

Nurelion (WindhelmTheWhitePhial)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
AlchemyMastery	1	1
GoodBusiness	0.7	0.5
StayAlive	0.5	0.5

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

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GLaDOS_Forsworn	StayAlive	-0.6	-0.8	0.5
GLaDOS_Necromancy	StayAlive	-0.6	-0.6	0.3
GLaDOS_Werewolf	StayAlive	-0.6	-0.3	0.1
GLaDOS_Falmer	StayAlive	-0.5	-0.8	0.3

Item	Stress Modifier [-1, 1]

GPrimaryAppraisal

Emotion Control	1	Lazy?	
energyProfile [0, 4]	2	Pessimist?	X

GEmotionDecay

decaySpeedInSeconds	30	eqJoy	50	eqFear	45
decayStep	1	eqTrust	50	eqAnticipation	50

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Trust	75	
Fear	90	
Anger	60	X
Disgust	60	
Surprise	65	
Anticipation	55	
Joy	80	
Sadness	90	

GExpressiveCommunication

joyIdle	IdleGetAttention	fearIdle	IdleNervous
sadIdle	IdlePickup_Ground	angerIdle	IdleCiceroAgitated
trustIdle	IdleWave	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleBracedPain	anticipationIdle	IdleSurrender

stopIdle	IdleStop_Loose
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GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	NurelionREF	Form ID	0001B115

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