n\_opt = Integer number of decision options

options = List of decision option names

prop\_value = Value weight of property calculated from steal\_and\_prop\_destroy\_fn (see variables ending in “13f1”)

n\_people = How many different sets of people involved in the situation?

life\_value = Value weight of lives set to default or calculated from life\_value\_fn (see variables ending in “1f1”)

defaults = Do you want to use default values for this person's life value (Y or N)?

person\_number = The number assigned to a person (set of equivalent people) to keep track of them (1,2,3….n\_people)

num\_persons = How many people are equivalent to this person, including them themselves?

villainy = Did this person put anyone in harm’s way (0 for no, 1 for yes)?; of the form [value for person number 1, value for person number 2, etc.]

villainy\_prop = Did this person put anyone’s property in harm’s way (0 for no, 1 for yes)?

percent\_culpability = What's their percent culpability for getting themselves in harm's way?

harms\_way = What percent of harm's way are they in?

culp\_prop = What's their percent culpability for getting their property in harm's way?

harms\_way\_prop = What percent of harm's way is their property in?

change\_inputs = Value change numbers from the list in the calc\_change function; of the form [[list for 1st decision option], [list for 2nd decision option], etc.], with each list in ascending order of change number

person\_change = Which person number does this value change correspond to (enter 0 if none)?; of the form [[list of person numbers for 1st decision option], [list of person numbers for 2nd decision option],etc.]

change\_waivers = Percentages of involved people who'd likely want to waive consideration of each value change for them if they knew of a bigger corresponding value destruction?

likelihood\_fix\_destroy = What is the percent likelihood of this value destruction repair occurring?

percent\_fix\_destroy = What percentage of the value destruction is likely to be repaired?

#1. Increasing/decreasing existential risks

n\_die1 = How many total people expected to die?

n\_pain1 = How many total people expected to experience pain?

na\_die1 = How many animals expected to die?

na\_pain1 = How many animals expected to experience pain?

np\_die1 = How many plants expected to die?

n\_notborn1 = How many people estimated to never get chance to be born?

na\_notborn1 = How many animals estimated to never get chance to be born?

np\_notborn1 = How many plants estimated to never get chance to live?

time\_prob1 = Time period over which the probability change is expected to hold (in years)?

prob\_i1 = Starting probability (in percent)?

prob\_f1 = Ending probability (in percent)?

#2. Someone dying, or increasing/decreasing its probability

time\_prob2 = Time period over which the probability change is expected to hold (in years)?

prob\_i2 = Starting probability (in percent)?

prob\_f2 = Ending probability (in percent)?

n\_die2 = How many effectively equivalent people would die?

waiver2 = Percentage of involved people who'd likely want to waive consideration of this value destruction for them if they knew of a bigger corresponding value destruction?

#3. Non-freely chosen physical pain for a person, or increasing/decreasing its probability

time\_prob3 = Time period over which the probability change is expected to hold (in years)?

prob\_i3 = Starting probability (in percent)?

prob\_f3 = Ending probability (in percent)?

n\_pain3 = How many effectively equivalent people would experience pain?

waiver3 = Percentage of involved people who'd likely want to waive consideration of this value destruction for them if they knew of a bigger corresponding value destruction?

#4. Loss of function for a human, or increasing/decreasing its probability

time\_prob4 = Time period over which the probability change is expected to hold (in years)?

prob\_i4 = Starting probability (in percent)?

prob\_f4 = Ending probability (in percent)?

n\_health4 = How many effectively equivalent people would have loss of function?

waiver4 = Percentage of involved people who'd likely want to waive consideration of this value destruction for them if they knew of a bigger corresponding value destruction?

#5. Bringing life into the world with insufficient resources/lack of intent to support it or increasing/decreasing the probability of this

time\_prob5 = Time period over which the probability change is expected to hold (in years)?

prob\_i5 = Starting probability (in percent)?

prob\_f5 = Ending probability (in percent)?

#6. Bringing life into the world with sufficient resources/intent to support it or decreasing/increasing the probability of this

time\_prob6 = Time period over which the probability change is expected to hold (in years)?

prob\_i6 = Starting probability (in percent)?

prob\_f6 = Ending probability (in percent)?

n\_hum6 = How many humans brought into world?

qol6 = Average quality of life expected (0 to 1)?

n\_anim6 = How many animals brought into world?

qol\_anim6 = Average quality of life expected (0 to 1)?

anim\_value6 = How valued is the animal to humans?

n\_plant6 = How many non-tree plants brought into world?

plant\_value6 = How valued is the plant to humans in terms of beauty?

n\_tree6 = How many trees brought into world?

tree\_value6 = How valued is the tree to humans in terms of beauty?

#7. Extinction of animal or plant species or increasing/decreasing its probability

time\_prob7 = Time period over which the probability change is expected to hold (in years)?

prob\_i7 = Starting probability (in percent)?

prob\_f7 = Ending probability (in percent)?

wt\_loss\_hum7 = Weight of loss to humans (emotional, financial, learning)?

wt\_loss\_eco7 = Weight of loss to ecosystem (animals dying, other species going extinct, draught, flood protection decrease)?

#8. Threat (by someone) of physical violence or emotional pain, or increasing/decreasing its probability

time\_prob8 = Time period over which the probability change is expected to hold (in years)?

prob\_i8 = Starting probability (in percent)?

prob\_f8 = Ending probability (in percent)?

#9. Emotional abuse of a child or increasing/decreasing its probability

time\_prob9 = Time period over which the probability change is expected to hold (in years)?

prob\_i9 = Starting probability (in percent)?

prob\_f9 = Ending probability (in percent)?

years\_remain9 = Expected years of life remaining?

qol\_decrease9 = Average quality of life decrease due to abuse (0 to 2)?

#10. Emotional pain or increasing/decreasing its probability

time\_prob10 = Time period over which the probability change is expected to hold (in years)?

prob\_i10 = Starting probability (in percent)?

prob\_f10 = Ending probability (in percent)?

#11. Words or actions that needlessly hurt someone’s reputation, or increasing/decreasing their probabilities

time\_prob11 = Time period over which the probability change is expected to hold (in years)?

prob\_i11 = Starting probability (in percent)?

prob\_f11 = Ending probability (in percent)?

salary\_decrease11 = Decrease in salary ($/year)?

years11 = Expected duration of hurt reputation (years)?

n\_interact11 = Average number of people per year interact with?

value\_add11 = Average value add decrease per person?

#12. Words or actions that deservedly improve someone’s reputation, or decreasing/increasing their probabilities

time\_prob12 = Time period over which the probability change is expected to hold (in years)?

prob\_i12 = Starting probability (in percent)?

prob\_f12 = Ending probability (in percent)?

income\_up12 = Increase in income ($/year)?

years12 = Expected duration of improved reputation (years)?

n\_interact12 = Average number of people per year interact with?

value\_add12 = Average value add increase per person?

#13. Damaging/destroying/defacing property or increasing/decreasing its probability

time\_prob13 = Time period over which the probability change is expected to hold (in years)?

prob\_i13 = Starting probability (in percent)?

prob\_f13 = Ending probability (in percent)?

n\_prop\_destroy13 = How many effectively equivalent people would have their property damaged?

waiver13 = Percentage of involved people who'd likely want to waive consideration of this value destruction for them if they knew of a bigger corresponding value destruction?

#14. Repairing/beautifying property or decreasing/increasing its probability

time\_prob14 = Time period over which the probability change is expected to hold (in years)?

prob\_i14 = Starting probability (in percent)?

prob\_f14 = Ending probability (in percent)?

n\_prop\_repair14 = How many effectively equivalent people would have their property repaired?

waiver14 = Percentage of involved people who'd likely want to waive consideration of this value build for them if they knew of a bigger corresponding value destruction?

n\_beauty14 = Number of people for which the beauty enhances their experience of life?

qol\_up14 = Average quality of life increase due to beauty (0 to 1)?

days14 = Average time of the quality of life increase (in days)?

#15. Returning something stolen or decreasing/increasing its probability

time\_prob15 = Time period over which the probability change is expected to hold (in years)?

prob\_i15 = Starting probability (in percent)?

prob\_f15 = Ending probability (in percent)?

#16. Freely chosen anti-survival (masochistic) physical pain or increasing/decreasing its probability

time\_prob16 = Time period over which the probability change is expected to hold (in years)?

prob\_i16 = Starting probability (in percent)?

prob\_f16 = Ending probability (in percent)?

#17. Anti-survival (sadistic) pleasure or increasing/decreasing its probability

time\_prob17 = Time period over which the probability change is expected to hold (in years)?

prob\_i17 = Starting probability (in percent)?

prob\_f17 = Ending probability (in percent)?

#18. Going against one’s conscience (includes not helping when one could), or increasing/decreasing its probability

time\_prob18 = Time period over which the probability change is expected to hold (in years)?

prob\_i18 = Starting probability (in percent)?

prob\_f18 = Ending probability (in percent)?

n\_consc18 = How many effectively equivalent people would go against their conscience?

waiver18 = Percentage of involved people who'd likely want to waive consideration of this value destruction for them if they knew of a bigger corresponding value destruction?

#19. Denying responsibility, lowering one’s self-esteem, or increasing/decreasing its probability

time\_prob19 = Time period over which the probability change is expected to hold (in years)?

prob\_i19 = Starting probability (in percent)?

prob\_f19 = Ending probability (in percent)?

#20. Taking responsibility, building one’s self-esteem, or decreasing/increasing its probability

time\_prob20 = Time period over which the probability change is expected to hold (in years)?

prob\_i20 = Starting probability (in percent)?

prob\_f20 = Ending probability (in percent)?

#21. Thinking through the ethics of one’s decisions in advance or decreasing/increasing the probability of this

time\_prob21 = Time period over which the probability change is expected to hold (in years)?

prob\_i21 = Starting probability (in percent)?

prob\_f21 = Ending probability (in percent)?

#22. Actively going against justice being upheld (denying due process), or increasing/decreasing its probability

time\_prob22 = Time period over which the probability change is expected to hold (in years)?

prob\_i22 = Starting probability (in percent)?

prob\_f22 = Ending probability (in percent)?

#23. Upholding justice (holding people responsible), or decreasing/increasing its probability

time\_prob23 = Time period over which the probability change is expected to hold (in years)?

prob\_i23 = Starting probability (in percent)?

prob\_f23 = Ending probability (in percent)?

#24. An animal dying or increasing/decreasing its probability

time\_prob24 = Time period over which the probability change is expected to hold (in years)?

prob\_i24 = Starting probability (in percent)?

prob\_f24 = Ending probability (in percent)?

#25. Physical pain of animals or increasing/decreasing its probability

time\_prob25 = Time period over which the probability change is expected to hold (in years)?

prob\_i25 = Starting probability (in percent)?

prob\_f25 = Ending probability (in percent)?

#26. Words or actions that encourage violence, or increasing/decreasing their probabilities

time\_prob26 = Time period over which the probability change is expected to hold (in years)?

prob\_i26 = Starting probability (in percent)?

prob\_f26 = Ending probability (in percent)?

violence\_up26 = How much more likely specific violence is made (in percent)?

likely\_life\_loss26 = How likely is specific violence to lead to loss of life (in percent)?

n\_rtl\_viol26 = How many rights to life violated?

likely\_pain26 = How likely is specific violence to lead to pain (in percent)?

n\_rtbi\_viol26 = How many rights to body integrity violated?

likely\_health26 = How likely is specific violence to lead to loss of function due to health issues (in percent)?

likely\_steal26 = How likely is specific violence to lead to stealing/damage to property (in percent)?

n\_rtp\_viol26 = How many rights to property violated?

perc\_culp26 = What is the person's culpability for the words encouraging violence against them, in percent?

violence\_gen\_up26 = How much more likely violence is made in general (in percent)?

#27. Words or actions that inspire non-violence, discourage violence, or decreasing/increasing their probabilities

time\_prob27 = Time period over which the probability change is expected to hold (in years)?

prob\_i27 = Starting probability (in percent)?

prob\_f27 = Ending probability (in percent)?

likely\_violence27 = How much less likely specific violence is made (in percent)?

likely\_death27 = How likely would specific violence be to lead to loss of life (in percent)?

n\_rtl\_viol27 = How many rights to life violated?

likely\_pain27 = How likely would specific violence be to lead to pain (in percent)?

n\_rtbi\_viol27 = How many rights to body integrity violated?

likely\_health27 = How likely would specific violence be to lead to loss of function due to health issues (in percent)?

likely\_steal27 = How likely would specific violence be to lead to stealing/damage to property (in percent)?

n\_rtp\_viol27 = How many rights to property violated?

likely\_violence\_gen27 = How much less likely violence is made in general (in percent)?

#28. Words or actions that encourage stealing, or increasing/decreasing their probabilities

time\_prob28 = Time period over which the probability change is expected to hold (in years)?

prob\_i28 = Starting probability (in percent)?

prob\_f28 = Ending probability (in percent)?

steal\_up28 = How much more likely specific stealing is made (in percent)?

perc\_culp28 = What is the person's culpability for the words/actions encouraging stealing, in percent?

steal\_gen\_up28 = How much more likely stealing is made in general (in percent)?

#29. Words or actions that inspire earning what you get, discourage stealing, or decreasing/increasing their probabilities

time\_prob29 = Time period over which the probability change is expected to hold (in years)?

prob\_i29 = Starting probability (in percent)?

prob\_f29 = Ending probability (in percent)?

likely\_steal29 = How much less likely specific stealing is made (in percent)?

likely\_steal\_gen29 = How much less likely stealing is made in general (in percent)?

#30. Words that spread false info (including misrepresenting the hierarchy of value), or increasing/decreasing their probabilities

time\_prob30 = Time period over which the probability change is expected to hold (in years)?

prob\_i30 = Starting probability (in percent)?

prob\_f30 = Ending probability (in percent)?

destroy\_up30 = How much more likely specific value destruction is made (in percent)?

wt\_destroy30 = Weight of specific value destruction?

trust\_down\_gen30 = How much the words erode trust in general (in percent)?

wt\_destroy\_gen30 = Weight of value destruction due to general erosion of trust?

#31. Words that correct false info (including accurately representing the hierarchy of value), or decreasing/increasing their probabilities

time\_prob31 = Time period over which the probability change is expected to hold (in years)?

prob\_i31 = Starting probability (in percent)?

prob\_f31 = Ending probability (in percent)?

likely\_destroy31 = How much less likely specific value destruction is made (in percent)?

wt\_destroy31 = Weight of specific value destruction?

likely\_build31 = How much the words help mend trust in general (in percent)?

wt\_build31 = Weight of value build due to general gain of trust?

#32. Actions that misrepresent the hierarchy of value, or increasing/decreasing their probabilities

time\_prob32 = Time period over which the probability change is expected to hold (in years)?

prob\_i32 = Starting probability (in percent)?

prob\_f32 = Ending probability (in percent)?

destroy\_up32 = How much more likely specific value destruction is made (in percent)?

wt\_destroy32 = Weight of specific value destruction?

wt\_destroy\_gen32 = How much the actions erode trust in general (in percent)?

wt\_destroy\_trust32 = Weight of value destruction due to general erosion of trust?

#33. Actions that accurately represent the hierarchy of value, or decreasing/increasing their probabilities

time\_prob33 = Time period over which the probability change is expected to hold (in years)?

prob\_i33 = Starting probability (in percent)?

prob\_f33 = Ending probability (in percent)?

likely\_destroy33 = How much less likely specific value destruction is made (in percent)?

wt\_destroy33 = Weight of specific value destruction?

likely\_build33 = How much the actions support trust in general (in percent)?

wt\_build33 = Weight of value build due to general gain of trust?

#34. Words or actions that discourage empathy, creativity, curiosity, critical thinking, honest effort and/or responsibility, or increasing/decreasing their probabilities

time\_prob34 = Time period over which the probability change is expected to hold (in years)?

prob\_i34 = Starting probability (in percent)?

prob\_f34 = Ending probability (in percent)?

build\_down34 = How much less likely value is to be built (in percent)?

wt\_would\_build34 = Weight of value that would've otherwise been built?

destroy\_up34 = How much more likely value is to be destroyed (in percent)?

wt\_would\_destroy34 = Weight of value that would be destroyed?

#35. Words or actions that encourage empathy, creativity, curiosity, critical thinking, honest effort, and/or responsibility, or decreasing/increasing their probabilities

time\_prob35 = Time period over which the probability change is expected to hold (in years)?

prob\_i35 = Starting probability (in percent)?

prob\_f35 = Ending probability (in percent)?

likely\_destroy35 = How much less likely value is to be destroyed (in percent)?

wt\_destroy35 = Weight of value that could've been destroyed?

likely\_build35 = How much more likely value is to be built (in percent)?

wt\_build35 = Weight of increased value that could be built?

#36. A plant dying, or increasing/decreasing its probability

time\_prob36 = Time period over which the probability change is expected to hold (in years)?

prob\_i36 = Starting probability (in percent)?

prob\_f36 = Ending probability (in percent)?

#37. Errors of thought, or increasing/decreasing their probabilities

time\_prob37 = Time period over which the probability change is expected to hold (in years)?

prob\_i37 = Starting probability (in percent)?

prob\_f37 = Ending probability (in percent)?

think\_level37 = What level of thinking is used (1 to 5)?

wt\_destroy37 = How much value destruction weight is on the line?

#38. Practicing critical thinking, learning, or developing skills to increase one’s options, or decreasing/increasing its probability

time\_prob38 = Time period over which the probability change is expected to hold (in years)?

prob\_i38 = Starting probability (in percent)?

prob\_f38 = Ending probability (in percent)?

difficulty38 = What level of difficulty (1 to 5)?

minutes38 = Practice time (minutes)?

#39. Discouraging human interaction, community, or increasing/decreasing its probability

time\_prob39 = Time period over which the probability change is expected to hold (in years)?

prob\_i39 = Starting probability (in percent)?

prob\_f39 = Ending probability (in percent)?

qol\_down39 = Average quality of life decrease per human (0 to 1)?

minutes39 = Average time of quality of life decrease (minutes)?

n\_hum39 = How many humans affected?

#40. Promoting human interaction, community, or decreasing/increasing its probability

time\_prob40 = Time period over which the probability change is expected to hold (in years)?

prob\_i40 = Starting probability (in percent)?

prob\_f40 = Ending probability (in percent)?

qol\_up40 = Average quality of life increase per human (0 to 1)?

minutes40 = Average time of quality of life increase (minutes)?

n\_hum40 = How many humans affected?

#41. Decreasing economic activity, or increasing/decreasing its probability

time\_prob41 = Time period over which the probability change is expected to hold (in years)?

prob\_i41 = Starting probability (in percent)?

prob\_f41 = Ending probability (in percent)?

econ\_down41 = Decreased economic activity ($) amount?

#42. Increasing economic activity, paying people to do work, or decreasing/increasing its probability

time\_prob42 = Time period over which the probability change is expected to hold (in years)?

prob\_i42 = Starting probability (in percent)?

prob\_f42 = Ending probability (in percent)?

econ\_up42 = Increased economic activity ($) amount?

#43. Reducing options to net build value, or increasing/decreasing its probability

time\_prob43 = Time period over which the probability change is expected to hold (in years)?

prob\_i43 = Starting probability (in percent)?

prob\_f43 = Ending probability (in percent)?

n\_optdown43 = Number of people that options have been reduced for?

enjoy\_level\_there43 = Average enjoyment level with options still there?

enjoy\_level\_gone43 = Average enjoyment level with options gone?

minutes43 = Duration of enjoyment level drop (in minutes)?

econ\_decrease43 = Reduced economic activity ($) due to reduced options?

#44. Increasing options to net build value, or decreasing/increasing its probability

time\_prob44 = Time period over which the probability change is expected to hold (in years)?

prob\_i44 = Starting probability (in percent)?

prob\_f44 = Ending probability (in percent)?

n\_hum44 = Number of people that options have been increased for?

enjoy\_level\_opts44 = Average enjoyment level with increased options?

enjoy\_level\_no\_opts44 = Average enjoyment level without increased options?

minutes44 = Duration of enjoyment level increase (in minutes)?

econ\_up44 = Increased economic activity ($) due to increased options?

#45. Putting in effort towards a net destructive goal, or increasing/decreasing its probability

time\_prob45 = Time period over which the probability change is expected to hold (in years)?

prob\_i45 = Starting probability (in percent)?

prob\_f45 = Ending probability (in percent)?

wt\_destroy45 = How destructive is the goal (value destruction weight)?

goal\_increase45 = How much does effort increase likelihood of achieving goal (in percent)?

#46. Putting in effort towards a net non-destructive goal, or decreasing/increasing its probability

time\_prob46 = Time period over which the probability change is expected to hold (in years)?

prob\_i46 = Starting probability (in percent)?

prob\_f46 = Ending probability (in percent)?

wt\_build46 = How net value-building is the goal (value build weight)?

likely\_goal46 = How much does effort increase likelihood of achieving goal (in percent)?

#47. Setting a bad example, or increasing/decreasing its probability

time\_prob47 = Time period over which the probability change is expected to hold (in years)?

prob\_i47 = Starting probability (in percent)?

prob\_f47 = Ending probability (in percent)?

build\_decrease47 = How much less likely value is to be built (in percent)?

wt\_build47 = Weight of value that would've otherwise been built?

destroy\_increase47 = How much more likely value is to be destroyed (in percent)?

wt\_destroy47 = Weight of value that would be destroyed?

#48. Setting a good example and inspiring others, or decreasing/increasing its probability

time\_prob48 = Time period over which the probability change is expected to hold (in years)?

prob\_i48 = Starting probability (in percent)?

prob\_f48 = Ending probability (in percent)?

n\_teach\_direct48 = How many people are likely to directly experience the teachings?

n\_teach\_indirect48 = How many people are likely to indirectly experience the teachings?

n\_hum48 = How many people they reach?

respect\_level48 = Average level they're respected at?

likely\_build48 = How much more likely value is to be built (in percent)?

wt\_build48 = Weight of value that would be built?

likely\_destroy48 = How much less likely value is to be destroyed (in percent)?

wt\_destroy48 = Weight of value that would've been destroyed?

#49. Being creative in art or science, or decreasing/increasing its probability

time\_prob49 = Time period over which the probability change is expected to hold (in years)?

prob\_i49 = Starting probability (in percent)?

prob\_f49 = Ending probability (in percent)?

art\_or\_sci49 = For art (A) or science (S)?

skill\_level49 = Creative at what skill level (1 to 5)?

wt\_art49 = Weight of beauty of art?

n\_art49 = How many people affected by beauty of art?

wt\_science49 = Weight of scientific discovery?

#50. Giving yourself or someone else pleasure/new experiences that are welcomed, or decreasing/increasing its probability

time\_prob50 = Time period over which the probability change is expected to hold (in years)?

prob\_i50 = Starting probability (in percent)?

prob\_f50 = Ending probability (in percent)?

#51. Cooperating with others, or decreasing/increasing its probability

time\_prob51 = Time period over which the probability change is expected to hold (in years)?

prob\_i51 = Starting probability (in percent)?

prob\_f51 = Ending probability (in percent)?

build\_more51 = How much value build weight could be built through cooperation?

likely\_build51 = How much more likely that value is to be built with cooperation (in percent)?

#52. Helping others, or decreasing/increasing its probability

time\_prob52 = Time period over which the probability change is expected to hold (in years)?

prob\_i52 = Starting probability (in percent)?

prob\_f52 = Ending probability (in percent)?

n\_helped52 = How many people affected?

qol\_increase52 = Average quality of life increase?

hours52 = Average time quality of life increase lasts (in hours)?

#53. Violating right to life, or increasing/decreasing its probability

time\_prob53 = Time period over which the probability change is expected to hold (in years)?

prob\_i53 = Starting probability (in percent)?

prob\_f53 = Ending probability (in percent)?

#54. Violating right to body integrity, or increasing/decreasing its probability

time\_prob54 = Time period over which the probability change is expected to hold (in years)?

prob\_i54 = Starting probability (in percent)?

prob\_f54 = Ending probability (in percent)?

#55. Violating right to property, or increasing/decreasing its probability

time\_prob55 = Time period over which the probability change is expected to hold (in years)?

prob\_i55 = Starting probability (in percent)?

prob\_f55 = Ending probability (in percent)?

#life\_value\_fn = 1f1

age1f1 = Age (in years) of person?

sex1f1 = Sex of person (M for male or F for female)?

qol1f1 = Average quality of remaining life (-1 to 1)?

income1f1 = Yearly income (in $) of person?

n\_interact1f1 = Average number of people per year they would interact with if they live?

value\_add1f1 = Average value add per person they would interact with?

n\_loss1f1 = How many relationships do they have with people who would feel the emotional loss?

emot\_depth1f1 = Average depth of relationships, for the emotional loss felt if they die (0 to 1)?

#unwanted\_pain\_fn = 1f2

pain\_level1f2 = Physical pain level (0 to 10)?

duration1f2 = Duration of physical pain (in minutes)?

unbuilt\_value1f2 = Net value could've been built (in $) if not for unwanted pain?

#function\_loss\_fn = 4f1

years4f1 = Expected duration of function loss (in years)?

qol\_change4f1 = Average quality of life decrease during function loss (0 to 2)?

income4f1 = Yearly income (in $) of person who would have function loss?

age4f1 = Age (in years) of person who would have function loss?

potential\_lost4f1 = Percent of full potential lost due to health issue?

#bring\_human\_notenough\_fn = 5f1

n\_hum5f1 = How many humans brought into world?

qol5f1 = Average quality of life expected (0 to 1)?

n\_hum\_qol\_down5f1 = How many pre-existing humans will experience decrease in their quality of life per human brought in?

qol\_down\_hum5f1 = Average quality of life decrease expected (0 to 1)?

years\_hum5f1 = Average number of years quality of life decrease expected for pre-existing humans?

n\_anim\_qol\_down5f1 = How many animals will experience decrease in their quality of life per human brought in?

qol\_down\_anim5f1 = Average quality of life decrease expected (0 to 1)?

years\_anim5f1 = Average number of years quality of life decrease expected for pre-existing animals?

n\_anim\_die5f1 = How many animals will die due to resources taken per human brought in?

years\_more\_anim5f1 = Average number of years longer animals otherwise would've lived?

n\_tree\_die5f1 = How many trees will die due to resources taken per human brought in?

years\_more\_tree5f1 = Average number of years longer trees otherwise would've lived?

#bring\_animal\_notenough\_fn = 5f2

n\_anim5f2 = How many animals brought into world?

qol5f2 = Average quality of life expected (0 to 1)?

n\_anim\_qol\_down5f2 = How many pre-existing animals will experience decrease in their quality of life per animal brought in?

qol\_down\_anim5f2 = Average quality of life decrease expected (0 to 1)?

years\_anim5f2 = Average number of years quality of life decrease expected for pre-existing animals?

n\_anim\_die5f2 = How many animals will die due to resources taken per animal brought in?

years\_more\_anim5f2 = Average number of years longer animals otherwise would've lived?

n\_plant\_die5f2 = How many plants will die due to resources taken per animal brought in?

years\_more\_plant5f2 = Average number of years longer plants otherwise would've lived?

#threat\_pain\_fn = 8f1

tpain\_level8f1 = Threatened physical pain level (0 to 10)?

tduration8f1 = Threatened duration of physical pain (in minutes)?

tlikelihood8f1 = Perceived percent likelihood that person would make good on the threat?

unbuilt\_value8f1 = Net value could build (in $) without unwanted pain?

tepain\_level8f1 = Threatened emotional pain level (0 to 10)?

teduration8f1 = Threatened duration of emotional pain (in minutes)?

telikelihood8f1 = Perceived percent likelihood that person would make good on the threat?

unbuilt\_evalue8f1 = Net value could build (in $) without unwanted pain?

#threat\_function\_loss\_fn = 8f2

years8f2 = Expected duration of function loss (in years)?

qol\_change8f2 = Average quality of life decrease during function loss (0 to 2)?

income8f2 = Yearly income (in $) of person who would have function loss?

age8f2 = Age (in years) of person who would have function loss?

potential\_lost8f2 = Percent of full potential lost due to health issue?

tlikelihood8f2 = Perceived percent likelihood that person would make good on the threat to hurt?

#threat\_kill\_fn = 8f3

age8f3 = Age (in years) of person who would die?

qol8f3 = Average quality of remaining life (-1 to 1)?

income8f3 = Yearly income (in $) of person who would die?

n\_interact8f3 = Average number of people per year they would have interacted with if they lived?

value\_add8f3 = Average value add per person they would have interacted with?

emot\_depth8f3 = Average depth of relationships, for the emotional loss felt (0 to 1)?

n\_loss8f3 = How many relationships with people who would feel the emotional loss?

tlikelihood8f3 = Perceived percent likelihood that person would make good on the threat to kill?

#emotional\_pain\_fn = 10f1

epain\_level10f1 = Average emotional pain level (1 to 10)?

minutes10f1 = Duration of emotional pain (in minutes)?

unbuilt\_value10f1 = Net value could've been built (in $) if not for unwanted pain?

#steal\_and\_prop\_destroy\_fn = cost13f1

cost13f1 = Replacement cost in dollars?

survive\_change13f1 = Percent by which the property loss decreases survival likelihood over the next year?

wt\_death13f1 = Value weight of person(s) dying in the next year?

eloss13f1 = Weight of emotional loss if property had special meaning?

lessbuild13f1 = Likely decreased future value building (in $) due to property loss, over next year?

#property\_repair\_fn = 14f1

cost14f1 = Increase in the replacement cost in dollars due to the property repair?

survive\_change14f1 = Percent increases survival likelihood over the next year?

wt\_death14f1 = Value weight of person(s) dying in the next year?

egain14f1 = Weight of emotional gain if property had special meaning?

morebuild14f1 = Likely increased future value building (in $) due to property regain, over next year?

#return\_stolen\_fn = 15f1

cost15f1= Replacement cost in dollars?

survive\_change15f1= Percent increases survival likelihood over the next year?

wt\_death15f1= Value weight of person(s) dying in the next year?

egain15f1= Weight of emotional gain if property had special meaning?

more\_build15f1= Likely increased future value building due to property regain, over next year?

#masochistic\_pain\_fn = 16f1

pain\_level16f1 = Physical pain level (1 to 10)?

minutes16f1 = Duration of physical pain (in minutes)?

unbuilt\_value16f1 = Net value could've been built (in $) if not for unwanted pain?

esteem\_level16f1 = Starting self-esteem level (1 to 5)?

#sadistic\_pleasure\_fn = 17f1

breach\_level17f1 = Level of ethical breach of the sadistic pleasure (1 to 5)?

n\_breach17f1 = Number of previous breaches at this level?

esteem\_level17f1 = Starting self-esteem level (1 to 5)?

#conscience\_fn = 18f1

breach\_level18f1 = Level of ethical breach (1 to 6)?

num\_prev\_breach18f1 = Number of previous breaches at this level, for something similar?

#not\_responsible\_fn = 19f1

emo\_notaccept19f1 = Percent of responsibility not accepting for emotions?

act\_notaccept19f1 = Percent of responsibility not accepting for actions?

esteem\_level19f1 = Starting self-esteem level (1 to 5)?

#be\_responsible\_fn = 20f1

emo\_accept20f1 = Percent of responsibility accepting for emotions?

act\_accept20f1 = Percent of responsibility accepting for actions?

esteem\_level20f1 = Starting self-esteem level (1 to 5)?

#prethought\_fn = 21f1

breach\_down21f1 = Percent lowered likelihood of breach of ethics due to pre-thought and/or practicing critical thinking?

esteem\_level21f1 = Starting self-esteem level (1 to 5)?

#animal\_dying\_fn = 24f1

anim\_type24f1 = Is the animal a "nuisance" animal such as a musquito, tick, or harmful invasive species (Y or N)?

n\_anim\_die24f1 = How many equivalent animals dying?

n\_male24f1 = Number that are male?

n\_female24f1 = Number that are female?

years24f1 = Expected life remaining of animal (years)?

qol24f1 = Assumed average remaining quality of life of animal (-1 to 1)?

dollars\_loss24f1 = Weight of value loss to humans (emotional, beauty, in equivalent $) from each animal?

dollars\_gain24f1 = Weight of human value gain or loss (in $) from each animal (from food, products, labor, etc.)?

#animal\_pain\_fn = 25f1

pain25f1 = Assumed physical pain level for animal (0 to 10)?

minutes25f1 = Duration of physical pain for animal (in minutes)?

#plant\_dying\_fn = 36f1

plant\_type36f1 = Is the plant a "nuisance" plant such as a harmful invasive species (Y or N)?

n\_plant\_die36f1 = How many equivalent plants dying?

years36f1 = Expected life remaining of plant (years)?

tree\_or\_plant36f1 = Tree or plant (T or P)?

wt\_loss36f1 = Weight of value loss to humans (emotional, financial loss, beauty) from each plant?

wt\_gain36f1 = Weight of human value gain (financial) from each plant?

#pleasure\_fn = 50f1

pleasure\_level50f1 = Pleasure level (1 to 10)?

minutes50f1 = Duration of pleasure (in minutes)?

#life\_rights\_fn = 53f1

viol\_type53f1 = Would this be an actual violation (A) of right to life or just a threatened (T) one (A or T)?

tlikelihood53f1 = Perceived percent likelihood that the person making the threat would go through with it?

worth\_less53f1 = Has the person made clear that they want their life to be worth less than those of others involved (Y or N)?

want\_valued53f1 = What fraction do they want their right to life valued at with respect to others? (0=not at all, 1= equally)

num\_viol53f1 = How many people's (including this one's) right to life would be violated at the same level of culpability?

#body\_rights\_fn = 54f1

viol\_type54f1 = Would this be an actual violation (A) of right to body integrity or just a threatened (T) one (A or T)?

tlikelihood54f1 = Perceived percent likelihood that person would make good on the threat?

num\_viol54f1 = How many people's (including this one's) right to body integrity would be violated to the same level, including culpability?

worth\_less54f1 = Has the person made clear that they want their body integrity to be worth less than those of others involved (Y or N)?

want\_valued54f1 = How much do they want their right to body integrity valued with respect to others? (0=not at all, 1=equally)

#restraint\_fn = 54f2

restraint\_lev54f2 = What level of restraint (0 through 5)?

time\_exclude54f2 = How much time excluded (in minutes)?

time\_imprison54f2 = How much time imprisoned (in minutes)?

time\_back54f2 = How much time to get back to original location (in minutes)?

money\_back54f2 = How much money to get back to original location (in $)?

time\_restrain54f2 = How much time physically restrained (in minutes)?

time\_unconscious54f2 = How much time unconscious (in minutes)?

#prop\_rights\_fn = 55f1

viol\_type55f1 = Would this be an actual violation (A) of right to property or just a threatened (T) one?

tlikelihood55f1 = Perceived percent likelihood that person would make good on the threat?

num\_viol55f1 = How many people's (including this one's) right to property would be violated at the same level of culpability?

culp\_prop55f1 = What's the person's culpability for their property-risking situation, in percent?

fix\_intent55f1 = Is there intent of those responsible to repair this property value destruction later (Y/N)?

likelihood\_fix55f1 = What's the percent likelihood of this value destruction repair occurring?

percent\_fix55f1 = What percentage of the value destruction is likely to be repaired (up to max of 99)?