Nils (WindhelmCandlehearthHall)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
MaintainInn	0.8	0.7
StayAlive	0.7	0.8
NordPride	0.7	1

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

GLaDOS_Companions	NordPride	-0.3	0.5	0.7
GLaDOS_Mage	NordPride	-0.3	-0.2	0.3
GLaDOS_Priest	NordPride	0.3	0.4	0.5
GLaDOS_Silverhand	NordPride	0.1	0.2	0.1

Item	Stress Modifier [-1, 1]
Imperial Light Armor	-0.2
Imperial Armor	-0.4

GPrimaryAppraisal

Emotion Control	0.8
energyProfile [0, 4]	2

Lazy?	
Pessimist?	

GEmotionDecay

decaySpeedInSeconds	20
decayStep	1

eqJoy	50	eqFear	50
eqTrust	50	eqAnticipation	60

GSecondaryAppraisal

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

GExpressiveCommunication

joyIdle	IdleApplaud3	fearIdle	IdleNervous
sadIdle	IdlePickup_Ground	angerIdle	IdleCiceroAgitated
trustIdle	IdleWave	surpriseIdle	IdleGetAttention
disgustIdle	IdleCiceroHappy	anticipationIdle	IdleBowHeadAtGrave_01

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	NilsREF	Form ID	0001B11A

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