

## GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
StayAlive	0.9	0.6
ProfessionalWriter	0.8	0.9
HonestLiving	0.6	0.3

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

## Adonato Leotelli (WindhelmCandlehearthHall)

GLaDOS_Thief	HonestLiving	-0.4	-0.3	0.4
GLaDOS_Mercenary	HonestLiving	0.3	0.2	0.5
GLaDOS_Mage	HonestLiving	0.3	-0.1	0.5
GLaDOS_Beggar	HonestLiving	0.1	0.1	0.6

Item	Stress Modifier [-1, 1]

### GPrimaryAppraisal

Emotion Control	1.3	Lazy?	
energyProfile [0, 4]	3	Pessimist?	

### GEmotionDecay

decaySpeedInSeconds	10	eqJoy	50	eqFear	50
decayStep	1	eqTrust	55	eqAnticipation	50

### GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Joy	60	
Anticipation	60	
Trust	55	X
Surprise	80	
Disgust	85	
Fear	70	
Sadness	80	
Anger	90	

### GExpressiveCommunication

joyIdle	IdleLaugh	fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_01	angerIdle	IdleCiceroAgitated
trustIdle	IdleGive	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleSurrender

stopIdle	IdleStop_Loose
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### GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	AdonatoLeotelliREF	Form ID	001B119

**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