

Stenvar (WindhelmCandlehearthHall)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
StayAlive	0.7	0.8
Challenge	0.5	0.6
Wealth	0.4	0.5

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

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Nord	Wealth	0.2	0.1	1
Redguard	Wealth	0.2	0.2	1
Argonian	Wealth	-0.2	-0.1	1
Orc	Wealth	-0.2	0.1	1

Item	Stress Modifier [-1, 1]

GPrimaryAppraisal

Emotion Control	1.2	Lazy?	
energyProfile [0, 4]	2	Pessimist?	

GEmotionDecay

decaySpeedInSeconds	10	eqJoy	55	eqFear	50
decayStep	1	eqTrust	50	eqAnticipation	50

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Joy	65	
Anger	85	
Surprise	75	
Anticipation	65	X
Trust	65	
Disgust	90	
Fear	90	
Sadness	85	

GExpressiveCommunication

joyIdle	IdleApplaud2	fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_02	angerIdle	IdleCiceroAgitated
trustIdle	IdleWave	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleGive

stopIdle	IdleStop_Loose
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GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	HirelingStenvarRef	Form ID	000B998C

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