Captain Lonely-Gale (WindhelmPalaceOfTheKings)

GAttention/GGoals

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

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

GLaDOS_Forsworn	StayAlive	-0.5	-0.6	0.3
GLaDOS_Spriggan	StayAlive	-0.5	0.5	0.1
GLaDOS_Atronach	StayAlive	-0.3	-0.2	0.1
GLaDOS_Falmer	StayAlive	-0.3	-0.7	0.3

Item	Stress Modifier [-1, 1]

GPrimaryAppraisal

Emotion Control	1.2	Lazy?	
energyProfile [0, 4]	1	Pessimist?	

GEmotionDecay

decaySpeedInSeconds	20	eqJoy	40	eqFear	50
decayStep	1	eqTrust	50	eqAnticipation	50

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Anger	90	
Surprise	60	
Sadness	80	X
Trust	60	
Disgust	75	
Joy	80	
Anticipation	60	
Fear	85	

GExpressiveCommunication

joyIdle	IdleApplaud3	fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_02	angerIdle	IdleCleanSword
trustIdle	IdleWave	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleBracedPain	anticipationIdle	IdleSalute

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	CaptainLonelyGaleREF	Form ID	000A05D1

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