

Calder (WindhelmHjerim)

GAttention/GGoals

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

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

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Redguard	HonestLiving	0.2	0.2	1
GLaDOS_Elven	HonestLiving	0.1	0.1	0.5
GLaDOS_Beggar	HonestLiving	-0.1	-0.1	0.8
GLaDOS_Mage	HonestLiving	-0.1	-0.2	0.6

Item	Stress Modifier [-1, 1]
Dwarven Armor	0.2

GPrimaryAppraisal

Emotion Control	1	Lazy?	
energyProfile [0, 4]	2	Pessimist?	

GEmotionDecay

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

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Surprise	70	
Fear	90	
Joy	60	X
Trust	65	
Anticipation	60	
Disgust	60	
Anger	80	
Sadness	80	

GExpressiveCommunication

joyIdle	IdleLaugh	fearIdle	IdleNervous
sadIdle	IdleDrink	angerIdle	IdleCiceroHappy
trustIdle	IdleSalute	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleSilentBow

stopIdle	IdleStop_Loose
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GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	HousecarlWindhelm	Form ID	000A2C96

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