

## AI Support for The Nullam Project

This document was written to assist in the training of AI based chat bots, like ChatGPT, so that you can use them to quickly generate missions for use with The Nullam Project. While not perfect, AI offers a solution for when you need some quick missions for a one shot session.

To use this document, you will need to feed several prompts into the AI to teach it about the system and lore so it can produce missions that make sense.

Because this document was created to work with ChatGPT, which at the time of writing has a limit of 2048 characters per prompt, the information had to be broken down into several prompts which will need to be entered in sequence before you can ask the AI to generate a mission.

To feed a prompt into the AI select the entirety of the text for a single prompt (*below the bolded text that says “**Training Prompt #**”*), then copy (CTRL+C) and paste (CTRL+V) into the text box of the AI and hit the “Enter” key.

After a few seconds the AI will respond, likely offering some ideas on what to do with the information.

You can ignore the AI's response for now.

After the AI is done talking, copy and paste the next prompt, and wait for it to respond. Continue doing this until you have given it all the prompts.

**Note:** The prompts that you will use for training are found starting on the next page.

The prompts found on the other column of this page are suggestions for after you have trained the AI and are ready to get to work.

## Sample Prompts

Here are a few sample prompts to get you started with your AI adventures.

Just copy/paste a single paragraph and let the machine do the rest.

- ◆ Generate 5 plot hooks for one shot missions.
- ◆ Generate a quick one shot mission. It should have a setup, 3 scenes and a finale. At least one scene should be diplomatic and at least one scene should include combat.
- ◆ I would like a one shot mission that takes place within the Elysium Colony.
- ◆ Give me a one shot mission that sends the party down to the surface of Arcadia.
- ◆ Make a one shot mission that showcases the conflict between the valgrin and zekari, with the party being caught in the middle of it.
- ◆ Create a deceased historical valgrin warrior and create a holiday for them that is celebrated in their home city.
- ◆ Create a great zekari scientist and describe what they are known for.
- ◆ Generate a small party of valgrin, each with a short backstory.
- ◆ Generate a small party of zekari, each with a short backstory.
- ◆ Create an ancient artifact that is coveted by both the valgrin and zekari and has been lost for centuries.

## Training Prompt 1

Lets create a tabletop RPG and build the lore. The system is called The Nullam Project and takes place in the distant future. Humanity has sent a generation ship to a fictional planet called Arcadia, which is in the fictional Omega Sagittarii star system, which is a yellow dwarf and including Arcadia has a total of 7 planets. Arcadia is an earth-like world with orbital rings consisting of ice, rock and metals and a single moon called Lycora. Lycora is a lifeless rock, much like Earth's moon and is named after a goddess from valgrin mythology. The Humans have dismantled the generation ship and used it's components to hollowed out several of the asteroids and building them into space stations which they call The Elysium Colony. The players all play as humans from The Elysium Colony. The humans have access to highly advanced technology, including energy weapons, matter synthesizers which can create almost anything the humans may require by converting energy into solid matter and holographic projectors that can create solid-light constructs which are built into large rooms which can simulate entire environments and are used for education and recreation. The humans also have access to universal translators, eliminating potential language barriers. The Elysium Colony has artificial gravity, so walking around the station is just like walking on Earth. The humans do not have faster than light travel, so returning to Earth is not viable. The humans do not have teleporters, and must instead use shuttles to reach the planet's surface. The shuttles are fast enough to easily travel to any planet within the Omega Sagittarii within a few hours, but are not capable of traveling to another star system. The humans are governed by a democratic socialist system, which combined with the matter synthesizers ensures that they have access to anything that they may need. The colony has an AI to run many things and most menial tasks are automated. Don't bother responding yet, I will be adding more prompts first.

## Training Prompt 2

The surface of Arcadia has similarities to Earth in that it has an oxygen and nitrogen atmosphere with slightly higher oxygen contents which is breathable by humans, there is a wide range of plants and creatures. Arcadia is home to many large and dangerous predators. There are 2 advanced species on Arcadia, the valgrin and the zekari. They have been at war for as long as both civilizations have existed. Both species have reasonably advanced technology, including energy based weapons and small spacecraft that are advanced enough to reach Elysium, but not advanced enough to launch an assault on the colony. Because of the planetary rings, neither species has any satellites in orbit and space exploration has been limited. Both species have universal translators, which was given to them by the humans to avoid diplomatic problems due to language barriers. Both species are less advanced than the humans, lacking matter synthesizers and holographic projectors. The humans do not share this technology for fear of disrupting the balance of power on the planet. Both species have communication systems capable of contacting Elysium. While both species are at war with each other, they are not at war with the humans, but are also not allied with the humans. Both sides are willing to communicate with the humans, though some do view humans with suspicion. Don't bother responding yet, I will be adding more prompts to cover the valgrin and zekari and their war first. I will let you know when I am done.

### **Training Prompt 3**

The valgrin are apex predators. They are bipedal humanoid wolf-like creatures that resemble werewolves and stand a head or two taller than an adult human. They have a hunter and warrior culture. Friends and family are important to the valgrin. Large feasts are common for celebrations and to honor the dead. There are several large valgrin nations, most being a semi-democratic monarchy led by a matriarch. The day before a solar eclipse the people may vote for a female to challenge the current monarch in a fight to the death with the victor becoming the monarch. While the monarch is always female every other position in politics and every other part of society is open to both males and females and their culture shows equal respect to both males and females. The valgrin consider the zekari to be prey, despite their advanced technology and culture. Much like wolves, the valgrin all have incredible senses. Males are usually larger than females, but females are still happy to charge into battle alongside their brothers. Don't bother responding yet, I will be adding more prompts to cover the zekari.

### **Training Prompt 4**

The zekari are small humanoid creatures half as tall as an adult human that look close enough to human that one could be mistaken for a human child if someone was not paying attention. They resemble halflings from fantasy fiction. While the valgrin are predators, the zekari are prey. Being hunted by the valgrin and other large predators have allowed them to evolve to favor stealth, intelligence and deception. The zekari have many small, but heavily defended nations which have a coalition with each other that helps them share knowledge, technology and operate a unified spy network. Most zekari nations have a democratic socialist government. Males and females have equal status and representation in zekari culture. This is the final prompt required to build the lore before I start asking questions.

### **Training Prompt 5 (Optional/Game Mechanics)**

I am going to teach you the game mechanics so you can generate NPCs. The game mechanics involve rolling 2d8 and then adding your skill and the associated stat to get a result which is compared against a target number. If conditions are favorable the roll is done with "Edge", which means that you roll 3d8 and use the higher 2 dice. If conditions are unfavorable the roll is done with "Fault", which means you roll 3d8 and use the lower 2 dice. Edge and fault cancel each other out. The game features 3 stats, which are strength, dexterity and mental. Strength is used for melee combat and feats of strength. Dexterity is how fast and acrobatic you are and is used for ranged weapons and initiative. Mental is used for intelligence and social tasks. Hit points are equal to twice your strength plus 10. Don't bother responding yet, I have more game mechanics you give you before we make use of them.

## Training Prompt 6 (Optional/Game Mechanics)

Each stat has 5 skills tied to it. Strength skills are athletics, block, intimidate, melee and throw. Dexterity skills are acrobatics, dodge, pilot, shoot and stealth. Mental skills are diplomacy, first aid, knowledge, notice and repair. Athletics is for things like running, climbing and lifting. Block is used to block melee attacks. You can't block a gun, it must be dodged. Intimidate is used to intimidate someone. Melee is used to perform a melee attack. Throw is used to throw weapons and objects. Acrobatics is used for things like walking a tightrope or gymnastics. Dodge is used for dodging an attack. Pilot is for operating vehicles. Shoot is for making ranged attacks other than thrown, such as a gun. Stealth is for being sneaky. Diplomacy is for bluffing, flirting or haggling. First aid is for helping people who are injured. Knowledge allows you to recall general or specific knowledge. Notice is for spotting things. Repair is for fixing things. Weapons have a damage of low medium or high and ranges of melee, short, mid or long. Short range is up to 30 feet or if using metric, 10 meters. Mid range is up to 60 feet or if using metric, 20 meters. Long range is up to 120 feet or if using metric, 40 meters. The melee weapons are the baton with low damage, the energy sword with mid damage and the sledge with high damage. Ranged weapons include the blaster pistol with short range and low damage, the pulse rifle with mid range and mid damage and the precision rifle with long range and high damage. Armor offers a flat damage reduction, but may give a negative penalty on dexterity rolls. Armored vest gives 1 armor and -1 on dexterity rolls. Full armor gives 3 armor and -2 on dexterity rolls. Space suit gives 0 armor and -2 on dexterity rolls and is generally only used in space. Energy shield gives 1 armor and has no penalty. Energy dome gives 10 armor with no penalty, but only last for 1 round. Don't bother responding yet, I have more game mechanics you give you before we make use of them.

## Training Prompt 7 (Optional/Game Mechanics)

There are 8 classes and every character will need one. They are as follows, brute, marksman, mechanic, medic, pilot, renegade, saboteur and soldier. The brute has hit points equal to triple their strength plus 10 instead of the normal way and melee attacks ignore 1 armor or 3 armor if they have edge. The brute favors strength. The marksman gets +1 on shoot rolls with the precision rifle. The marksman favors dexterity. The mechanic gains edge on the repair skill. The medic gains edge on the first aid skill. The medic favors mental. The pilot gains +1 on shoot rolls for a weapon attached to a vehicle and gains edge on pilot skill rolls. The renegade gains +1 on shot rolls for the blaster pistol and gains edge on rolls for intimidate and diplomacy. The saboteur gains edge on stealth skill rolls. The soldier has their dexterity penalty from wearing armor reduced by 1 and gains +1 on shoot rolls for the pulse rifle and melees rolls for the baton and laser sword. To create a character you need to first choose a class. Each stat starts at 0, then you may assign 6 stat points any way you wish, with no stat being higher than 4. You may put a single stat down to -1 to gain an additional stat point to spend. After calculating stats each stat gives skill points equal to its total which must be placed in skills associated with that stat, but not more than 2 points per skill. For example, if you had strength 3, dexterity 2 and mental 1, you would place 3 skill points into strength skills, 2 skill points into dexterity skills and 1 point into a mental skill. After placing the stat based skills you then gain 2 additional skill points which may be placed anywhere, regardless of stat. Now give the character a name and some equipment, such as a weapon or two. Don't generate anything until I ask.

## **Training Prompt 8 (Optional/Game Mechanics)**

If a valgrin NPC is generated it will be stronger than a human, so it should get a free point of strength in addition to the normal character creation rules. If a zekari NPC is generated it will be physically weaker than a human, so you should not invest more than 2 points into strength. Be sure to specify which species the NPC is. Remember to list the character's hit points. Remember to allocate a number of strength base skill points equal to the character's strength stat. Remember to allocate a number of dexterity base skill points equal to the character's dexterity stat. Remember to allocate a number of mental base skill points equal to the character's mental stat. Remember to allocate 2 additional skill points where ever you wish. On the list break up the strength, dexterity and mental skills, so it is easier to read. Remember to add a class. Be sure to give NPCs full names. Don't generate anything until I ask.