Significant traits are paired (as indicated above), and an NPC’s stats would be expected to move towards one end or the other of each trait throughout the game; a key point to note is that each NPC would be programmed with a minimum ‘baseline’ for each category. For instance, the principle murderers, and the antagonist Jeronimus Cornelisz, can all be expected to have a very low threshold for empathy but a high range for psychopathy. Conversely, the Predicant Gijsbert Bastiansz, as a devoutly religious character, would never be expected to develop a high psychopathy score, not even when events in Act II result in the murder of almost his entire family; it is within the nature of his character to maintain high ranges for Empathy and Conservatism, and events which may push other characters towards Aggression may in fact push certain other characters towards Timidity.

It is important to note that a high score for Psychopathy does not necessarily equate to propensity to murder: it is used in a neutral sense to indicate an opposite of emotional empathy. That being said, a high range for Psychopathy is very likely to correlate with a greater likelihood of an NPC to commit or assist with a murder. Likewise, a high Empathy score is not necessarily positive: an NPC with an unusually high Empathy score is likely to have significantly reduce prospects of survival, as they may put themselves in danger for the sake of protecting others; it could result in an NPC who tries to appease the Mutineers failing to do so on account of being able to fulfil an order to murder.

Character examples:

Jeronimus Cornelis

Jeronimus is a complicated character. While it would be easy simply to give him maximum Psychopathy, this would be an error. If he is developed with maximum statistics at the start of the game, his character will have nothing to build towards by the finale. Also, it’s debateable whether Jeronimus would possess the highest Psychopathy of all the NPCs: what makes all the NPCs unique is the unique combination of all their stats.

Here is an example of how Jeronimus’s statistics would appear near the start of the game:

* Empathy/Psychopathy: 30-70
* Agreeableness/Individualism: 45-55
* Charisma/Repulsion: 75-25
* Aggression/Timidity: 40-60
* Spontaneity/Caution: 20-80
* Morale: 75

It can be expected that as the game progresses, Jeronimus will develop increasingly higher stats for Psychopathy, Agreeableness, Charisma, Aggression, and Spontaneity.

Francois Pelsaert has less depth, and his character develops very little over the course Act I (it should be remembered that he appears only briefly in Act II). He is a strict, uncompromising servant of the VOC, and his statistics reflect this:

* Empathy/Psychopathy: 25-75
* Agreeableness/Individualism: 40-60
* Charisma/Repulsion: 40-60
* Aggression/Timidity: 65-35
* Spontaneity/Caution: 35-65
* Morale: 60

It may be surprising that Pelsaert initially possesses higher Psychopathy than Jeronimus, however this is a reflection of his aloof personality, which is supported hi his relatively high stats for Individualism and Repulsion. He begins with lowered Morale which continues to lower throughout Act I. It can be expected that the other stats which will increase are Empathy, Agreeableness, Timidity, and Caution.

We hope that by implementing a dynamic system such as this, we can find a balance between  guiding NPCs towards expected personality behaviours while also fostering a game world which feels inhabited by authentic characters who behave realistically in accordance with their surroundings, the events that transpire, and their own moral background.