

**GAttention/GGoals**

Goal	Utility [0, 1]	Responsibility [0, 1]
GoodBusiness	0.8	0.8
StayAlive	0.7	0.7
DunmerPride	0.3	0.1

Stimuli	affectsGoal	eventCongruence [-1, 1]	stimuliFamiliarity [-1, 1]	stimuliTolerance [0, 1]
GLaDOS_Thief	GoodBusiness	-1	-1	0.3
GLaDOS_ThiefLegend	GoodBusiness	-1	-1	0.3
GLaDOS_Dwarven	GoodBusiness	0.6	0.3	0.5
GLaDOS_Hunter	GoodBusiness	0.6	0.8	0.3
GLaDOS_Guard	GoodBusiness	0.6	0.3	0.1
GLaDOS_Mercenary	GoodBusiness	0.6	0.7	0.8
GLaDOS_Citizen	GoodBusiness	0.6	0.5	0.8
GLaDOS_Beggar	GoodBusiness	-0.6	-0.9	0.3
GLaDOS_NordLegend	GoodBusiness	0.5	0.6	0.1
High Elf	GoodBusiness	0.5	0.3	1
Breton	GoodBusiness	0.5	0.6	1
Dark Elf	GoodBusiness	0.5	0.7	1
Imperial	GoodBusiness	0.5	0.6	1
GLaDOS_Companions	GoodBusiness	0.4	0.5	0.1
GLaDOS_Imperial	GoodBusiness	0.4	0.6	0.5
GLaDOS_Mage	GoodBusiness	0.4	0.3	0.3
GLaDOS_Stormcloak	GoodBusiness	-0.4	-0.3	0.5
GLaDOS_Silverhand	GoodBusiness	0.3	0.2	0.1
GLaDOS_Thalmor	GoodBusiness	0.3	0.4	0.3
GLaDOS_Elven	GoodBusiness	0.3	0.3	0.4
GLaDOS_Priest	GoodBusiness	0.3	0.2	0.2
GLaDOS_Redguard	GoodBusiness	0.3	0.3	0.2
Wood Elf	GoodBusiness	0.3	0.5	1
Nord	GoodBusiness	0.3	-0.3	1
Redguard	GoodBusiness	0.3	0.3	1
GLaDOS_Orc	GoodBusiness	-0.3	-0.4	0.5
GLaDOS_Nord	GoodBusiness	0.2	-0.3	0.3
Orc	GoodBusiness	0.2	0.2	1
Khajiit	GoodBusiness	-0.2	-0.5	1
Argonian	GoodBusiness	0.1	-0.3	1
GLaDOS_Necromancy	StayAlive	-1	-1	0.3
GLaDOS_DragonSlayer	StayAlive	0.8	1	0.5
GLaDOS_DragonPriest	StayAlive	-0.8	-1	0.1
GLaDOS_Forsworn	StayAlive	-0.6	-0.8	0.5
GLaDOS_Falmer	StayAlive	-0.6	-0.7	0.3
GLaDOS_Assassin	StayAlive	-0.6	-0.8	0.3
GLaDOS_Werewolf	StayAlive	-0.6	-0.3	0.1
GLaDOS_Spriggan	StayAlive	-0.5	0.5	0.1
GLaDOS_Charus	StayAlive	-0.4	-0.6	0.1

## Revyn Sadri (WindhelmSadrisUsedWares)

GLaDOS_Atronach	StayAlive	-0.3	-0.2	0.1
GLaDOS_DaedricLegend	DunmerPride	0.8	0.4	0.1
GLaDOS_College	DunmerPride	0.5	0.5	0.3
GLaDOS_Daedric	DunmerPride	0.5	0.3	0.5

Item	Stress Modifier [-1, 1]

### GPrimaryAppraisal

Emotion Control	0.9	Lazy?	
energyProfile [0, 4]	3	Pessimist?	

### GEmotionDecay

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

### GSecondaryAppraisal

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

### GExpressiveCommunication

joyIdle	IdleApplaud5	fearIdle	IdleSurrender
sadIdle	IdlePickup_Ground	angerIdle	IdleSnapToAttention
trustIdle	IdleComeThisWay	surpriseIdle	IdleBracedPain
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleSilentBow

stopIdle	IdleStop_Loose
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### GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	RevynSadriREF	Form ID	0001B123

**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