

# Elda Early-Dawn (WindhelmCandlehearthHall)

## GAttention/GGoals

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

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

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GLaDOS_Orc	StayAlive	-0.3	-0.3	0.2
Orc	StayAlive	-0.3	-0.2	1
GLaDOS_Spriggan	StayAlive	-0.2	-0.2	0.1
GLaDOS_Silverhand	StayAlive	-0.1	-0.1	0.1

Item	Stress Modifier [-1, 1]
Stormcloak Officer Armor	0.5
Stormcloak Cuirass	0.3

### GPrimaryAppraisal

Emotion Control	1.1
energyProfile [0, 4]	4

Lazy?	
Pessimist?	

### GEmotionDecay

decaySpeedInSeconds	5
decayStep	1

eqJoy	55	eqFear	50
eqTrust	55	eqAnticipation	50

### GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Joy	60	X
Trust	60	
Anticipation	65	
Disgust	55	
Surprise	65	
Sadness	75	
Fear	70	
Anger	70	

### GExpressiveCommunication

joyIdle	IdleLaugh	fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_01	angerIdle	IdleCiceroAgiatated
trustIdle	IdleNoteRead	surpriseIdle	IdleGetAttention
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleComeThisWay

stopIdle	IdleStop_Loose
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### GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	EldaREF	Form ID	0001B118

**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