

; This is a script inspired by Tag's Natural Wildlife script, for TES IV: Oblivion, April 2006.
; The new script is designed to dynamically take into account disposition states, weapon drawn by PC, and new OOO Jephre's followers' faction.
; Also, the script now leaves the creature's aggression and confidence untouched, relying on other ways of controlling their behavior.
; Lastly, the script includes code to stop creatures from infinitely pursuing, based in their aggression and confidence values, a fleeing PC.
; Original: Tag! 05/2006 -- Present: Oscuro 08/2006

scn 30CreatureDecisionScriptAI

; code lockout variables

short Decided

short Shy

short zone

short Cautious ; OOO's addition

short Aggressive ; OOO's addition

short Friendly ; OOO's addition

short IsInside ; OOO's addition

; Timer for checking the PC's distance to a shy, cautious or aggressive creature ; OOO's addition

float timer ; OOO's addition

; size of the "personal zone"

short zonesize

; Distance after which creature stops pursuing the player. ; OOO's addition

short ForgetDistance ; OOO's addition

; working variables

short abase

short cbase

short creset

short Pcharm ; OOO's addition

short PWill ; OOO's addition

short Pweap ; OOO's addition

short Pdisp ; OOO's addition

short Health ; OOO's addition

short DispReset ; OOO's addition

short AttackRoll ; OOO's addition

short FleeRoll1 ; OOO's addition

short FleeRoll2 ; OOO's addition

short KeenSense; OOO's addition

;** Added a new OnLoad block to disable AI features when creatures are found in their dens ******

Begin OnLoad

AddSpell ZBuffSkillAcrobatUber

If IsInterior == 1

Set IsInside to 1

else

Set IsInside to 0

endif

End

Begin OnReset

AddSpell ZBuffSkillAcrobatUber

```
If IsInInterior == 1
    Set IsInside to 1
else
    Set IsInside to 0
endif
```

End

;**** Changed the entire OnHit block. It now uses the new disposition variables and chances of fleeing ****

```
begin onHit Player
set Health to getBaseActorValue Health
set cbase to GetBaseActorValue Confidence
if Shy == 1
    if Health <= ( GetActorValue Health / 2 )
        if GetRandomPercent >= cbase
            ModActorValue Aggression -100
            ModActorValue Aggression abase
            ModactorValue Confidence cbase
            ;Attacks!
            StartCombat Player
            Set Shy to 0
            Set Aggressive to 1
            Return
        else
            Return
        endif
    else
        Return
    endif
elseif Cautious == 1
    if Health <= ( GetActorValue Health / 4 )
        if ( GetRandomPercent >= ( cbase - 15 ) )
            ModActorValue Aggression DispReset
            ModActorValue Aggression 100
            ModactorValue Confidence creset
            Set Cautious to 0
            Set Shy to 1
            Return
        else
            Return
        endif
    else
        Return
    endif
elseif Aggressive == 1
    if Health <= ( GetActorValue Health / 6 )
        if GetRandomPercent >= cbase
            ModActorValue Aggression DispReset
            ModActorValue Aggression 100
            ModactorValue Confidence creset
            Set Aggressive to 0
            Set Shy to 1
            Return
        else
            Return
        endif
    endif
```

```
else
  Return
endif
endif
End
```

;**** Intoduced new timer block, modified heavily the "If zone 1/0" block, and completely reworked the "if decided 1/0" block ****

Begin GameMode

```
If GetDead == 1 || GetDistance Player >= 3000
  if Decided != 1
    Return
  elseif Decided == 1
    if shy == 1
      if GetDistance Player >= ( ForgetDistance + 2048 ) || ( Player.HasMagicEffect CHML == 1 || Player.HasMagicEffect INVI == 1 || GetDetectionLevel Player == 0 ||
GetDetectionLevel Player == 1 )
        ModActorValue Aggression -100
        ModActorValue Aggression abase
        ModActorValue Confidence cbase
        set zone to 0
        set decided to 0
        set shy to 0
        moddisposition Player DispReset
        EvaluatePackage
      endif
    return
  elseif cautious == 1
    set zone to 0
    set decided to 0
    set cautious to 0
    moddisposition Player DispReset
    return
  elseif aggressive == 1
    StopCombat Player
    set zone to 0
    set decided to 0
    set aggressive to 0
    moddisposition Player DispReset
    return
  elseif friendly == 1
    if GetIsCurrentPackage OOOZZZCreatureFollowPlayer
      RemoveScriptPackage OOOZZZCreatureFollowPlayer
      ModActorValue Aggression -10
      ModActorValue Aggression abase
      if OOOBeastLord > 0
        Set OOOBeastLord to OOOBeastLord - 1
      endif
    set zone to 0
    set decided to 0
    set friendly to 0
    moddisposition Player DispReset
    return
  endif
endif
endif
endif
```

```

If GetDead != 1
    set abase to GetBaseActorValue Aggression
    set cbase to GetBaseActorValue Confidence
    set creset to -GetBaseActorValue Confidence
    set DispReset to -GetBaseActorValue Aggression ; Addition to OOO's 1.3 Script
    set Pcharm to Player.GetActorValue Personality ; Addition to OOO's 1.3 Script
    set Pwill to Player.GetActorValue Willpower ; Addition to OOO's 1.3 Script
    set Pweap to Player.IsWeaponOut ; Addition to OOO's 1.3 Script
    set zonesize to (((abase + 40) * 4) - (cbase * 2)) + 200 ; Modified from 400 to 200 and cbase to ((abase + 20) * 4) - (cbase * 2), for OOO's 1.3 Script
    set ForgetDistance to (( abase * 13 ) + ( cbase * 12 )) + ( 1000 ) ; Addition to OOO's 1.3 Script
    set Pdisp to (( Pcharm / 4 ) + ( Pwill / 7 )) ; Addition to OOO's 1.3 Script
    if decided == 1 ; Now OOO animals dynamically change their behavior towards players
        Set Timer to Timer - GetSecondsPassed
        if Timer <= -1
            if shy == 1
                if GetDistance Player >= ( ForgetDistance + 2048 ) || ( Player.HasMagicEffect CHML == 1 || Player.HasMagicEffect INVI == 1 || GetDetectionLevel Player == 0 ||
GetDetectionLevel Player == 1 )
                    ModActorValue Aggression -100
                    ModActorValue Aggression abase
                    ModActorValue Confidence cbase
                    set zone to 0
                    set decided to 0
                    set shy to 0
                    moddisposition Player DispReset
                    EvaluatePackage
                endif
            elseif cautious == 1
                If GetDistance Player <= 900
                    if ( GetRandomPercent >= ( cbase - 10 ) )
                        ModActorValue Aggression DispReset
                        ModActorValue Aggression 100
                        ModactorValue Confidence creset
                        ;Flee
                        Set Cautious to 0
                        Set Aggressive to 0
                        Set Shy to 1
                    endif
                elseif GetDistance Player >= ForgetDistance || ( Player.HasMagicEffect CHML == 1 || Player.HasMagicEffect INVI == 1 || GetDetectionLevel Player == 0 ||
GetDetectionLevel Player == 1 )
                    ;message "cautious forgets you"
                    set zone to 0
                    set decided to 0
                    set cautious to 0
                    moddisposition Player DispReset
                endif
            elseif aggressive == 1
                if IsInside != 1
                    if GetDistance Player >= ForgetDistance || ( Player.HasMagicEffect CHML == 1 || Player.HasMagicEffect INVI == 1 || GetDetectionLevel Player == 0 ||
GetDetectionLevel Player == 1 )
                        StopCombat Player
                        set zone to 0
                        set decided to 0
                        set aggressive to 0
                        moddisposition Player DispReset
                    endif
                else
                    if ( Player.HasMagicEffect CHML == 1 || Player.HasMagicEffect INVI == 1 || GetDetectionLevel Player == 0 || GetDetectionLevel Player == 1 ) && ( GetDistance Player
>= ( KeenSense * 10 ) )
                        StopCombat Player
                    endif
                endif
            endif
        endif
    endif

```

```

        set zone to 0
        set decided to 0
        set aggressive to 0
        moddisposition Player DispReset
    endif
endif
elseif friendly == 1
    if GetDistance Player >= 3000 ; Get rid of OOO's friendly AI packages if distance to player prompts animal to leave
        if GetIsCurrentPackage OOOZZZCreatureFollowPlayer
            RemoveScriptPackage OOOZZZCreatureFollowPlayer
            ModActorValue Aggression -10
            ModActorValue Aggression abase
            if OOOBeastLord > 0
                Set OOOBeastLord to OOOBeastLord - 1
            endif
        endif
        set zone to 0
        set decided to 0
        set friendly to 0
        moddisposition Player DispReset
    endif
endif
set Timer to 3
endif
endif
endif
endif

```

; Attack if the PC gets too close, except if PC is using stealthy means. This section also uses OOO's new animal AI keen sense characteristic

```

if ( Player.HasMagicEffect CHML != 1 && Player.HasMagicEffect INVI != 1 ) || GetDetectionLevel Player == 3 || ( KeenSense >= 90 )
    if (zone == 0)
        if (decided == 1) && (GetDistance player <= zonesize) && ((cautious == 1) || (shy == 1)) && IsInCombat != 1
            if Shy == 1
                ModActorValue Aggression -100
                ModActorValue Aggression abase
                ModActorValue Confidence cbase
                Set Shy to 0
                Set Aggressive to 1
                StartCombat Player
            elseif Cautious == 1
                if GetRandomPercent <= 50
                    Set Cautious to 0
                    Set Aggressive to 1
                    StartCombat Player
                else
                    Set Cautious to 0
                    Set Shy to 1
                    ModActorValue Aggression DispReset
                    ModActorValue Aggression 100
                    ModactorValue Confidence creset
                endif
            endif
            set zone to 1
        endif
    endif
endif
endif
endif

```

; Make a decision to become shy, aggressive, cautious or friendly

```
if GetDetected Player < 1
  Return
elseif GetDetected Player >= 1
  if Decided == 0
    if GetDistance Player < 2048

      Set KeenSense to GetRandomPercent
      set AttackRoll to GetRandomPercent
      set FleeRoll1 to GetRandomPercent
      set FleeRoll2 to GetRandomPercent

      ; Addition to OOO's 1.3 Script
      ; Addition to OOO's 1.3 Script
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      ; Addition to OOO's 1.3 Script

      if IsInside == 1
        Set Pdisp to Pdisp -20
      endif

      if OOOJephreFaction == 1 ; Having completed OOO's quests for Jephre boosts the likelihood of animals befriending players
        set Pdisp to Pdisp + 40
      endif

      if Pweap == 1
        set Pdisp to Pdisp - 10
      endif

      if abase >= Pdisp
        if ( AttackRoll <= abase )
          StartCombat Player
          Set Aggressive to 1
          Set Shy to 0
          Set Cautious to 0
        else
          ModDisposition Player abase
          if ( FleeRoll1 >= ( cbase - 25 ) )
            ModActorValue Aggression DispReset
            ModActorValue Aggression 100
            ModactorValue Confidence creset
            ;Flee
            Set Shy to 1
            Set Aggressive to 0
            Set Cautious to 0
          else
            Set Cautious to 1
            Set Aggressive to 0
            Set Shy to 0
          endif
        endif
      endif
    else ;if abase < Pdisp ; Here animals have a chance to get the proper values and AI packages so as to act friendly towards players
      ModDisposition Player abase
      if OOOJephreFaction == 1
        Set Friendly to 1
        Set Cautious to 0
        Set Aggressive to 0
        Set Shy to 0
        if GetRandomPercent <= Pdisp
          if OOObestLord < 3
            ModActorValue Aggression DispReset
            ModActorValue Aggression 10
            AddScriptPackage OOZZZCreatureFollowPlayer
          endif
        endif
      endif
    endif
  endif
endif
```

```
        Set OOBeastLord to OOBeastLord + 1
    endif
endif
else ;if OOJephreFaction == 0
    if ( FleeRoll2 >= ( cbase - 20 ) )
        ModActorValue Aggression DispReset
        ModActorValue Aggression 100
        ModactorValue Confidence creset
        ;Flee
        Set Shy to 1
        Set Cautious to 0
        Set Aggressive to 0
    else
        Set Cautious to 1
        Set Shy to 0
        Set Aggressive to 0
    endif
endif
endif
Set Decided to 1
endif
endif
endif
End
```