

Adelaisa Vendicci (WindhelmEastEmpireCompany)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
GoodBusiness	0.8	0.7
StayAlive	0.7	0.8
ImperialPride	0.4	0.3

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

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GLaDOS_Companions	ImperialPride	0.3	0.2	0.1
GLaDOS_Silverhand	ImperialPride	-0.3	-0.2	0.1
GLaDOS_Nord	ImperialPride	-0.3	0.2	0.5
GLaDOS_Thalmor	ImperialPride	-0.3	-0.1	0.5

Item	Stress Modifier [-1, 1]
Imperial Light Armor	0.5
Imperial Armor	0.5

### GPrimaryAppraisal

Emotion Control	1.3	Lazy?	
energyProfile [0, 4]	2	Pessimist?	

### GEmotionDecay

decaySpeedInSeconds	5	eqJoy	50	eqFear	50
decayStep	1	eqTrust	50	eqAnticipation	55

### GSecondaryAppraisal

Emotion	Threshold [0, 100]	Default
Disgust	65	
Anger	75	
Anticipation	60	X
Surprise	55	
Joy	75	
Sadness	85	
Trust	70	
Fear	80	

### GExpressiveCommunication

joyIdle	IdleCivilWarCheer	fearIdle	IdleNervous
sadIdle	IdleBowHeadAtGrave_02	angerIdle	IdleApplaudSarcastic
trustIdle	IdleSalute	surpriseIdle	IdleSnapToAttention
disgustIdle	IdleOffsetArmsCrossedStart	anticipationIdle	IdleGive

stopIdle	IdleStop_Loose
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### GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	AdelaisaREF	Form ID	0001B13E

**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