Oengul War-Anvil (WindhelmBlacksmithsQuarters)

Goal	Utility [0, 1]	Responsibility [0, 1]
MasterBlacksmith	0.9	0.7
NordPride	0.7	0.7
StayAlive	0.6	0.5

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

GLaDOS_Spriggan	StayAlive	-0.3	-0.3	0.1
GLaDOS_Assassin	StayAlive	-0.3	-0.6	0.3
GLaDOS_Silverhand	StayAlive	-0.2	-0.3	0.1
GLaDOS_Orc	StayAlive	-0.1	-0.3	0.3

Item	Stress Modifier [-1, 1]
Skyforge Steel War Axe	-0.2
Skyforge Steel Battleaxe	-0.2
Skyforge Steel Dagger	-0.2
Skyforge Steel Greatsword	-0.2
Skyforge Steel Sword	-0.2

GPrimaryAppraisal

Emotion Control	1.2	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	65	
Joy	60	X
Disgust	65	
Anticipation	60	
Trust	70	
Sadness	60	
Surprise	80	
Fear	80	

GExpressiveCommunication

joyIdle	IdleLaugh	fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_02	angerIdle	IdleApplaudSarcastic
trustIdle	IdleWave	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleGive

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	OengulREF	Form ID	0001B135

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