GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
HonestLiving	0.9	0.6
PeacefulLife	0.8	0.6
StayAlive	0.7	0.8

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

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

Item	Stress Modifier [-1, 1]

GPrimaryAppraisal

Emotion Control	1.2	Lazy?	
energyProfile [0, 4]	3	Pessimist?	

GEmotionDecay

decaySpeedInSeconds	15	eqJoy	50	eqFear	50
decayStep	1	eqTrust	50	eqAnticipation	55

GSecondaryAppraisal

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

GExpressiveCommunication

joyIdle	IdleCiceroDance3	fearIdle	IdleNervous
sadIdle	IdlePickup_Ground	angerIdle	IdleCiceroHappy
trustIdle	IdleSilentBow	surpriseIdle	IdlePointClose
disgustIdle	IdleDrink	anticipationIdle	IdleSurrender

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	MalthyrElenilREF	Form ID	0001B129

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