# Angrenor Once-Honoured (Windhelm)

| Goal | Utility [0, 1] | Responsibility [0, 1] |
|---|---|---|
| NordPride | 0.8 | 0.8 |
| PureSkyrim | 0.7 | 0.4 |
| StayAlive | 0.6 | 0.6 |
| | | |
| | | |

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

| | | | | |
|---|---|---|---|---|
| GLaDOS_Spriggan | StayAlive | -0.5 | 0.5 | 0.1 |
| GLaDOS_Atronach | StayAlive | -0.4 | -0.4 | 0.1 |
| GLaDOS_Assassin | StayAlive | -0.4 | -0.2 | 0.3 |
| GLaDOS_Werewolf | StayAlive | -0.4 | -0.5 | 0.1 |

| Item | Stress Modifier [-1, 1] |
|---|---|
| Imperial Light Armor | -0.4 |
| Imperial Armor | -0.6 |
| Stormcloak Cuirass | 0.4 |
| Stormcloak Officer Armor | 0.6 |
| | |

## GPrimaryAppraisal

| | | | |
|---|---|---|---|
| Emotion Control | 1 | Lazy? | |
| energyProfile [0, 4] | 2 | Pessimist? | X |

## GEmotionDecay

| | | | | | |
|---|---|---|---|---|---|
| decaySpeedInSeconds | 25 | eqJoy | 45 | eqFear | 50 |
| decayStep | 1 | eqTrust | 50 | eqAnticipation | 50 |

## GSecondaryAppraisal

| Emotion | Threshold [0, 100] | Default |
|---|---|---|
| Disgust | 60 | |
| Sadness | 65 | X |
| Anticipation | 65 | |
| Anger | 75 | |
| Surprise | 70 | |
| Joy | 65 | |
| Trust | 75 | |
| Fear | 80 | |

## GExpressiveCommunication

| | | | |
|---|---|---|---|
| joyIdle | IdleCivilWarCheer | fearIdle | IdleNervous |
| sadIdle | IdleDrink | angerIdle | IdleGetAttention |
| trustIdle | IdleSalute | surpriseIdle | IdleSnapToAttention |
| disgustIdle | IdleCiceroHappy | anticipationIdle | IdleSurrender |

| | |
|---|---|
| stopIdle | IdleStop_Loose |

## GBehaviourRegulation

| | | | |
|---|---|---|---|
| Non-permanent NPC? | No | | |
| Associated Object | AngrenorREF | Form ID | 0001B138 |

**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 |