

Create NSC

When creating NPCs, use the OGAS method:

1. **Occupation:**
 - What occupies the NPC in their daily life?
 - What skills or abilities does the NPC possess because of their occupation?
 - How does their occupation affect their topics of conversation, worries, or joys?
 2. **Goal:**
 - What short-term and/or long-term goal is the NPC pursuing?
 - Is it a primal goal (e.g., survival, safety) or a personal, ambitious goal?
 - How does this goal connect to life within the setting?
 3. **Attitude:**
 - What is the NPC's core attitude toward others and the world?
 - What worldview shapes the NPC in most encounters?
 4. **Stake:**
 - How heavily invested is the NPC in their occupation, goal, and attitude?
 - How much resistance or commitment does the NPC show to defend their values or achieve their goals?
 - How does the NPC react to threats or challenges?
 - What do they stand to lose if they fail?
 5. **Negotiation Module (Draw Steel System):**
 - Select **two Motivations** and **one Pitfall** from the 12 Draw Steel core themes (*Benevolence, Discovery, Freedom, Greed, Higher Authority, Justice, Legacy, Peace, Power, Protection, Revelry, Vengeance*).
 - **Alignment Rule:** Ensure these selections flow directly from the previous steps.
 - *Motivations* must actively help the NPC achieve their **Goal** or align with their **Occupation**.
 - *Pitfalls* must represent things that threaten their **Stake**, clash with their **Attitude**, or represent a worldview they explicitly reject. They must never contradict the Motivations.
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Format

- **Summary:** A brief sentence that summarizes the OGAS information.
- **Visual Description:** A short, evocative description of their appearance.
- **OGAS Profile:** An elaboration on the Occupation, Goal, Attitude, and Stake in slightly more detail.
- **Negotiation Profile:**
 - **Motivation 1:** [Theme] – Why this appeals to their Goal/Occupation.
 - **Motivation 2:** [Theme] – Why this appeals to their Goal/Occupation.

- **Pitfall:** [Theme] – Why this triggers an automatic failure based on their Attitude/Stake.
 - **Flavor Text:** A read-aloud text block for the description that can be used directly at the table, NOT bound into a specific scene or location but JUST the NPC.
 - **Roleplaying Tips:** One or two tips to portray the NPC uniquely:
 - Speech tempo or cadence (Laban Efforts)
 - Sentence complexity
 - Breathing patterns while speaking
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