



Self-operating NPC's - The NPC's You Never Knew You Needed

Full video link: <https://youtu.be/RzWXuy8QWgI>

Today we are looking at the topic of **NPC AI**. NPC AI refers to self-operating NPC's. AI = Autonomous operation. Your NPC's will think for themselves, you don't have to worry.

We're looking at how do we program ourselves as GM's to be able to create NPC's with built in AI.

The term that I use to help me remember what I need to do when creating NPC's is **OGAS**.
OGAS = Occupation, Goal, Attitude, Stake

- Occupation
 - What occupies most of your NPC's day to day life?
 - The occupation gives your NPC's something to talk about. It might be a complaint, it might be joy and happiness. It could be about co-workers, or bosses or jobs etc.
 - Occupation = skills. Each occupation requires certain abilities or skill sets that the majority of those who perform the occupation will have.
- Goal
 - Every living thing should have a goal for the day/week/month/year/life.
 - Normal goals – survive by finding food, water and shelter, and to procreate the species.
 - Sentient goals – look for gratification of self (once all the normal goals have been secured) through specific outcomes.
- Attitude
 - Of the NPC in general and towards others.
 - Worldview attitude – the attitude of the NPC in 99% of the encounters will be their worldview.
- Stake
 - How invested is the NPC towards their occupation, their goal and their attitude?



- Stake = resistance. The amount of effort the NPC will put in to defending, securing or abandoning their OGAS values.
- Self-preservation – almost all living creatures have a desire to live. Only very special events will drive a living being to actively participate in life or death situations.
- Conflict is story
 - No conflict = no interest
 - Is conflict good? Avoid it when you don't need it, use it when you want to make an encounter.
 - You must reveal conflict. OGAS is hidden from the PC's and players. If you want the encounter to happen, you need to let the PC's know about a potential conflict.
 - Most of the time, NPC's should avoid conflict. Why risk it? Better to avoid it – unless it is too dangerous to do so.
- NPC's are a mouthpiece for the GM.
 - Use them as tools.
 - The OGAS NPC needs plot – the NPC has OGAS plus some plot insight or information for the PC's.
 - NPC's shouldn't volunteer. The plot info should require the PC's to be nice to the NPC or to engage with the NPC in some way before you just hand them plot information.
- Your task – create several NPC's with different OGAS values.
 - The more your practice, the easier it becomes.
 - Create not 2 or 3 OGAS values, but 30 or 40 or 60!

Notes:



