

# Sifnar Ironkettle (WindhelmPalaceOfTheKings)

## GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
HonestLiving	0.8	0.8
StayAlive	0.6	0.4

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

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GLaDOS_Spriggan	StayAlive	-0.6	0.3	0.1
GLaDOS_Atronach	StayAlive	-0.5	-0.6	0.1
GLaDOS_Charus	StayAlive	-0.5	-0.5	0.1
GLaDOS_Forsworn	StayAlive	-0.5	-0.8	0.3

Item	Stress Modifier [-1, 1]

### GPrimaryAppraisal

Emotion Control	0.8
energyProfile [0, 4]	3

Lazy?	
Pessimist?	

### GEmotionDecay

decaySpeedInSeconds	25
decayStep	1

eqJoy	50	eqFear	50
eqTrust	50	eqAnticipation	50

### GSecondaryAppraisal

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

### GExpressiveCommunication

joyIdle	IdleApplaud2	fearIdle	IdleNervous
sadIdle	IdleDrink	angerIdle	IdleSnapToAttention
trustIdle	IdleWave	surpriseIdle	IdleCiceroAgitated
disgustIdle	IdleApplaudSarcastic	anticipationIdle	IdleGive

stopIdle	IdleStop_Loose
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### GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	SifnarREF	Form ID	000A05D2

**GAttention/GGoals and GSecondaryAppraisal appear in the order that they are entered in the program**

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### 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