeatedly selected e.g. with a left mouse click	0_
36	-1	SELECT_ACTION5	The character is repeatedly selected e.g. with a left mouse click	1_
37	-1	SELECT_ACTION6	The character is repeatedly selected e.g. with a left mouse click	2_
38	-1	SELECT_ACTION7	The character is repeatedly selected e.g. with a left mouse click	3_
39	-1			
40	-1			
41	-1			
42	-1			
43	-1			
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45	-1			
46	-1			
47	-1			
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49	-1			
50	-1			
51	-1			
52	-1			
53	-1	REACT_TO_DIE_GENERAL	Happens when a party member dies	w
54	-1			
55	-1			
56	-1			
57	-1			
58	-1			
59	-1			
60	-1			
61	-1			
62	-1			
63	-1			
64	-1			
65	-1	CRITICAL_HIT	When the character attacks With a critical hit	z
66	-1	CRITICAL_MISS	When the character attacks With a critical miss	1
67	-1	TARGET_IMMUNE	When the character attacks And the target is immune to its attacks	2
68	-1	INVENTORY_FULL	When the character's backpack is full And the player still tries To select an item Into the character's inventory	3
69	-1	PICKED_POCKET	If the character steals successfully From another creature	4
70	-1	HIDDEN_IN_SHADOWS	If the character hides successfully	5
71	-1	SPELL_DISRUPTED	When the character is disturbed at spell casting, e.g. by an enemy attack or a Disruptive state	6
72	-1	SET_A_TRAP	If the character sets a trap successfully	7
73	-1			
74	-1			
75	-1			
76	-1			
77	-1			
78	-1			
79	-1	BGEE_ACTION_ACKNOWLEDGEMENT4	After selecting the character, Move it to another position	s
80	-1	BGEE_ACTION_ACKNOWLEDGEMENT5	After selecting the character, Move it to another position	t
81	-1	BGEE_ACTION_ACKNOWLEDGEMENT6	After selecting the character, Move it to another position	u
82	-1	BGEE_ACTION_ACKNOWLEDGEMENT7	After selecting the character, Move it to another position	v
83	-1			
84	-1			
85	-1			
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