

Windhelm Guards (WindhelmPalaceOfTheKings)

GAttention/GGoals

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

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

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GLaDOS_Werewolf	StayAlive	-0.6	-0.7	0.1
GLaDOS_Atronach	StayAlive	-0.3	-0.8	0.1
GLaDOS_Charus	StayAlive	-0.3	-0.5	0.1
GLaDOS_Spriggan	StayAlive	-0.3	-0.2	0.1

Item	Stress Modifier [-1, 1]
Thalmor Robes	-0.8
Hooded Thalmor Robes	-0.8
Stormcloak Officer Armor	0.8
Imperial Light Armor	-0.3
Imperial Armor	-0.6

GPrimaryAppraisal

Emotion Control	1	Lazy?	
energyProfile [0, 4]	3	Pessimist?	

GEmotionDecay

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

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Anticipation	60	X
Disgust	70	
Joy	65	
Anger	75	
Sadness	80	
Surprise	60	
Fear	80	
Trust	85	

GExpressiveCommunication

joyIdle	IdleCivilWarCheer	fearIdle	IdleWipeBrow
sadIdle	IdleBracedPain	angerIdle	IdleCiceroAgitated
trustIdle	IdleWave	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleApplaudSarcastic	anticipationIdle	IdleSalute

stopIdle	IdleStop_Loose
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GBehaviourRegulation

Non-permanent NPC?	Yes		
Associated Object	UpperChair01F	Form ID	000C1161
	Bedroll01R		0010E049
	MiscSack02SmallFlat		000C0CA2

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MiscSack02LargeFlat	000C0CA0
UpperChair01F	000C1162
CommonChair01	000235A2
MiscSack02Large	000C0C9F
MiscSack02LargeFlat	000C0CA1

There are definitely more than 8 guards in Windhelm

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