Ulfric Stormcloak (WindhelmPalaceOfTheKings)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
NordicSkyrim	1	0.8
HonestLiving	0.8	0.5
StayAlive	0.6	0.8

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

GLaDOS_Falmer	StayAlive	-0.6	-0.6	0.5
GLaDOS_Necromancy	StayAlive	-0.6	-0.8	0.3
GLaDOS_Spriggan	StayAlive	-0.4	0.3	0.1
GLaDOS_Orc	StayAlive	-0.3	-0.2	0.4

Item	Stress Modifier [-1, 1]
Thalmor Robes	-0.8
Hooded Thalmor Robes	-1
Imperial Armor	-0.2
Imperial Light Armor	-0.5
Stormcloak Officer Armor	0.5

GPrimaryAppraisal

Emotion Control	1.5		Lazy?	
energyProfile [0, 4]	3		Pessimist?	

GEmotionDecay

decaySpeedInSeconds	10		eqJoy	50	eqFear	50
decayStep	1		eqTrust	45	eqAnticipation	55

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Fear	90	
Surprise	70	
Anticipation	60	X
Joy	75	
Disgust	70	
Anger	90	
Sadness	90	
Trust	80	

GExpressiveCommunication

joyIdle	IdleCivilWarCheer	fearIdle	idleCleanSword
sadIdle	IdleDrink	angerIdle	IdleBracedPain
trustIdle	IdleSalute	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleLaugh

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No			
Associated Object	UlfricREF		Form ID	0001B131

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