

Hermir Strong-Heart (WindhelmBlacksmithsQuarters)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
NordPride	0.8	0.8
StayAlive	0.7	0.7
MasterBlacksmith	0.6	0.7

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

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GLaDOS_Dwarven	MasterBlacksmith	0.2	0.1	0.2
GLaDOS_Hunter	MasterBlacksmith	0.2	0.4	0.2
GLaDOS_Elven	MasterBlacksmith	0.2	0.1	0.4
GLaDOS_Citizen	MasterBlacksmith	0.2	0.4	0.5

Item	Stress Modifier [-1, 1]
Stormcloak Cuirass	0.4
Stormcloak Officer Armor	0.6
Imperial Light Armor	-0.4
Imperial Armor	-0.6

GPrimaryAppraisal

Emotion Control	1.1	Lazy?	
energyProfile [0, 4]	3	Pessimist?	

GEmotionDecay

decaySpeedInSeconds	10	eqJoy	55	eqFear	50
decayStep	1	eqTrust	50	eqAnticipation	50

GSecondaryAppraisal

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

GExpressiveCommunication

joyIdle	IdleLaugh	fearIdle	IdleNervous
sadIdle	IdlePickup_Ground	angerIdle	IdleCiceroAggitated
trustIdle	IdleGive	surpriseIdle	IdleGetAttention
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleSurrender

stopIdle	IdleStop_Loose
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GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	HermirREF	Form ID	0001B136

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