

Niranye (WindhelmNiranyesHouse)

GAttention/GGoals

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

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

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GLaDOS_Silverhand	PeacefulLife	0.2	-0.3	0.1
GLaDOS_Priest	PeacefulLife	0.2	0.2	0.3
GLaDOS_Redguard	PeacefulLife	0.2	-0.2	0.2
GLaDOS_Orc	PeacefulLife	-0.2	0.2	0.5

Item	Stress Modifier [-1, 1]
Nightingale Armor	0.4
Guild Master Armor	0.3

GPrimaryAppraisal

Emotion Control	1.2
energyProfile [0, 4]	4

Lazy?	
Pessimist?	

GEmotionDecay

decaySpeedInSeconds	10
decayStep	1

eqJoy	55	eqFear	50
eqTrust	50	eqAnticipation	55

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Anger	85	
Joy	65	
Anticipation	65	X
Trust	85	
Disgust	70	
Sadness	80	
Fear	90	
Surprise	65	

GExpressiveCommunication

joyIdle	IdleLaugh	fearIdle	IdleNervous
sadIdle	IdlePickup_Ground	angerIdle	IdleCiceroAgitated
trustIdle	IdleWave	surpriseIdle	IdlePointClose
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleSilentBow

stopIdle	IdleStop_Loose
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GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	NiranyeREF	Form ID	0001B11C

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