The personality of an individual defines the behavioral choices, but the traits that define personality remain uncertain, limiting our ability to create a computable model of a personality and predict behaviors. We proposed a new functional personality model that is defined by four parameters: 1) The hedonic values assigned to different “pleasant” aspect of behavioral outcomes (homeostatic balances, improved social status et cetera); 2) The aversive values of ”unpleasant” aspects (loss of sexual opportunity, potential of injury, loss of monetary reward et cetera); 3) Summation parameters: discounting and dissolution parameters for simultaneously processed hedonic/aversive events; and 4) Threshold: relationship between magnitude of predicted outcome and manifestation of behaviors. We expressed the idea through a mathematical formula, and explored if the model can be improved in the future through testing. Although more research is needed, we believe that the functional model may eventually allow accurate prediction of behavior.