

## GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
ProtectGrimvar	0.8	0.8
PeacefulLife	0.7	0.5

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

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GLaDOS_Priest	PeacefulLife	0.2	0.2	0.3
Argonian	PeacefulLife	0.2	-0.2	1
GLaDOS_Dwarven	PeacefulLife	-0.1	0.3	0.3
GLaDOS_Beggar	PeacefulLife	-0.1	-0.2	0.5

Item	Stress Modifier [-1, 1]
Shrouded Robes	-0.3
Ancient Shrouded Armor	-0.3
Shrouded Armor	-0.3
Worn Shrouded Armor	-0.3

### GPrimaryAppraisal

Emotion Control	1.3
energyProfile [0, 4]	2

Lazy?	
Pessimist?	X

### GEmotionDecay

decaySpeedInSeconds	15
decayStep	1

eqJoy	50	eqFear	50
eqTrust	45	eqAnticipation	55

### GSecondaryAppraisal

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

### GExpressiveCommunication

joyIdle	IdleApplaud2	fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_01	angerIdle	IdleCiceroHappy
trustIdle	IdleGive	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleSilentBow

stopIdle	IdleStop_Loose
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### GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	SingsOfDreamsREF	Form ID	0001B12F

**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