Silda the Unseen (Windhelm)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
Survival	0.8	0.8
StayAlive	0.7	0.9

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

GLaDOS_Atronach	StayAlive	-0.3	-0.3	0.1
GLaDOS_Orc	StayAlive	-0.3	-0.4	0.6
GLaDOS_Assassin	StayAlive	-0.3	-0.2	0.3
Orc	StayAlive	-0.2	-0.1	1

Item	Stress Modifier [-1, 1]
Amulet of Mara	0.2

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
Joy	60	
Anticipation	65	X
Surprise	65	
Sadness	80	
Trust	65	
Disgust	70	
Anger	85	
Fear	80	

GExpressiveCommunication

joyIdle	IdleGetAttention	fearIdle	IdleNervous
sadIdle	IdlePickup_Ground	angerIdle	IdleApplaudSarcastic
trustIdle	IdleSilentBow	surpriseIdle	IdleLookAround
disgustIdle	IdleGive	anticipationIdle	IdleSurrender

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	SildaREF	Form ID	0001B122

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