Helgird (WindhelmHallOfTheDead)

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

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

GLaDOS_Atronach	StayAlive	-0.4	-0.3	0.1
GLaDOS_Forsworn	StayAlive	-0.4	-0.8	0.7
GLaDOS_Werewolf	StayAlive	-0.3	-0.2	0.1
GLaDOS_Orc	StayAlive	-0.2	-0.3	0.5

Item	Stress Modifier [-1, 1]
Amulet of Arkay	0.5

GPrimaryAppraisal

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

GEmotionDecay

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

GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Sadness	95	
Fear	80	
Anticipation	60	X
Surprise	65	
Joy	75	
Disgust	75	
Trust	65	
Anger	75	

GExpressiveCommunication

joyIdle	IdleLaugh	fearIdle	IdleNervous
sadIdle	IdlePray	angerIdle	IdleCiceroAgitated
trustIdle	IdleSilentBow	surpriseIdle	IdleBracedPain
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleGive

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	HelgirdREF	Form ID	0001B11E

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