

Voldsea Giryon (WindhelmTheNorthWind)

GAttention/GGoals

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

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

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GLaDOS_ThiefLegend	HonestLiving	-0.3	-0.2	0.1
GLaDOS_Silverhand	HonestLiving	0.2	-0.2	0.1
GLaDOS_Beggar	HonestLiving	-0.2	-0.2	0.6
GLaDOS_Assassin	HonestLiving	-0.2	0.3	0.3

Item	Stress Modifier [-1, 1]

GPrimaryAppraisal

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

GEmotionDecay

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

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Trust	65	
Joy	60	X
Anticipation	70	
Anger	85	
Disgust	60	
Surprise	70	
Sadness	75	
Fear	90	

GExpressiveCommunication

joyIdle	IdleApplaud3	fearIdle	IdleNervous
sadIdle	IdleDrink	angerIdle	IdlePointClose
trustIdle	IdleWave	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleSalute

stopIdle	IdleStop_Loose
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GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	ShipsNorthwindVoldseaREF	Form ID	000A17A5

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