

# Jorleif (WindhelmPalaceOfTheKings)

## GAttention/GGoals

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

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

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GLaDOS_Dwarven	HonestLiving	0.3	0.2	0.5
GLaDOS_Redguard	HonestLiving	0.3	0.2	0.3
GLaDOS_Elven	HonestLiving	-0.3	-0.3	0.3
GLaDOS_College	HonestLiving	0.2	0.2	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	55

### GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Anger	90	
Surprise	60	
Anticipation	75	X
Joy	70	
Trust	65	
Sadness	70	
Fear	80	
Disgust	60	

### GExpressiveCommunication

joyIdle	IdleApplaud5	fearIdle	IdleNervous
sadIdle	IdleDrink	angerIdle	IdleApplaudSarcastic
trustIdle	IdleWave	surpriseIdle	IdleLookAround
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleSurrender

stopIdle	IdleStop_Loose
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### GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	JorleifREF	Form ID	0001B134

**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