

# Grimvar Cruel-Sea (WindhelmHouseOfClanCruelSea)

## GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
StayAlive	0.9	0.3
WarriorDream	0.7	0.5
HonestLiving	0.6	0.3

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

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Orc	HonestLiving	0.2	0.3	1
GLaDOS_Redguard	HonestLiving	-0.2	-0.3	0.3
Khajiit	HonestLiving	-0.2	-0.3	1
Redguard	HonestLiving	-0.2	-0.1	1

Item	Stress Modifier [-1, 1]
Blades Armor	0.6
Blades Shield	0.6

### GPrimaryAppraisal

Emotion Control	1	Lazy?	
energyProfile [0, 4]	3	Pessimist?	

### GEmotionDecay

decaySpeedInSeconds	20	eqJoy	55	eqFear	50
decayStep	1	eqTrust	55	eqAnticipation	50

### GSecondaryAppraisal

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

### GExpressiveCommunication

joyIdle	IdleApplaud4	fearIdle	IdleNervous
sadIdle	IdleBracedPain	angerIdle	IdleGetAttention
trustIdle	IdleWave	surpriseIdle	IdlePointClose
disgustIdle	IdleCiceroAgitated	anticipationIdle	IdleSurrender

stopIdle	IdleStop_Loose
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### GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	GrimvarREF	Form ID	0001B12D

**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