

# Calixto Corrium (CalixtosHouseofCuriosities)

## GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
FamilyTime	1	1
MuseumMaintenance	0.7	1
StayAlive	0.5	0.7

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

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GLaDOS_Companions	StayAlive	-0.2	0.1	0.1
GLaDOS_Orc	StayAlive	-0.2	-0.1	0.5
GLaDOS_Spriggan	StayAlive	-0.2	0.2	0.1
GLaDOS_Silverhand	StayAlive	0.2	0.1	0.1

Item	Stress Modifier [-1, 1]
Archmage's Robes	-0.2

### GPrimaryAppraisal

Emotion Control	1.5	Lazy?	
energyProfile [0, 4]	2	Pessimist?	

### GEmotionDecay

decaySpeedInSeconds	15	eqJoy	40	eqFear	50
decayStep	1	eqTrust	50	eqAnticipation	55

### GSecondaryAppraisal

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

### GExpressiveCommunication

joyIdle	IdleCiceroHappy	fearIdle	IdleNervous
sadIdle	IdleBracedPain	angerIdle	IdleCiceroAgitated
trustIdle	IdleSilentBow	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleSurrender

stopIdle	IdleStop_Loose
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### GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	CalixtoREF	Form ID	0001B11D

**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