Traders have the following stats, which determine likelihood of making certain choices.

* Restlessness ; a decrease means more likely to wait after a trade.
* Decisiveness; a decrease means more likely to change jobs halfway through.
* Caution; an increase means trader will repair more frequently.
* Pride; an increase means a higher profit threshold is required for jobs.
* Individuality; an increase means less likely to join a conglomerate / start a company.
* Ambitious; a decrease means will be more likely to enter conglomerates, as opposed to starting companies.
* Risk taker; an increase means more distant jobs will be considered.

When no current action is queued:

1. Determine according to restlessness whether to take a new action
   * Pr(restlessness)
2. If taking a new action, decide whether to take a repair job (if not, then take a trade job).
   * Pr(0.5 | ship damage %, caution)
   * The nearest shipyard is always chosen.

When deciding on a new trade job:

1. Get list of all possible jobs in range and sort them by profit.
2. Starting with the highest profit, choose a trade destination according to:
   1. Pr(acceptable profit | acceptable distance)
      1. Or, the probability of a higher profit, given that the distance is within the acceptable radius.
      2. The acceptable distance is determined thusly: ‘risk taker’ stat gives the probability of choosing the furthest potential job, which scales up to 100% at the nearest potential job.
      3. The acceptable profit is determined thusly: anything equal to or greater than the average trade profit is 100%, which scales down to (1 – pride) when the trade breaks even.
   2. Loop through potential jobs (starting with the most profitable). If the check for the current potential job fails, then it is tried again with the next highest profit margin and so on.

A trader may change their mind about their current action.

1. When about to purchase the goods for a trade job, get a list of jobs within range that have a greater profit margin than the current profit on the job (if no jobs are more profitable, proceed with the current one).
2. Choose a new job over the current one:

* Pr(1 – (current profit / new profit) | 1 - decisiveness)
  + Or, how much more profitable the current job is given that the trader is indecisive.