

Yrsarald Thrice-Pierced (WindhelmPalaceOfTheKings)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
PureSkyrim	0.8	0.6
StayAlive	0.6	0.8

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

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GLaDOS_Atronach	StayAlive	-0.5	-0.5	0.1
GLaDOS_Charus	StayAlive	-0.5	-0.3	0.1
GLaDOS_Daedric	StayAlive	-0.5	-0.8	0.6
GLaDOS_Werewolf	StayAlive	-0.5	-0.6	0.1

Item	Stress Modifier [-1, 1]
Thalmor Robes	-0.5
Hooded Thalmor Robes	-0.6
Imperial Light Armor	-0.3
Imperial Armor	-0.5

GPrimaryAppraisal

Emotion Control	1.2	Lazy?	
energyProfile [0, 4]	2	Pessimist?	

GEmotionDecay

decaySpeedInSeconds	20	eqJoy	50	eqFear	50
decayStep	1	eqTrust	50	eqAnticipation	55

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Disgust	65	
Surprise	65	
Anticipation	60	X
Anger	70	
Joy	75	
Trust	80	
Fear	90	
Sadness	85	

GExpressiveCommunication

joyIdle	IdleCivilWarCheer	fearIdle	IdleWipeBrow
sadIdle	IdleBowHeadAtGrave_02	angerIdle	IdleCleanSword
trustIdle	IdleGive	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleCiceroAgitated	anticipationIdle	IdleSalute

stopIdle	IdleStop_Loose
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GBehaviourRegulation

Non-permanent NPC?	Yes		
Associated Object	NobleLongTableWindhelm	Form ID	000C10C9

GAttention/GGoals and GSecondaryAppraisal appear in the order that they are entered in the program

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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