

# Quintus (WindhelmTheWhitePhial)

## GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
GoodBusiness	0.8	0.7
StayAlive	0.7	0.8
AlchemyMastery	0.7	0.7

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

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GLaDOS_Werewolf	StayAlive	-0.6	-0.5	0.1
GLaDOS_Spriggan	StayAlive	-0.5	0.5	0.1
GLaDOS_Orc	StayAlive	-0.4	-0.3	0.5
GLaDOS_Atronach	StayAlive	-0.3	-0.3	0.1

Item	Stress Modifier [-1, 1]

### GPrimaryAppraisal

Emotion Control	1.3	Lazy?	
energyProfile [0, 4]	4	Pessimist?	

### GEmotionDecay

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

### GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Sadness	75	
Joy	65	X
Surprise	65	
Anticipation	65	
Trust	70	
Disgust	65	
Fear	75	
Anger	90	

### GExpressiveCommunication

joyIdle	IdleApplaud2	fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_02	angerIdle	IdleBracedPain
trustIdle	IdleWave	surpriseIdle	IdleSnapToAttention
disgustIdle	IdlePickup_Ground	anticipationIdle	IdleSell

stopIdle	IdleStop_Loose
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### GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	QuintusNavaleREF	Form ID	0001B116

**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