

Brunwulf (WindhelmBrunwulfFreeWintersHouse)

GAttention/GGoals

| Goal | Utility [0, 1] | Responsibility [0, 1] |
|--------------|----------------|-----------------------|
| UnitedSkyrim | 0.8 | 0.5 |
| HonestLiving | 0.7 | 0.4 |
| StayAlive | 0.6 | 0.8 |
| | | |
| | | |

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

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|-----------------|-----------|------|------|-----|
| GLaDOS_Falmer | StayAlive | -0.3 | -0.4 | 0.3 |
| GLaDOS_Spriggan | StayAlive | -0.3 | -0.1 | 0.1 |
| GLaDOS_Atronach | StayAlive | -0.2 | -0.3 | 0.1 |
| GLaDOS_Charus | StayAlive | -0.1 | -0.4 | 0.1 |

| Item | Stress Modifier [-1, 1] |
|--------------------------|-------------------------|
| Stormcloak Cuirass | -0.1 |
| Stormcloak Officer Armor | -0.3 |
| Imperial Armor | 0.3 |
| Imperial Light Armor | 0.1 |
| | |

GPrimaryAppraisal

| | |
|----------------------|-----|
| Emotion Control | 1.2 |
| energyProfile [0, 4] | 2 |

| | |
|------------|---|
| Lazy? | |
| Pessimist? | X |

GEmotionDecay

| | |
|---------------------|----|
| decaySpeedInSeconds | 20 |
| decayStep | 1 |

| | | | |
|---------|----|----------------|----|
| eqJoy | 50 | eqFear | 50 |
| eqTrust | 45 | eqAnticipation | 50 |

GSecondaryAppraisal

| Emotion | Threshold [0, 100] | Default |
|--------------|--------------------|---------|
| Trust | 50 | |
| Sadness | 55 | |
| Joy | 70 | |
| Anticipation | 60 | X |
| Disgust | 65 | |
| Anger | 75 | |
| Fear | 85 | |
| Surprise | 90 | |

GExpressiveCommunication

| | | | |
|-------------|----------------------------|------------------|----------------|
| joyIdle | IdleLaugh | fearIdle | IdleNervous |
| sadIdle | IdleBowHeadAtGrave_02 | angerIdle | IdleCleanSword |
| trustIdle | IdleGive | surpriseIdle | IdlePointClose |
| disgustIdle | IdleOffsetArmsCrossedStart | anticipationIdle | IdleSurrender |

| | |
|----------|----------------|
| stopIdle | IdleStop_Loose |
|----------|----------------|

GBehaviourRegulation

| | | | |
|--------------------|-------------|---------|----------|
| Non-permanent NPC? | No | | |
| Associated Object | BrunwulfREF | Form ID | 0001B117 |

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 |