Rolff Stone-Fist (WindhelmCandlehearthHall)

Goal	Utility [0, 1]	Responsibility [0, 1]
PureSkyrim	1	0.6
StayAlive	0.6	0.7

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

GLaDOS_Assassin	StayAlive	-0.6	-0.3	0.8
GLaDOS_Werewolf	StayAlive	-0.6	-0.7	0.1
GLaDOS_Spriggan	StayAlive	-0.5	-0.4	0.1
GLaDOS_Falmer	StayAlive	-0.4	-0.6	0.6

Item	Stress Modifier [-1, 1]
Thalmor Robes	-0.5
Hooded Thalmor Robes	-0.6
Imperial Light Armor	-0.5
Imperial Armor	-0.6
Stormcloak Officer Armor	0.8

GPrimaryAppraisal

Emotion Control	0.5		Lazy?	
energyProfile [0, 4]	1		Pessimist?	X

GEmotionDecay

decaySpeedInSeconds	25		eqJoy	50	eqFear	45
decayStep	1		eqTrust	45	eqAnticipation	50

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Disgust	60	X
Anger	60	
Joy	60	
Anticipation	65	
Surprise	75	
Trust	80	
Sadness	80	
Fear	80	

GExpressiveCommunication

joyIdle	IdleApplaud5		fearIdle	IdleNervous
sadIdle	IdlePickup_Ground		angerIdle	IdleCiceroAgitated
trustIdle	IdleSalute		surpriseIdle	IdleSnapToAttention
disgustIdle	IdleCiceroHappy		anticipationIdle	IdleSurrender

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	RolffREF	Form ID	0003EFED

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