

Belyn Hlaalu (WindhelmBelynHlaalusHouse)

GAttention/GGoals

Goal	Utility [0, 1]	Responsibility [0, 1]
StayAlive	0.8	0.7
HonestLiving	0.7	0.8
Cohabitation	0.7	0.5
DunmerPride	0.5	0.5

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

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GLaDOS_ThiefLegend	DunmerPride	0.3	-0.1	0.1
GLaDOS_Atronach	DunmerPride	0.2	0.1	0.1
GLaDOS_Companions	DunmerPride	0.2	0.1	0.2
Dark Elf	DunmerPride	-0.1	0.3	1

Item	Stress Modifier [-1, 1]

GPrimaryAppraisal

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

GEmotionDecay

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

GSecondaryAppraisal

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

GExpressiveCommunication

joyIdle	IdleGetAttention	fearIdle	IdleNervous
sadIdle	IdlePickup_Ground	angerIdle	IdleOffsetArmsCrossedStart
trustIdle	IdleSilentBow	surpriseIdle	IdleBracedPain
disgustIdle	IdleApplaudSarcastic	anticipationIdle	IdleGive

stopIdle	IdleStop_Loose
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GBehaviourRegulation

Non-permanent NPC?	No		
Associated Object	BelynHlaaluREF	Form ID	0001B127

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