Lortheim (WindhelmTempleOfTalos)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
StayAlive	0.8	0.5
TalosWorship	1	1
NordPride	0.6	0.7
HonestLiving	0.6	0.3

Stimuli	affectsGoal	eventCongruence [-1, 1]	stimuliFamiliarity [-1, 1]	stimuliTolerance [0, 1]
GLaDOS_Thalmor	TalosWorship	-1	-1	0.2
High Elf	TalosWorship	-0.9	-0.6	1
Wood Elf	TalosWorship	-0.9	-0.6	1
GLaDOS_Imperial	TalosWorship	-0.7	-0.8	0.2
GLaDOS_Stormcloak	TalosWorship	0.7	0.8	0.2
Imperial	TalosWorship	-0.6	-0.7	1
Redguard	TalosWorship	0.1	0.1	1
GLaDOS_Redguard	TalosWorship	0.1	-0.8	0.3
GLaDOS_DragonPriest	StayAlive	-0.8	-0.8	0.1
GLaDOS_DragonSlayer	StayAlive	0.8	0.5	0.2
GLaDOS_DaedricLegend	StayAlive	-0.8	-0.7	0.1
GLaDOS_Daedric	StayAlive	-0.7	-0.5	0.2
GLaDOS_Necromancy	StayAlive	-0.6	-0.8	0.2
GLaDOS_Werewolf	StayAlive	-0.6	-0.5	0.1
GLaDOS_Orc	StayAlive	-0.4	-0.1	0.2
GLaDOS_Atronach	StayAlive	-0.3	-0.3	0.9
GLaDOS_Silverhand	StayAlive	-0.3	0	0.1
GLaDOS_Guard	StayAlive	0.3	0.8	0.5
GLaDOS_Assassin	StayAlive	-0.3	-0.2	0.3
GLaDOS_Spriggan	StayAlive	-0.3	-0.3	0.4
GLaDOS_Mercenary	StayAlive	-0.2	0.1	0.2
Orc	StayAlive	-0.2	-0.2	1
GLaDOS_Charus	StayAlive	-0.1	-0.1	0.9
GLaDOS_Elven	NordPride	-0.9	-0.5	0.1
GLaDOS_NordLegend	NordPride	0.8	0.3	0.1
GLaDOS_Mage	NordPride	-0.6	-0.2	0.4
GLaDOS_Forsworn	NordPride	-0.5	-0.3	0.4
GLaDOS_College	NordPride	-0.4	-0.3	0.3
Dark Elf	NordPride	-0.4	-0.6	1
Nord	NordPride	0.4	0.6	1
GLaDOS_Companions	NordPride	-0.3	0	0.1
GLaDOS_Nord	NordPride	0.3	0.7	0.8
GLaDOS_Falmer	NordPride	-0.3	-0.3	0.5
GLaDOS_Dwarven	NordPride	-0.2	0.1	0.5
GLaDOS_Priest	HonestLiving	1	0.7	0.5
GLaDOS_ThiefLegend	HonestLiving	-1	-0.8	0.1
GLaDOS_Thief	HonestLiving	-0.7	-0.7	0.5
GLaDOS_Citizen	HonestLiving	0.5	0.5	0.9
GLaDOS_Hunter	HonestLiving	0.4	0.4	0.5

Argonian	HonestLiving	-0.4	-0.2	1
Khajiit	HonestLiving	-0.4	-0.3	1
Breton	HonestLiving	0.2	0.2	1
GLaDOS_Beggar	HonestLiving	-0.1	0.2	0.9

Item	Stress Modifier [-1, 1]
Amulet of Talos	0.8
Stormcloak Cuirass	0.5
Stormcloak Officer Armor	0.8
Thalmor Robes	-0.6
Hooded Thalmor Robes	-0.8

GPrimaryAppraisal

Emotion Control	0.5	Lazy?	
energyProfile [0, 4]	2	Pessimist?	

GEmotionDecay

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

GSecondaryAppraisal

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

GExpressiveCommunication

joyIdle	IdleWave	fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_02	angerIdle	IdleCiceroAggitated
trustIdle	IdleGive	surpriseIdle	IdleGetAttention
disgustIdle	IdleApplaudSarcastic	anticipationIdle	IdleComeThisWay

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	LortheimREF	Form ID	0001B120

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