

# Luaffyn (WindhelmCandlehearthHall)

## GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
StayAlive	0.7	0.5
PeacefulLife	0.6	0.6
DunmerPride	0.3	0.2
HonestLiving	0.2	0.4

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

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GLaDOS_Mercenary	HonestLiving	0.4	0.3	0.7
GLaDOS_Thief	HonestLiving	-0.4	-0.1	0.2
GLaDOS_Beggar	HonestLiving	0.1	-0.4	0.7
GLaDOS_Redguard	HonestLiving	0.1	0.1	0.3

Item	Stress Modifier [-1, 1]

### GPrimaryAppraisal

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

### GEmotionDecay

decaySpeedInSeconds	5	eqJoy	50	eqFear	50
decayStep	1	eqTrust	50	eqAnticipation	50

### GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Joy	60	X
Anticipation	65	
Surprise	70	
Disgust	65	
Fear	70	
Anger	90	
Sadness	70	
Trust	80	

### GExpressiveCommunication

joyIdle	IdleCiceroDance3	fearIdle	IdleNervous
sadIdle	IdleBracedPain	angerIdle	IdleCiceroAgitated
trustIdle	IdleSilentBow	surpriseIdle	IdleSnapToAttention
disgustIdle	IdlePickup_Ground	anticipationIdle	IdleOffsetArmsCrossedStart

stopIdle	IdleStop_Loose
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### GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	WindhelmLuaffynBardREF	Form ID	00047CB2

**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