Susanna the Wicked (WindhelmCandlehearthHall)

GAttention/GGoals

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

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

GLaDOS_Daedric	StayAlive		-0.4	-0.9	0.5
GLaDOS_Forsworn	StayAlive		-0.3	-0.5	0.5
GLaDOS_Assassin	StayAlive		-0.3	-0.3	0.5
GLaDOS_Werewolf	StayAlive		-0.2	-0.3	0.1

Item	Stress Modifier [-1, 1]

GPrimaryAppraisal

Emotion Control	0.8	Lazy?	
energyProfile [0, 4]	3	Pessimist?	

GEmotionDecay

decaySpeedInSeconds	20	eqJoy	55	eqFear	50
decayStep	1	eqTrust	55	eqAnticipation	45

GSecondaryAppraisal

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

GExpressiveCommunication

joyIdle	IdleCiceroDance3	fearIdle	IdleNervous
sadIdle	IdleDrink	angerIdle	IdleCiceroAgitated
trustIdle	IdleWave	surpriseIdle	IdleGetAttention
disgustIdle	IdleCiceroHappy	anticipationIdle	IdleSurrender

stopIdle	IdleStop_Loose

GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	SusannaREF	Form ID	001B11B

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