Faryl Atheron (WindhelmAtheronResidence)

Goal	Utility [0, 1]	Responsibility [0, 1]
StayAlive	0.7	0.7
HonestLiving	0.6	0.8
DunmerPride	0.4	0.5
PersonalPride	0.7	0.6

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

GLaDOS_Companions	DunmerPride	0.1	0	0.2
GLaDOS_Thalmor	DunmerPride	0.1	0	0.2
High Elf	DunmerPride	0.1	0.1	1
Wood Elf	DunmerPride	0.1	0.1	1

Item	Stress Modifier [-1, 1]

GPrimaryAppraisal

Emotion Control	0.8		Lazy?	
energyProfile [0, 4]	1		Pessimist?	X

GEmotionDecay

decaySpeedInSeconds	10		eqJoy	45	eqFear	50
decayStep	1		eqTrust	50	eqAnticipation	50

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Anticipation	50	X
Fear	70	
Sadness	65	
Disgust	55	
Anger	70	
Surprise	60	
Joy	70	
Trust	90	

GExpressiveCommunication

joyIdle	IdleComeThisWay		fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_01		angerIdle	IdleBracedPain
trustIdle	IdleSilentBow		surpriseIdle	IdleSnapToAttention
disgustIdle	IdleDrink		anticipationIdle	IdleSurrender

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No			
Associated Object	FarylAtheronREF		Form ID	0001B125

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