Torbjorn (WindhelmHouseOfClanShatterShield)

Goal	Utility [0, 1]	Responsibility [0, 1]
NordPride	0.7	0.6
HonestLiving	0.7	0.5
StayAlive	0.6	0.7

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

GLaDOS_Charus	StayAlive	-0.5	-0.5	0.1
GLaDOS_Spriggan	StayAlive	-0.5	0.3	0.1
GLaDOS_Werewolf	StayAlive	-0.5	-0.6	0.1
GLaDOS_Falmer	StayAlive	-0.3	-0.7	0.5

Item	Stress Modifier [-1, 1]
Amulet of Arkay	0.3

GPrimaryAppraisal

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

GEmotionDecay

decaySpeedInSeconds	20	eqJoy	45	eqFear	50
decayStep	1	eqTrust	45	eqAnticipation	50

GSecondaryAppraisal

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

GExpressiveCommunication

joyIdle	IdleLaugh	fearIdle	IdleNervous
sadIdle	IdleDrink	angerIdle	IdleCiceroAgitated
trustIdle	IdleWave	surpriseIdle	IdleLookAround
disgustIdle	IdleCiceroHappy	anticipationIdle	IdleSalute

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	TorbjornREF	Form ID	0001B12B

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