

Hillevi Cruel-Sea (WindhelmHouseOfClanCruelSea)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
StayAlive	0.8	0.4
HonestLiving	0.7	0.7
NordPride	0.7	0.6

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

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GLaDOS_Companions	NordPride	0.6	0.5	0.1
GLaDOS_Forsworn	NordPride	-0.5	-0.6	0.5
GLaDOS_Thalmor	NordPride	-0.3	-0.8	0.3
GLaDOS_Elven	NordPride	-0.2	-0.2	0.5

Item	Stress Modifier [-1, 1]
Amulet of Talos	0.3

GPrimaryAppraisal

Emotion Control	1.2	Lazy?	
energyProfile [0, 4]	3	Pessimist?	

GEmotionDecay

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

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Surprise	60	
Disgust	65	
Joy	65	X
Anticipation	65	
Trust	80	
Sadness	70	
Fear	75	
Anger	80	

GExpressiveCommunication

joyIdle	IdleComeThisWay	fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_02	angerIdle	IdleCiceroAgitated
trustIdle	IdleWave	surpriseIdle	IdlePointClose
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleSell

stopIdle	IdleStop_Loose
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GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	HilleviREF	Form ID	0001B12E

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