

Behaviour Metric	Curiosity			
	CSoc	CSens	CExp	CNovS
	Total			
Activities Entered	-.02	-.02	-.07*	-.03
Objectives Compl.	-.07*	-.15***	.00	-.17***
Resurr. Performed	.08*	.10**	-.02	.08*
Resurr. Received	.11***	.10**	-.04	.13***
Orbs Dropped	.04	.02	.05	-.01
Orbs Gathered	.14***	.05	-.03	.01
Kills Deaths Ratio	-.03	.00	.12***	-.05
Kills Deaths Assists	-.03	.00	.11***	-.05
Kills	-.05	-.01	.11***	-.07*
Deaths	.01	-.02	-.10**	.02
Assists	-.02	-.03	-.08*	.01
Suicides	.14***	.17***	.03	.14***
Ability Kills	-.02	.00	.09**	-.06
Precision Kills	-.03	.01	.08*	-.05
Most Precision Kills	.13***	.08**	.06*	.06
Avg. Kill Distance	.01	-.04	.01	-.01
Max. Kill Distance	.16***	.09**	.06	.09**
Longest Kill Spree	.09**	.07*	.13***	.04
Avg. Lifespan	-.01	.02	.10**	-.02
Longest Single Life	.14***	.14***	.02	.10**
Grimoire Score	.20***	.14***	.08*	.04
PvE Play Time Ratio	.00	.06	.12***	.02
PvE				
Activities Cleared	-.12***	-.09**	-.07*	.02
Court of Oryx Attempts	-.09**	.01	.03	-.07*
Court of Oryx Compl.	-.08*	.01	.03	-.07*
Public Events Joined	-.09**	-.01	.05	-.12***
Public Events Compl.	-.09**	-.02	.05	-.12***
PvP				
Activities Won	.13***	.05	.06	.03
Zones Captured	-.10**	-.12***	.03	-.10**
Zones Neutralized	-.12***	-.12***	-.04	-.08*
Relics Captured	.07*	.06	-.06	.04
Close Calls	-.01	.04	-.04	-.01
Defensive Kills	-.03	-.12***	.01	-.09**
Domination Kills	-.03	-.07*	.04	-.03
Offensive Kills	.00	-.05	.05	-.02
Avg. Score per Kill	-.06	.02	.03	-.05
Avg. Score per Life	-.02	.03	.03	-.04
Best Game Score	.15***	.12***	.04	.02
Combat Rating	.01	.00	.06	.01
Score	.14***	.05	-.02	-.01
Team Score	.13***	.03	-.03	-.03
Win Loss Ratio	.08*	-.03	.03	-.04
Cronbach's α	.86	.67	.61	.50

Table 2. Correlations between behavioural metrics and self-report scores. Note: Spearman coefficients $p < .05$ are written in boldface. * $p < .05$; ** $p < .01$; * $p < .001$. Abbreviations: CSoc = SOCIAL CURIOSITY; CSens = SENSORY/COGNITIVE CURIOSITY; CExp = EXPLORATIVE CURIOSITY; CNovS = NOVELTY-SEEKING CURIOSITY.**