

Ambarys Render (WindhelmNewGnisisCornerClub)

GAttention/GGoals

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

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

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GLaDOS_Silverhand	HonestLiving	-0.2	-0.2	0.1
GLaDOS_Orc	HonestLiving	0.2	0.3	0.5
GLaDOS_Priest	HonestLiving	0.2	-0.1	0.3
GLaDOS_Redguard	HonestLiving	0.2	-0.1	0.2

Item	Stress Modifier [-1, 1]
Imperial Light Armor	0.2
Imperial Armor	0.2

GPrimaryAppraisal

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

GEmotionDecay

decaySpeedInSeconds	20	eqJoy	50	eqFear	50
decayStep	1	eqTrust	45	eqAnticipation	50

GSecondaryAppraisal

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

GExpressiveCommunication

joyIdle	IdleApplaud4	fearIdle	IdleNervous
sadIdle	IdleDrink	angerIdle	IdleCiceroAgitated
trustIdle	IdleWave	surpriseIdle	IdlePointClose
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleSell

stopIdle	IdleStop_Loose
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GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	AmbarysRenderREF	Form ID	0001B128

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