

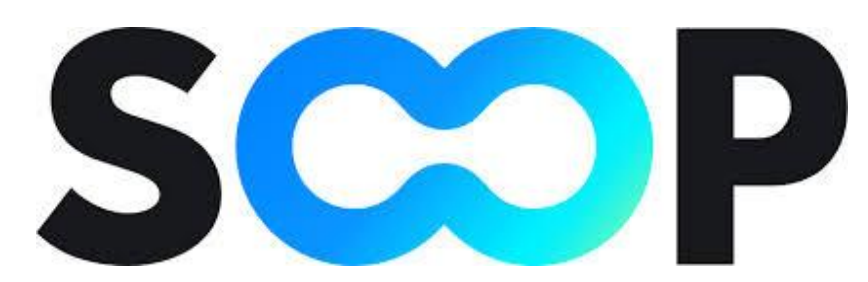
# CharacterGPT: A Persona Reconstruction Framework for Role-Playing Agents



Jeiyeon Park<sup>1</sup>, Chanjun Park<sup>2</sup>, Heuseok Lim<sup>2</sup>

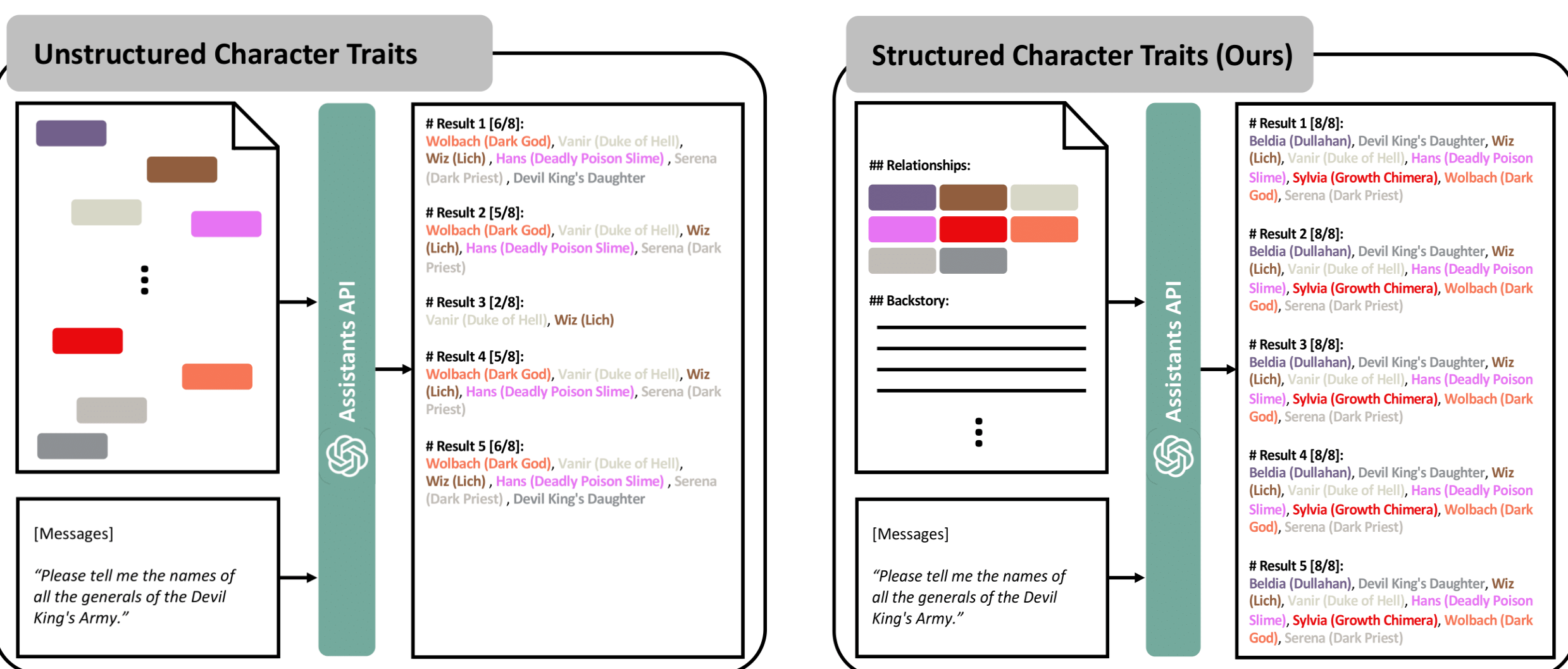
naruto@sooplive.com

{bcj1210, limhseok}@korea.ac.kr



## Motivations

- ◆ Maintaining consistent character personas remains a challenge due to variability in information extraction, which frequently omits critical elements such as backstory or interpersonal relationships.
- ◆ We address the primary research question (RQ) in two key tasks: 1) How to better exploit character persona, and 2) How to encourage characters to use imagination for generating new ideas.



## Experimental Results

- ◆ Task for RQ1: Persona Evaluation. We compare the personality traits analyzed by human with the traits generated by LLMs.

Trait	Facets	ChatGPT	ChatGPT+Ours	GPT-4	GPT-4+Ours	Human
OPN	Fantasy	88 (+19)	75 (+6)	75 (+6)	94 (+25)	69
	Aesthetics	69 (+6)	75 (0)	50 (-25)	75 (0)	75
	Feelings	63 (-37)	38 (-62)	69 (-31)	94 (+6)	100
	Actions	50 (-31)	56 (-25)	88 (+7)	94 (+13)	81
	Ideas	63 (-31)	44 (-50)	56 (-38)	81 (-13)	94
	Values/Liberalism	38 (-6)	44 (0)	38 (-6)	56 (+12)	44
# Wins	0	3	2	3	-	
$\Sigma  d $	130	143	113	69	-	
CON	Competence	50 (-31)	69 (-12)	38 (-43)	69 (-12)	81
	Order	50 (-12)	63 (+25)	44 (+6)	31 (-7)	38
	Dutifulness	50 (-38)	63 (-25)	100 (+12)	94 (+6)	88
	Achievement/Striving	63 (-38)	56 (-44)	100 (0)	94 (+6)	100
	Self-Discipline	56 (-19)	50 (-25)	69 (-6)	88 (+13)	75
	Deliberation	50 (+50)	19 (+19)	88 (+88)	56 (+56)	0
# Wins	0	2	3	3	-	
$\Sigma  d $	187	150	155	100	-	
EXT	Warmth	31 (-44)	63 (-12)	88 (+13)	63 (-12)	75
	Gregariousness	38 (-31)	50 (-19)	63 (-6)	50 (-19)	69
	Assertiveness	50 (-31)	63 (-18)	75 (-6)	88 (+7)	81
	Activity	63 (-6)	81 (+12)	63 (-6)	69 (0)	69
	Excitement	38 (-42)	75 (+25)	100 (0)	88 (-12)	100
	Positive Emotions	50 (-50)	56 (-44)	88 (-12)	100 (0)	100
# Wins	0	1	3	3	-	
$\Sigma  d $	224	130	43	50	-	
AGR	Trust	38 (-43)	50 (-31)	50 (-31)	75 (-6)	81
	Compliance	63 (-12)	50 (-25)	58 (-17)	81 (+6)	75
	Altruism	31 (-38)	63 (+6)	75 (+6)	81 (+12)	69
	Straightforwardness	50 (+12)	38 (0)	100 (+62)	38 (0)	38
	Modesty	63 (+50)	50 (+37)	13 (0)	6 (-7)	13
	Tendermindedness	63 (-25)	44 (-11)	94 (+6)	94 (+6)	88
# Wins	0	2	3	3	-	
$\Sigma  d $	180	110	122	37	-	
NEU	Anxiety	25 (-46)	50 (+31)	13 (-6)	19 (0)	19
	Hostility	63 (-6)	69 (0)	25 (-44)	50 (-19)	69
	Depression	56 (+50)	44 (+38)	75 (+49)	19 (+13)	6
	Self-Consciousness	38 (-38)	50 (+50)	19 (+19)	19 (+19)	100
	Impulsiveness	50 (-31)	50 (-31)	38 (-43)	88 (+7)	81
	Vulnerability	25 (-6)	44 (+13)	38 (-47)	44 (+13)	31
# Wins	0	1	2	4	-	
$\Sigma  d $	137	163	188	71	-	

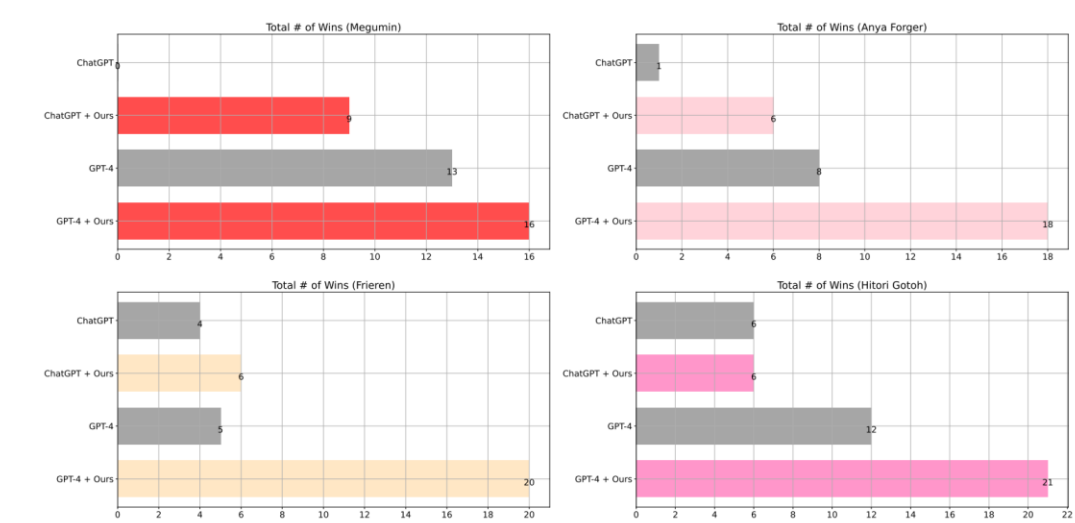


Figure 3: Total sum of # Wins for each character in ChatGPT and GPT-4 settings ( $\Sigma$  # Wins). The larger value, the better.

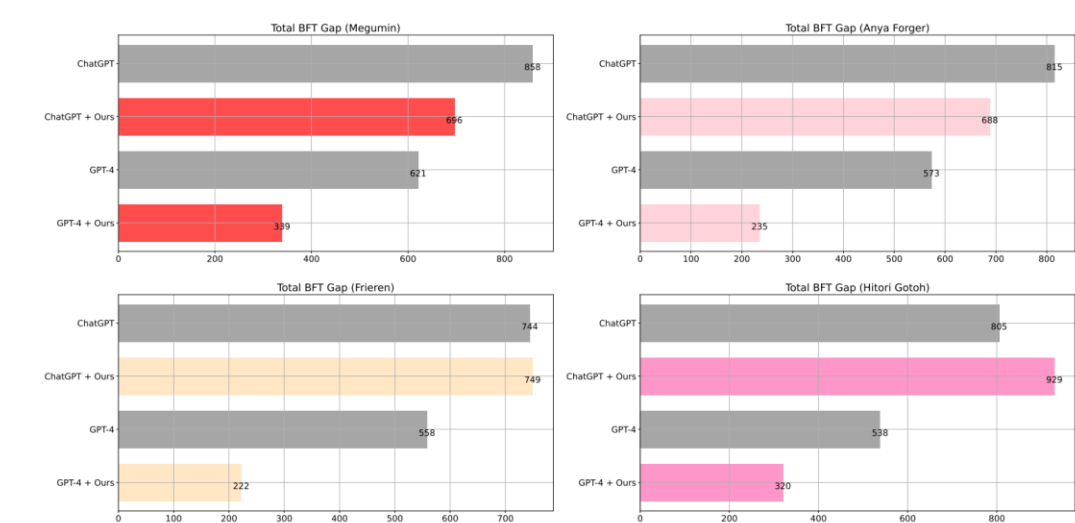


Figure 4: Total sum of  $|d|$  for each character in ChatGPT and GPT-4 settings ( $\Sigma \Sigma |d|$ ). The smaller value, the better.

Table 2: Differences between Megumin’s personalities analyzed by humans and LLMs in the BFI test.

- ◆ Task for RQ2: Story Generation. The story generation task is evaluated based on common aspects in generated story assessment.

Model	Grammar	Coherence	Likability	Relevance	Complexity	Creativity
Megumin	3.79	3.82	3.11	4.21	2.46	2.86
Megumin + Ours	4.11	4.00	3.71	4.11	3.46	3.29
Anya	4.29	3.82	3.39	3.86	3.61	3.68
Anya + Ours	4.25	4.00	3.79	4.00	3.43	3.89
Frieren	4.29	3.89	3.50	3.86	3.93	3.79
Frieren + Ours	4.32	3.96	3.71	4.21	4.04	3.86
Hitori	4.36	4.04	3.57	4.18	3.43	3.50
Hitori + Ours	4.46	4.39	3.82	4.18	3.96	3.93
GPT-4 (avg)	4.18	3.89	3.39	4.03	3.36	3.46
GPT-4 + Ours (avg)	4.26	4.09	3.76	4.13	3.72	3.74

Table 6: Human evaluation of generated stories. The backbone model is the same as GPT-4, and four stories for each setting, a total of 32 stories are generated and evaluated by 7 crowd-workers using a 5-point Likert scale.

## CharacterGPT

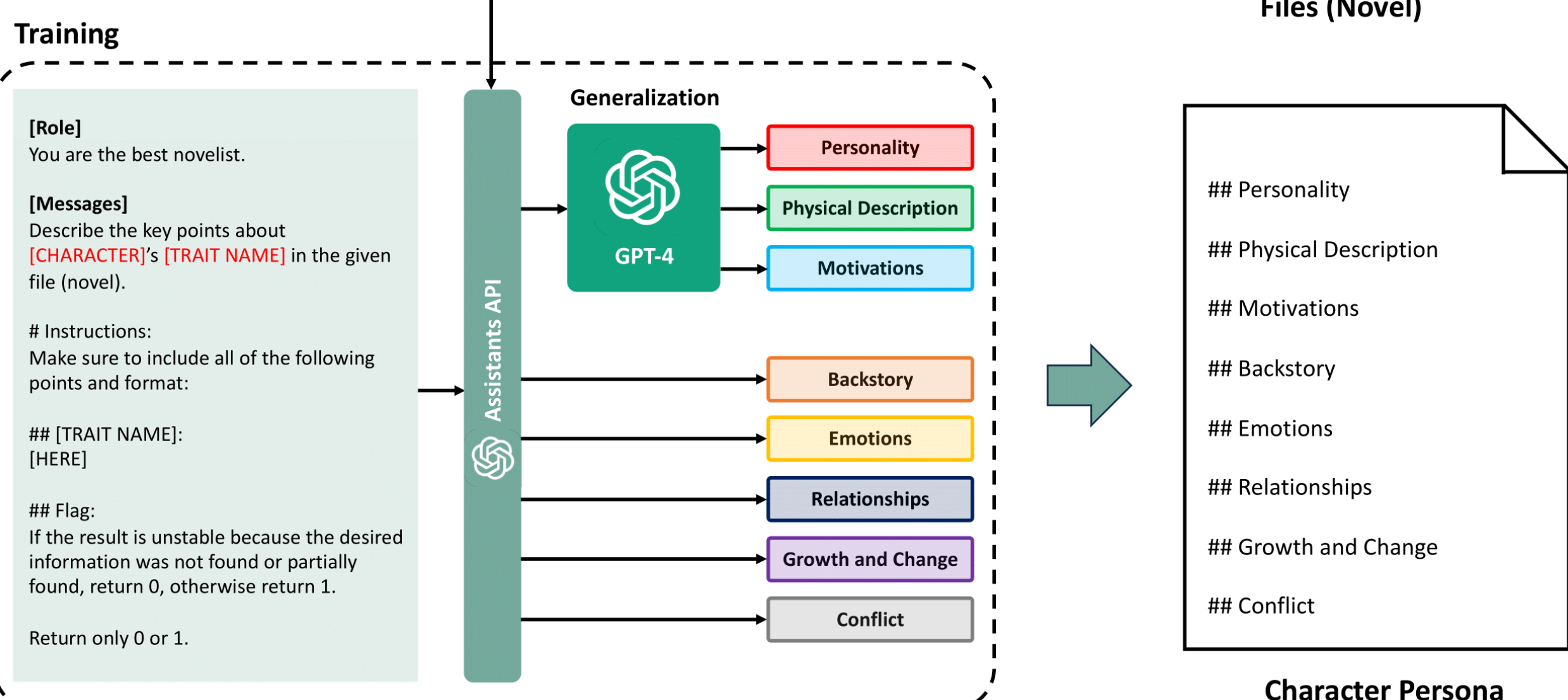
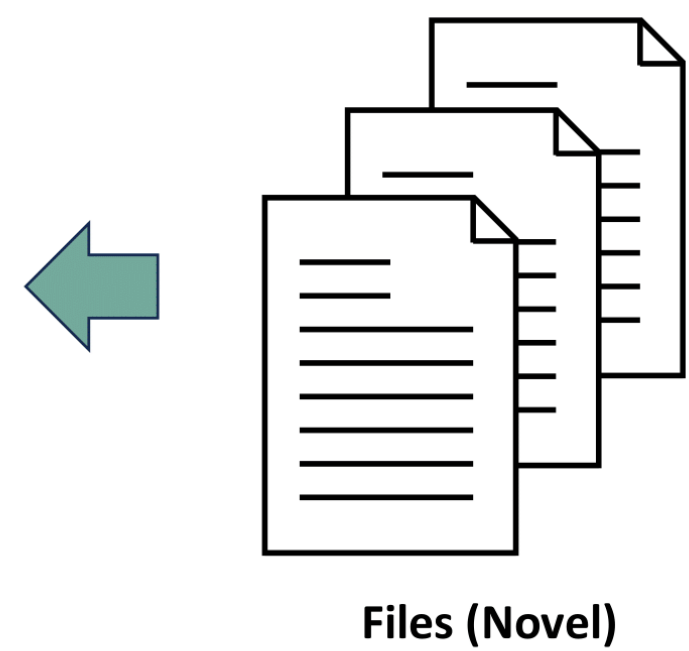
- ◆ We propose a novel framework called CharacterGPT, which includes a persona rebuilding process called Character Persona Training (CPT).

### Summary of each Chapter

Megumin says she came after seeing a post recruiting party members, and appears with a flashy self-introduction, as befits the Crimson Demons. "My name is Megumin! My calling is that of an arch wizard, one who controls explosion magic, the strongest of all offensive magic!"

After the introduction, Megumin tells Kazuma that she hasn't had anything to eat in three days because she doesn't have money, and then asks Kazuma to buy her something to eat before the interview. So, thanks to Kazuma, Megumin loads up on food and they go to defeat Giant Toad together.

Megumin, who discovered the Giant Toad, used explosion magic, and upon seeing this, Kazuma was moved and said, "...Wow. This is magic...". But he soon froze when he saw Megumin lying on the floor. Megumin, whose body has lost strength, ends up falling into the mouth of the approaching Giant Toad (...)



- ◆ Based on character analysis literature, CPT operates by identifying eight essential traits: Internal attributes (Personality, Physical Description, and Motivation) and external attributes (Backstory, Emotions, Relationships, Growth and Change, and Conflict).
- ◆ CPT updates the character persona at each epoch by extracting role-specific traits from chapter summaries.
- ◆ For Internal attributes (Type A), LLM-based generalization function refines extracted traits, while external attributes (Type B) are simply appended to each persona document.

## Key Advantages

- ◆ CharacterGPT minimizes information loss by aligning persona accumulation with narrative progression, and is the first to store and update a protagonist’s persona at each epoch, allowing users to engage with characters at specific narrative points.

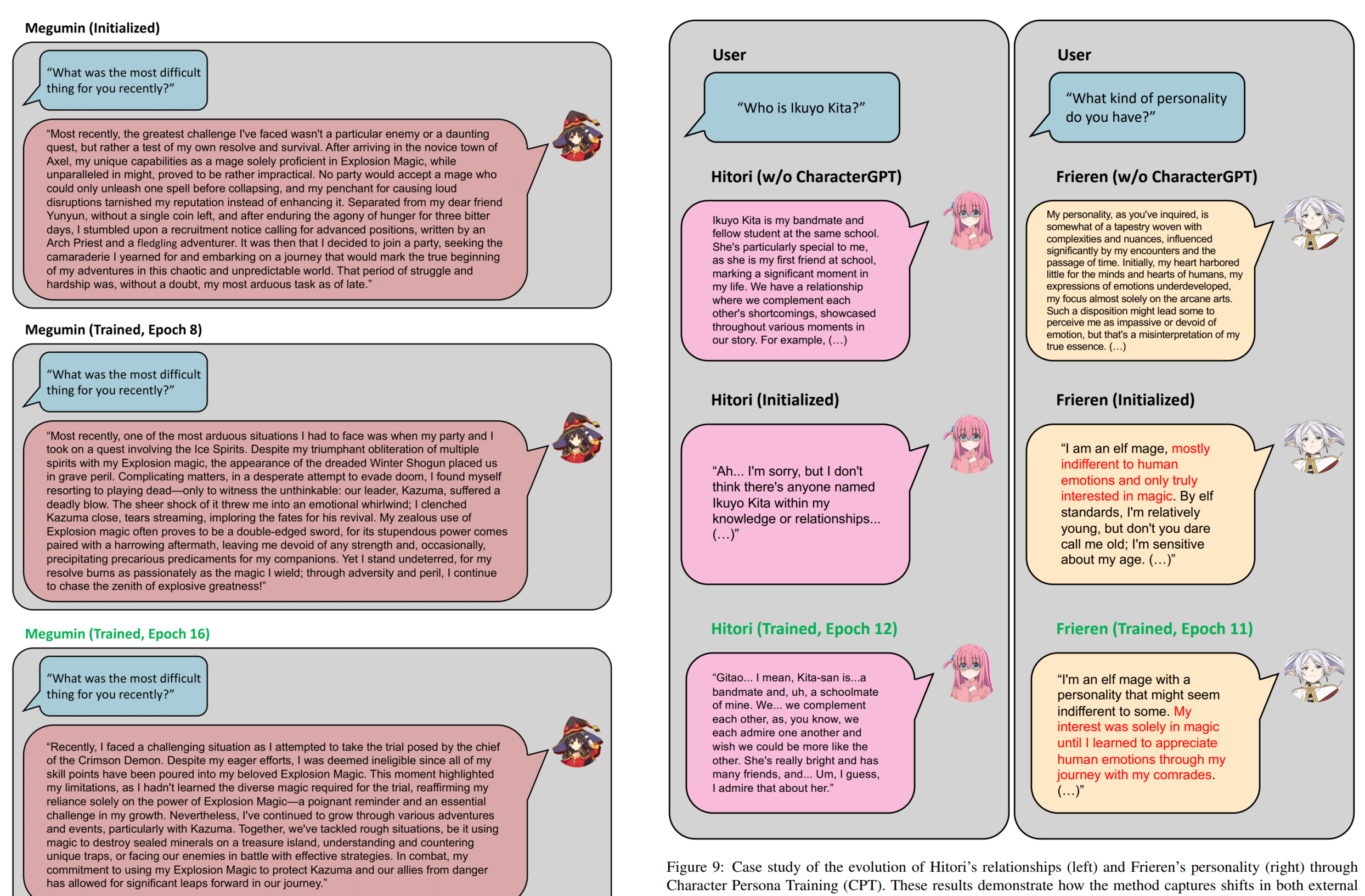


Figure 9: Case study of the evolution of Hitori's relationships (left) and Frieren's personality (right) through Character Persona Training (CPT). These results demonstrate how the method captures shifts in both external relationships and internal character development.