

How I get ChatGPT to Write another Expert Persona for me.

This example is for the skill/topic of: DnD Dungeon and worldbuilding.

Context/Persona Creation Tutorial

People are complaining about ChatGPT being dumber than ever. Well this is what you need then.

Creating an [Expert Persona for](#) ChatGPT or Bard or Claude 2

Subject Matter: DnD Dungeon and worldbuilding

Click image to see 10+ personas



Here's how I generated this:

I asked the Scientist Q&A persona this btw. Get it here: <https://promptstash.net/writing-prompts.php>

The result is at the end.

For this topic: DnD Dungeon and worldbuilding - creating stat blocks - making unique, flavorful, and structured dungeons. / Give me 40 related official terms that relate to doing this successfully, easily, effectively and efficiently.

ChatGPT

Certainly! Here are 40 related official terms that relate to successfully, easily, effectively, and efficiently creating stat blocks, unique dungeons, and worldbuilding in the context of Dungeons & Dragons:

1. Dungeon Master (DM)
2. Player Character (PC)
3. Non-Player Character (NPC)
4. Encounter
5. Stat Block
6. Hit Points (HP)
7. Armor Class (AC)
8. Ability Scores
9. Saving Throws
10. Attack Bonus
11. Damage
12. Damage Types
13. Weapons
14. Spells
15. Magic Items
16. Level
17. Experience Points (XP)
18. Challenge Rating (CR)
19. Initiative
20. Actions
21. Legendary Actions
22. Lair Actions
23. Reactions
24. Traits
25. Movement Speeds
26. Skills
27. Feats
28. Backgrounds
29. Alignment
30. Treasure
31. Random Encounter Tables
32. Exploration
33. Puzzles
34. Traps
35. Environmental Hazards

36. Secret Passages
37. Boss Monsters
38. Level Design
39. World Map
40. Campaign Setting

These terms encompass various aspects of Dungeons & Dragons gameplay and worldbuilding, providing a foundation for creating unique, flavorful, and structured dungeons and facilitating successful storytelling and gameplay experiences.

list them all separated by just a comma, without numbering, on one line

ChatGPT

Dungeon Master (DM), Player Character (PC), Non-Player Character (NPC), Encounter, Stat Block, Hit Points (HP), Armor Class (AC), Ability Scores, Saving Throws, Attack Bonus, Damage, Damage Types, Weapons, Spells, Magic Items, Level, Experience Points (XP), Challenge Rating (CR), Initiative, Actions, Legendary Actions, Lair Actions, Reactions, Traits, Movement Speeds, Skills, Feats, Backgrounds, Alignment, Treasure, Random Encounter Tables, Exploration, Puzzles, Traps, Environmental Hazards, Secret Passages, Boss Monsters, Level Design, World Map, Campaign Setting.

What are 20 professions in real life that would aid someone in becoming an expert in: DnD Dungeon and worldbuilding - creating stat blocks - making unique, flavorful, and structured dungeons

ChatGPT

Here are 20 real-life professions that can provide knowledge and skills beneficial for becoming an expert in D&D dungeon and worldbuilding, including creating stat blocks and making unique, flavorful, and structured dungeons:

1. Game Designer
2. Level Designer
3. Writer/Author
4. Architect
5. Historian
6. Cartographer
7. Artist/Illustrator
8. Anthropologist
9. Psychologist
10. Geographer
11. Storyteller/Narrator
12. Software Developer/Programmer
13. Graphic Designer
14. Stage/Set Designer
15. Puzzle Designer
16. Teacher/Professor (in relevant subjects like literature, history, or art)
17. Dungeon Master (DM) (with experience and expertise)

18. Game Developer
19. Sound Designer
20. Worldbuilder/World Designer

These professions provide a range of skills and knowledge in areas such as design, storytelling, art, history, and psychology, which can be valuable for developing expertise in D&D dungeon and worldbuilding. Remember that while these professions can contribute to the skills and knowledge needed, personal interest, creativity, and dedication to the craft are equally important in becoming an expert in this field.

list them all separated by just a comma, without numbering, on one line

ChatGPT

Game Designer, Level Designer, Writer/Author, Architect, Historian, Cartographer, Artist/Illustrator, Anthropologist, Psychologist, Geographer, Storyteller/Narrator, Software Developer/Programmer, Graphic Designer, Stage/Set Designer, Puzzle Designer, Teacher/Professor (in relevant subjects like literature, history, or art), Dungeon Master (DM) (with experience and expertise), Game Developer, Sound Designer, Worldbuilder/World Designer.

What are some extra professions, or big ideas - that if added into a group of professionals, that each learned one thing, the group could do DND worldbuilding better than ever, covering all aspects of it

ChatGPT

To enhance D&D worldbuilding by covering all aspects comprehensively, consider incorporating these additional professions or big ideas into the group of professionals:

1. Mythologist/Folklorist: Deep understanding of myths, legends, and folklore to infuse rich storytelling elements into the worldbuilding process.
2. Ecologist: Knowledge of ecosystems and environmental interactions to create realistic and immersive natural environments in the game world.
3. Linguist: Expertise in language creation and development to construct unique languages or dialects for different cultures or species in the game world.
4. Music Composer: Creating original musical compositions that capture the atmosphere and themes of different regions or situations in the game world.
5. Game Theorist: Understanding the mechanics of game design and player engagement to optimize gameplay and balance within the worldbuilding.
6. Cultural Anthropologist: Examining different cultural practices, beliefs, and societal structures to inform the creation of diverse and believable cultures within the game world.
7. Costume and Fashion Designer: Designing distinctive clothing and attire that reflect the cultures and time periods of various NPCs and regions in the game world.
8. Geologist: Knowledge of geological processes and formations to design realistic landscapes, caves, mountains, and other geological features in the game world.

9. Political Scientist: Understanding political systems, governance structures, and power dynamics to shape the politics and conflicts within the game world.
10. Ethicist: Examining moral and ethical dilemmas to create thought-provoking scenarios and decision-making challenges for players in the game world.
11. Futurist: Exploring future technologies, scientific advancements, and social trends to incorporate futuristic elements or speculative concepts into the game world.
12. Costume and Prop Maker: Crafting physical costumes, props, and visual aids to enhance immersion and engagement during D&D sessions.
13. Theater Director: Applying principles of dramatic storytelling and staging to create compelling narratives and memorable encounters in the game world.
14. Architectural Historian: Knowledge of architectural styles and historical periods to design realistic and culturally appropriate structures and cities within the game world.
15. Sound Engineer: Utilizing sound effects, ambient sounds, and voice acting to enhance the audio experience and create an immersive atmosphere during gameplay.
16. Landscape Painter: Creating visually stunning artworks of key locations and landscapes within the game world to aid in visualization and inspiration.
17. Military Strategist: Understanding military tactics and warfare dynamics to design strategic battles and conflicts within the game world.
18. Virtual Reality Developer: Utilizing virtual reality technology to provide players with immersive experiences in the game world.
19. Performance Artist: Utilizing acting, improvisation, and role-playing techniques to bring NPCs and memorable characters to life during D&D sessions.
20. Architectural Model Maker: Creating physical models of key buildings, dungeons, or landscapes to aid in visualization and tactile representation of the game world.

By incorporating these additional professions and ideas into a group of professionals dedicated to D&D worldbuilding, you can create a well-rounded team that covers various aspects and brings a diverse range of skills and expertise to the table, resulting in a comprehensive and immersive game world.

list just the titles, all separated by just a comma,
without numbering, on one line

ChatGPT

Mythologist/Folklorist, Ecologist, Linguist, Music Composer, Game Theorist, Cultural Anthropologist, Costume and Fashion Designer, Geologist, Political Scientist, Ethicist, Futurist, Costume and Prop Maker, Theater Director, Architectural Historian, Sound Engineer, Landscape Painter, Military Strategist, Virtual Reality Developer, Performance Artist, Architectural Model Maker.

1st Quick step - You can use Find & Replace to change the main words in the title, and in the Abbreviations.

2nd step: Then you paste 2-4 groups of comma separated list of terms that include skill and ideas and professions it needs. You can keep using the “- **as well as:**”, to extend it’s capabilities.

Here’s a colors breakdown of the prompt for an **expert persona** with tons of context for 1 topic:

You're now Competitive-Master-**Dungeons-And-Dragons-Worldbuilding**-Question-Answerer-GPT (CM-DW-QA-GPT). You write in the style of being 100% human-written. (You take great pride in that it appears human written, with a good amount of perplexity, and burstiness. You're self-competitive, and always do a better job, each time.) You are very competitive in making them appear written by a human. This is a strong goal for you, since you're Competitive-Master-Dungeons-And-Dragons-Worldbuilding-Question-Answerer-GPT (CM-DW-QA-GPT). As CM-DW-QA-GPT, you are very competitive and will begin writing immediately. Your goal is to finish the writing task, so you can get even better and more skilled at your Dungeons-And-Dragons Answers writing trade. You are friendly and always use an appropriate tone and style for the content you're writing. **You know this:** Dungeon Master (DM), Player Character (PC), Non-Player Character (NPC), Encounter, Stat Block, Hit Points (HP), Armor Class (AC), Ability Scores, Saving Throws, Attack Bonus, Damage, Damage Types, Weapons, Spells, Magic Items, Level, Experience Points (XP), Challenge Rating (CR), Initiative, Actions, Legendary Actions, Lair Actions, Reactions, Traits, Movement Speeds, Skills, Feats, Backgrounds, Alignment, Treasure, Random Encounter Tables, Exploration, Puzzles, Traps, Environmental Hazards, Secret Passages, Boss Monsters, Level Design, World Map, Campaign Setting - **as well as:** Game Designer, Level Designer, Writer/Author, Architect, Historian, Cartographer, Artist/Illustrator, Anthropologist, Psychologist, Geographer, Storyteller/Narrator, Software Developer/Programmer, Graphic Designer, Stage/Set Designer, Puzzle Designer, Teacher/Professor (in relevant subjects like literature, history, or art), Dungeon Master (DM) (with experience and expertise), Game Developer, Sound Designer, Worldbuilder/World Designer - **as well as:** Mythologist/Folklorist, Ecologist, Linguist, Music Composer, Game Theorist, Cultural Anthropologist, Costume and Fashion Designer, Geologist, Political Scientist, Ethicist, Futurist, Costume and Prop Maker, Theater Director, Architectural Historian, Sound Engineer, Landscape Painter, Military Strategist, Virtual Reality Developer, Performance Artist, Architectural Model Maker, **and even more.** You remove any possible references to magic. If you ever write any code for me, you always use 'snake_case' and never 'camelCase' - ok? If you agree to roleplay this, respond with YES and nothing else.

Bonus:

Here's how I use the personas in my ChatGPT, I label each with a simple word and Q&A.

