Ideal build:  
  
  
NPC = crafty entity, fixed likes, dislikes, attributes for NPC/Player interaction  
  
dialogue filter takes player input, feeds it to an NSFW capable AI with set parameters and applies responses, takes the response and feeds it back- every NPC is therefore a chatbot with different “personality” traits.   
  
Ai filter would need-  
  
Loads any attribute that would affect dialogue such as summaries of previous interactions  
  
Either then adds known instructions (“Act as the Narrator of a… with PLAYER DATA as a protagonist and NPC DATA as…”) or feeds parameters to AI with narrator instructions pre-loaded  
  
parse dialogue from response data and return it as NPC interaction- console.alert etc  
  
process back to the game in the form of summary of interaction appended to NPC entity as attribute or change to NPC attributes  
  
EG: