Aval Atheron (WindhelmAtheronResidence)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
GoodBusiness	0.8	1
LeaveGreyQuarter	0.8	0.2
DunmerPride	0.6	0.5
StayAlive	0.7	0.8

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

Dark Elf	DunmerPride	0.2	-0.1	1
GLaDOS_Atronach	DunmerPride	0.2	-0.1	0.1
GLaDOS_Werewolf	DunmerPride	0.2	-0.3	0.1
GLaDOS_Priest	DunmerPride	-0.1	0.1	0.2

Item	Stress Modifier [-1, 1]
Stormcloak Cuirass	-0.2
Stormcloak Officer Armor	-0.3

GPrimaryAppraisal

Emotion Control	1.1		Lazy?	
energyProfile [0, 4]	3		Pessimist?	X

GEmotionDecay

decaySpeedInSeconds	5		eqJoy	50	eqFear	55
decayStep	1		eqTrust	50	eqAnticipation	50

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Anticipation	55	X
Fear	75	
Disgust	55	
Anger	80	
Sadness	85	
Surprise	75	
Joy	60	
Trust	90	

GExpressiveCommunication

joyIdle	IdleWave		fearIdle	IdleNervous
sadIdle	IdlePickup_Ground		angerIdle	IdleBracedPain
trustIdle	IdleSilentBow		surpriseIdle	IdleLaugh
disgustIdle	IdleExamine		anticipationIdle	IdleSell

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No			
Associated Object	AvalAtheronREF		Form ID	0001B124

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