

Nilsine (WindhelmHouseOfClanShatterShield)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
FamilyTime	0.8	0.5
HonestLiving	0.5	0.5
StayAlive	0.4	0.3

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

Nilsine (WindhelmHouseOfClanShatterShield)

GLaDOS_Charus	StayAlive	-0.4	-0.5	0.1
GLaDOS_Assassin	StayAlive	-0.4	-0.2	0.6
GLaDOS_Orc	StayAlive	-0.3	-0.3	0.5
GLaDOS_Redguard	StayAlive	-0.1	-0.1	0.3

Item	Stress Modifier [-1, 1]
Amulet of Talos	0.2

GPrimaryAppraisal

Emotion Control	0.8
energyProfile [0, 4]	1

Lazy?	
Pessimist?	

GEmotionDecay

decaySpeedInSeconds	20
decayStep	1

eqJoy	45	eqFear	50
eqTrust	50	eqAnticipation	50

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Joy	80	
Trust	65	
Sadness	60	X
Anger	75	
Disgust	65	
Surprise	65	
Anticipation	70	
Fear	85	

GExpressiveCommunication

joyIdle	IdleGetAttention	fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_01	angerIdle	IdleCiceroHappy
trustIdle	IdleWave	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleSurrender

stopIdle	IdleStop_Loose
----------	----------------

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	NilsineREF	Form ID	0001B12A

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