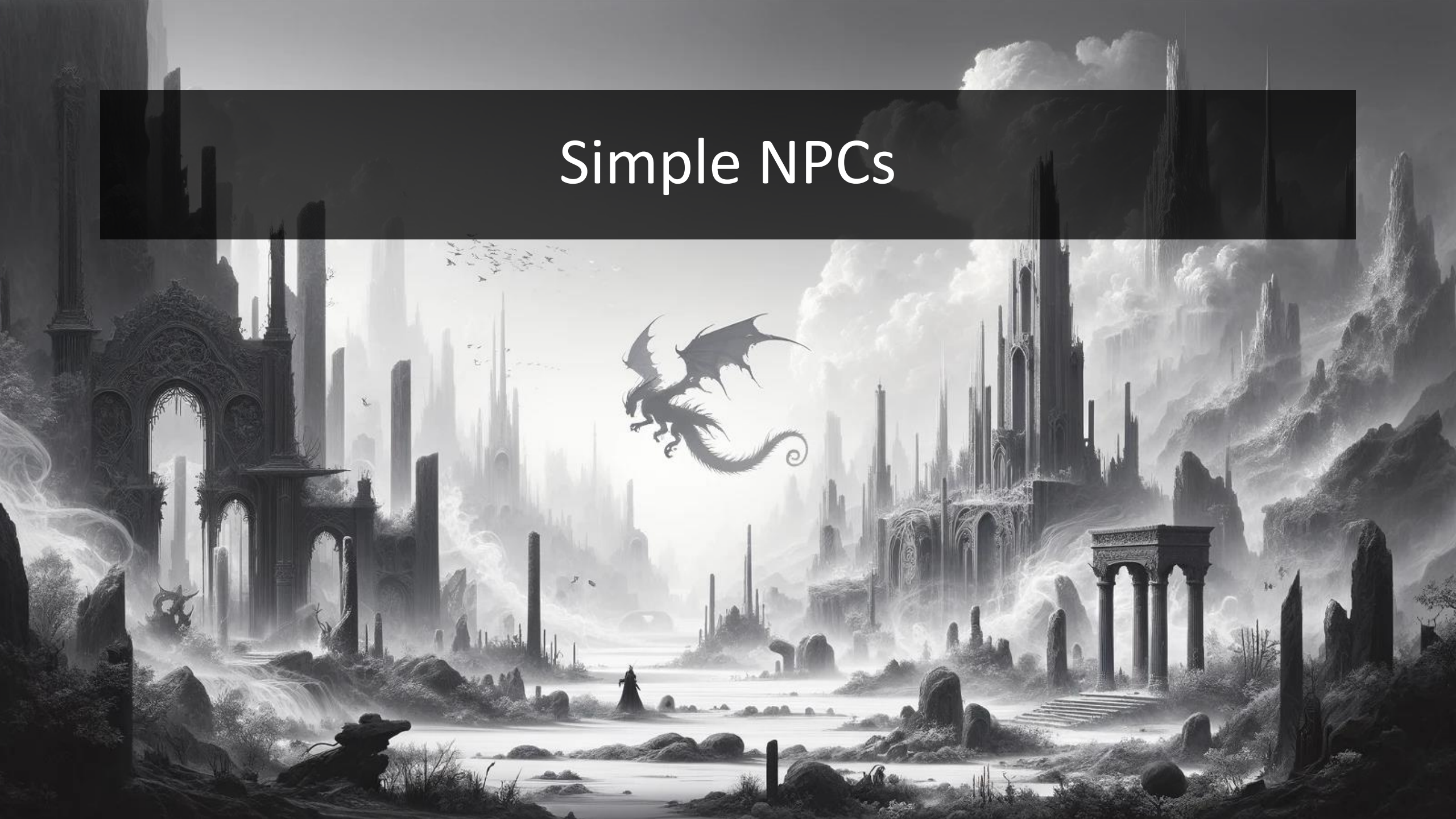




# Dungeons and Devices

Cybernetic Storytellers: Integrating AI into RPG Lore

# Simple NPCs





# The basic ChatGPT way

- Prompt
  - Give me a D&D NPC description. Include a name, race, age and a one or two sentence short description of the character. Give me a random NPC.
- Answer
  - Certainly, may I present Lady Ophelia Moonshadow, an elven sorceress of 325 years. She exudes an air of mystique and elegance, her silver hair cascading down her robes like moonlight, her eyes ablaze with ancient wisdom and arcane power.



# The basic ChatGPT way (continued)

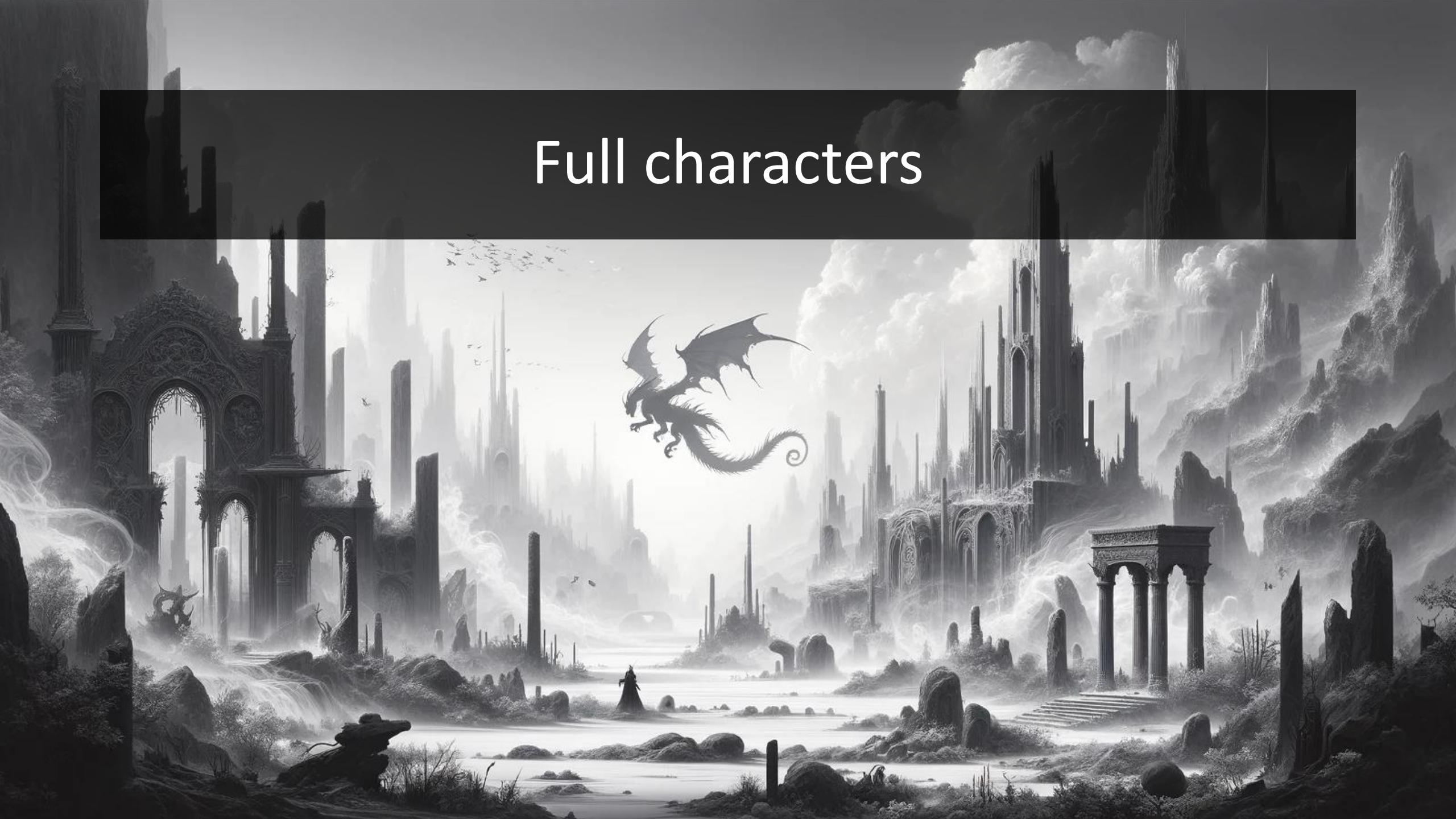
- Prompt
  - Give me another one
- Answer
  - Allow me to introduce you to Thaddeus Ironbeard, a stout dwarven blacksmith of 150 years. With a beard as fiery as the forge he tends to, Thaddeus is renowned for his craftsmanship and unwavering dedication to his craft.



# A better way with ChatGPT

- Prompt
  - I need you to generate me a D&D NPC description. Include a name, race, age and a one or two sentence short description of the character. Give me a random NPC that the players could meet in a small village populated by humans, near mountains. The people are mostly in agriculture. Fantasy setting. Give me 5 NPCs.
- Answer
  1. **Eldric Barrowfield**, Human, 42 years old. A grizzled shepherd with a keen eye for stray sheep and a secret past as a scout for the king's army.
  2. **Mira Willowbrook**, Halfling, 29 years old. A cheerful and resourceful farmer, specializing in rare herbs and spices, with a hidden talent for healing magics.
  3. **Branthor Ironhand**, Dwarf, 57 years old. A blacksmith known for his unparalleled skill in crafting tools and weapons, rumored to have learned his craft from mountain spirits.
  4. **Selene Highriver**, Human, 34 years old. A mysterious widow who runs the local inn, known for her captivating stories of ancient legends and her uncanny knowledge of the surrounding lands.
  5. **Toblen Stonehill**, Gnome, 75 years old. An eccentric but brilliant inventor, always tinkering with peculiar devices, claiming they can improve farming tenfold, if only he could get them to work properly.

# Full characters





# Full character description

- Prompt
  - Create me a D&D character, a half orc fighter.
- Answer
  - *Full character, see next page*
  - GPT 3.5: not so detailed + attribute scores missing
  - GPT 4: full D&D character (see next page)

**Name:** Gromar Ironfist

**Background:** Soldier

**Class:** Fighter

**Race:** Half-Orc

**Alignment:** Chaotic Good

**Attributes:**

- **Strength:** 17 (Your physical prowess is exceptional, a testament to your Half-Orc heritage.)
- **Dexterity:** 12 (Adequate for maneuvering on the battlefield.)
- **Constitution:** 15 (Robust health and endurance, allowing you to withstand numerous battles.)
- **Intelligence:** 10 (A fair understanding of battle tactics and general knowledge.)
- **Wisdom:** 13 (Insightful, with an ability to perceive danger.)
- **Charisma:** 8 (Your fearsome appearance can be off-putting to some.)

**Skills:** Athletics, Intimidation

**Tools:** Dice set (reflecting a fondness for games of chance)

**Languages:** Common, Orc

**Equipment:** Chain mail, a longsword, two handaxes, and a dungeoneer's pack. A shield bears your personal sigil, a clenched fist breaking a chain.

**Feature:** Military Rank (from your Soldier background, you have a rank from your career as a soldier. Soldiers loyal to your former military organization still recognize your authority and influence.)

**Personality Traits:** Bold and direct, never backing down from a challenge or threat.

**Ideals:** Honor. "True honor is found in one's actions, not words."

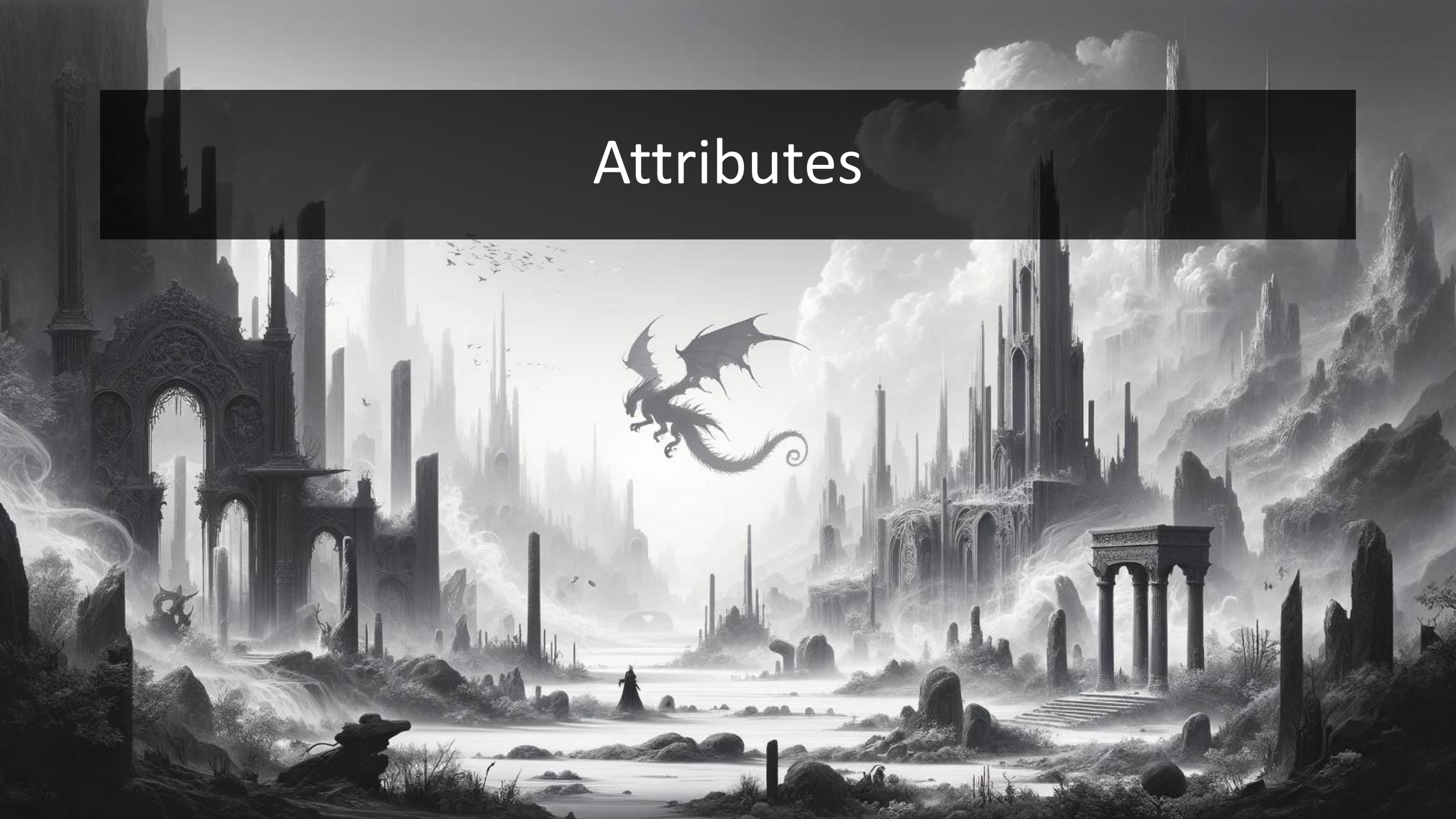
**Bonds:** You fight for those who cannot defend themselves, remembering your origins and the discrimination faced.

**Flaws:** Sometimes too quick to anger, your orcish temper can be your downfall.





# Attributes





# Short character description

- Prompt
  - Generate me a 2 sentence non player character for a call of cthulhu rpg game. Make it random, but it should fit into 1920s berlin.
- Answer
  - Erich Weber is a disillusioned former World War I pilot turned private investigator, specializing in cases that the overburdened Berlin police deem too strange or insignificant. With a sharp mind hidden behind a facade of cynicism and a deep knowledge of the city's darker corners, Erich unwittingly finds himself entangled in eldritch mysteries that challenge his skepticism of the supernatural.



# Attributes

- Prompt
  - Given this character description, and the 8 attributes: strength, constitution, size, dexterity, appearance, intelligence, power and education, distribute the values 80, 70, 60, 60, 50, 50, 40, 40 between these attributes. Higher attributes mean the character is better. Distribute it so it fits with the description.
- Answer
  - INT 80, DEX 70, EDU 60, CON 60, STR 50, APP 50, POW 40, SIZ 40

# Full answer



- Intelligence (INT): 80 - As a private investigator specializing in the unusual and overlooked, Erich's greatest asset is his sharp mind, crucial for solving complex cases and understanding the eldritch mysteries he encounters.
- Dexterity (DEX): 70 - His experience as a pilot and investigator requires quick reflexes and fine motor skills, whether navigating a tense situation or engaging in physical confrontations.
- Education (EDU): 60 - Erich's knowledge of Berlin's darker corners and his proficiency in his investigative work suggest a good level of formal and informal education, as well as a continuous pursuit of knowledge relevant to his cases.
- Constitution (CON): 60 - Surviving the war and his subsequent career's physical demands indicate a robust health and stamina, allowing him to endure the stresses and dangers of his profession.
- Strength (STR): 50 - While physically capable, Erich's strength is not his most defining attribute, though it is sufficient for the demands of his job.
- Appearance (APP): 50 - His appearance is average; neither particularly handsome nor unattractive, his looks do not significantly impact his social interactions or investigations.
- Power (POW): 40 - Erich's skepticism of the supernatural and his reliance on rational explanations mean his willpower and mental stability, while sufficient, are not as developed in terms of resisting the Mythos' corrupting influences.
- Size (SIZ): 40 - As someone who doesn't rely on physical intimidation or presence in his work, his size is less significant, emphasizing his reliance on intellect and agility over brute force.

# Adventures and stories





# Getting the basics

- Prompt
  - Create me a d&d adventure. I need 10 plot points. The idea of the adventure is: an old scientist finds information about a dragon egg that is located close to a village that the players are passing through. The scientist will enlist the players to retrieve the dragon egg from a mine it was found in. The villagers are using the mines but it might contain other dangers. In this setting dragons are on the verge of extinction, so a dragon egg is very important. There might be others wanting to get it.



# Add details

- Based on this scenario, give me 10 important NPCs with a name, age, race, and a short description.
- Give me 10 locations the players can explore in this adventure. Include the title and a short description. Try to present them in order the players would encounter them.
- List me 3 complications or twists or problems to throw at the players.
- <https://chat.openai.com/share/5292ab0e-b0be-4a79-bb6c-7f6a3e692b9e>
-

