

Wuunferth the Unliving (WindhelmPalaceOfTheKings)

GAttention/GGoals

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

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

Wuunferth the Unliving (WindhelmPalaceOfTheKings)

GLaDOS_Charus	StayAlive	-0.5	-0.5	0.1
GLaDOS_Forsworn	StayAlive	-0.6	-0.9	0.3
GLaDOS_Falmer	StayAlive	-0.6	-0.6	0.3
GLaDOS_Assassin	StayAlive	-0.7	-0.5	0.3

Item	Stress Modifier [-1, 1]
Archmage's Robes	0.5
Savos Aren's Amulet	0.8

GPrimaryAppraisal

Emotion Control	1.3	Lazy?	
energyProfile [0, 4]	2	Pessimist?	

GEmotionDecay

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

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Anger	80	
Disgust	65	
Anticipation	65	X
Joy	70	
Trust	85	
Sadness	85	
Surprise	70	
Fear	90	

GExpressiveCommunication

joyIdle	IdleApplaud3	fearIdle	IdleBracedPain
sadIdle	IdleExamine	angerIdle	IdleNervous
trustIdle	IdleWave	surpriseIdle	IdleLookAround
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleBook_Reading

stopIdle	IdleStop_Loose
----------	----------------

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	WuunferthREF	Form ID	0001B132

GAttention/GGoals and GSecondaryAppraisal appear in the order that they are entered in the program

Wuunferth the Unliving (WindhelmPalaceOfTheKings)

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