

Jora (WindhelmTempleOfTalos)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
StayAlive	0.8	0.7
TalosWorship	1	1
NordPride	0.3	0.1
FamilyTime	0.7	0.5
HonestLiving	0.3	0.1

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

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GLaDOS_Mage	NordPride	-0.3	0.1	0.4
GLaDOS_College	NordPride	-0.2	-0.1	0.3
GLaDOS_Companions	NordPride	0.1	0	0.2
GLaDOS_Dwarven	NordPride	-0.1	0.1	0.4

Item	Stress Modifier [-1, 1]
Amulet of Talos	0.8
Thalmor Robes	-0.5
Hooded Thalmor Robes	-0.7

GPrimaryAppraisal

Emotion Control	1	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
Surprise	60	
Joy	65	X
Anger	65	
Disgust	70	
Anticipation	60	
Trust	75	
Fear	65	
Sadness	80	

GExpressiveCommunication

joyIdle	IdleApplaud2	fearIdle	IdleNervous
sadIdle	IdleDrink	angerIdle	IdleOffsetArmsCrossedStart
trustIdle	IdleSilentBow	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleSurrender	anticipationIdle	IdleGive

stopIdle	IdleStop_Loose
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GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	JoraREF	Form ID	0001B11F

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