

Tova (WindhelmHouseOfClanShatterShield)

GAttention/GGoals

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

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

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GLaDOS_Spriggan	StayAlive	-0.5	0.1	0.1
GLaDOS_Assassin	StayAlive	-0.5	-0.3	0.5
GLaDOS_Werewolf	StayAlive	-0.5	-0.2	0.1
GLaDOS_Orc	StayAlive	-0.3	-0.3	0.5

Item	Stress Modifier [-1, 1]
Amulet of Talos	0.1

### GPrimaryAppraisal

Emotion Control	0.8
energyProfile [0, 4]	0

Lazy?	
Pessimist?	X

### GEmotionDecay

decaySpeedInSeconds	25
decayStep	1

eqJoy	20	eqFear	50
eqTrust	50	eqAnticipation	50

### GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Joy	90	
Sadness	55	X
Trust	70	
Disgust	65	
Fear	85	
Anger	80	
Surprise	70	
Anticipation	60	

### GExpressiveCommunication

joyIdle	IdleApplaud3	fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_02	angerIdle	IdleCiceroAgitated
trustIdle	IdleWave	surpriseIdle	IdleBracedPain
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleDrink

stopIdle	IdleStop_Loose
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### GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	TovaREF	Form ID	0001B12C

**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