Suvaris Atheron (WindhelmAtheronResidence)

Goal	Utility [0, 1]	Responsibility [0, 1]
StayAlive	0.7	0.4
PeacefulLife	0.6	0.3
HonestLiving	0.6	0.7
DunmerPride	0.5	0.5

Stimuli	affectsGoal	eventCongruence [-1, 1]	stimuliFamiliarity [-1, 1]	stimuliTolerance [0, 1]
GLaDOS_Necromancy	StayAlive	-0.8	-0.5	0.6
GLaDOS_DragonPriest	StayAlive	-0.8	-0.6	0.1
GLaDOS_Assassin	StayAlive	-0.6	-0.7	0.6
GLaDOS_Daedric	StayAlive	-0.5	-0.1	0.3
GLaDOS_Charus	StayAlive	-0.5	-0.3	0.1
GLaDOS_Atronach	StayAlive	-0.3	-0.3	0.1
GLaDOS_Forsworn	StayAlive	-0.3	-0.2	0.2
GLaDOS_Werewolf	StayAlive	-0.3	-0.1	0.1
GLaDOS_Spriggan	StayAlive	-0.3	0.2	0.1
GLaDOS_DragonSlayer	StayAlive	0.3	0.2	0.2
GLaDOS_Silverhand	StayAlive	-0.1	-0.2	0.1
GLaDOS_Orc	StayAlive	-0.1	0	0.3
GLaDOS_Nord	PeacefulLife	-0.6	-0.4	0.2
GLaDOS_Stormcloak	PeacefulLife	-0.6	-0.4	0.4
GLaDOS_Imperial	PeacefulLife	0.6	0.2	0.4
Nord	PeacefulLife	-0.4	-0.6	1
GLaDOS_Guard	PeacefulLife	-0.3	-0.2	0.4
GLaDOS_NordLegend	PeacefulLife	-0.3	0	0.2
GLaDOS_Citizen	PeacefulLife	0.3	0.1	0.2
GLaDOS_Thalmor	PeacefulLife	0.2	0.1	0.4
High Elf	PeacefulLife	0.2	0.3	1
GLaDOS_Elven	PeacefulLife	-0.1	0.3	0.2
GLaDOS_Priest	PeacefulLife	-0.1	-0.1	0.4
Imperial	PeacefulLife	0.1	0.1	1
GLaDOS_Beggar	HonestLiving	-0.8	0.1	0.6
Argonian	HonestLiving	-0.5	-0.2	1
GLaDOS_Thief	HonestLiving	-0.4	-0.6	0.2
Khajiit	HonestLiving	-0.4	0.1	1
GLaDOS_Hunter	HonestLiving	0.4	0.2	0.4
Wood Elf	HonestLiving	0.2	0.1	1
GLaDOS_Mercenary	HonestLiving	0.2	0.3	0.4
GLaDOS_Redguard	HonestLiving	-0.1	-0.1	0.2
GLaDOS_Dwarven	HonestLiving	0.1	0.1	0.4
Breton	HonestLiving	0.1	0.1	1
Orc	HonestLiving	0.1	0.2	1
Redguard	HonestLiving	0.1	0.1	1
GLaDOS_Falmer	DunmerPride	-0.5	-0.6	0.4
GLaDOS_DaedricLegend	DunmerPride	0.5	-0.1	0.2
GLaDOS_ThiefLegend	DunmerPride	0.5	-0.1	0.2

Dark Elf	DunmerPride	0.3	0.2	1
GLaDOS_Companions	DunmerPride	0.3	0	0.3
GLaDOS_Mage	DunmerPride	0.2	0.3	0.4
GLaDOS_College	DunmerPride	0.2	0.5	0.4

Item	Stress Modifier [-1, 1]
Stormcloak Officer Armor	-0.3
Stormcloak Cuirass	-0.1

GPrimaryAppraisal

Emotion Control	0.8	Lazy?	
energyProfile [0, 4]	3	Pessimist?	X

GEmotionDecay

decaySpeedInSeconds	15	eqJoy	50	eqFear	45
decayStep	1	eqTrust	45	eqAnticipation	55

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Disgust	65	X
Anger	65	
Anticipation	60	
Fear	80	
Surprise	90	
Sadness	80	
Joy	80	
Trust	90	

GExpressiveCommunication

joyIdle	IdleWave	fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_02	angerIdle	IdleCiceroAggitated
trustIdle	IdleSilentBow	surpriseIdle	IdleSurrender
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdlePickup_Ground

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	SuvarisAtheronREF	Form ID	0001B126

GAttention/GGoals and GSecondaryAppraisal appear in the order that they are entered in the program

Equation Reference

Desireability = utility x congruence

Controllability = emotion control x (Threat Control + Stress Control)

Stress Control = responsibility + familiarity + stress modifiers (items)

Threat Control calculated externally

Effort = energyProfile x (|Desireability| + |Controllability| - 1)

Energy Profile	Code
Lethargic	0
Lazy	1
Average	2
Motivated	3
Go-Getter	4