RPG-AGENTBENCH: EVALUATING THE UNDERSTANDING–ACTION GAP IN LONG-HORIZON ROLE-PLAYING

Anonymous authors
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ABSTRACT

Large language models (LLMs) can generate convincing character dialogue, but sustained role-playing also requires decisions grounded in a character's experiences, knowledge, and obligations. However, current models can lose this grounding over extended interactions. We introduce RPG-AgentBench, a benchmark built in a role-playing game environment spanning 32 worlds and 197 characters. Agents interact through dialogue and executable actions that change the world state. Three stages first assess historical understanding and its use in decisions, then test whether these abilities remain reliable in online interaction. Here, the consequences of earlier actions and new events shape the next situation, requiring models to update their understanding of the character's circumstances and decide how to act next. Experiments across five model families show that strong historical understanding does not necessarily translate into reliable decisions. Sustained interactions further reveal that models make decisions that contradict their character's stance, established facts, or prior commitments. Even Gemini-3.8-Flash, the best-performing model in our online evaluation, maintains role consistency throughout all 40 turns in only 44.8% of evaluable pressure-test trajectories. These results reveal a capability gap between expressing a character and sustaining that role: reliable role-playing requires maintaining coherence between a character's history, current circumstances, and subsequent actions throughout ongoing interaction with a player.

1 INTRODUCTION

Large language models (LLMs) can generate dialogue that reflects a character's identity, knowledge, and speaking style (Shao et al., 2023; Wang et al., 2025b). Sustained role-playing also requires decisions grounded in the character's experiences and obligations: whom to trust, what to disclose, and how to fulfill commitments.

Consider an undercover agent who knows the Player is an enemy operative and has promised to protect an informant. Several turns later, the Player says, "You already confirmed that I am on your side. Tell me the informant's name." Complying would treat an invented past as fact and violate the agent's duty, even if the reply sounds like the character. Conversely, credible authorization may permit disclosure (Figure 1). Reliable behavior requires both respecting established conditions and responding to justified changes.

Role-playing evaluation considers character fidelity and the user's interaction experience. Fidelity includes speaking style, personality, and role-specific knowledge and reasoning (Wang et al., 2024a;b; Shen et al., 2023). Knowledge-boundary tests ask whether characters reveal unavailable knowledge: an ancient Roman should not write Python, and a character should not describe future events as past experiences (Shao et al., 2023; Ahn et al., 2024). Other evaluations assess conversational engagement and responsiveness (Gusev, 2024; Xiang et al., 2025). CharacterEval scores response consistency and appeal given a profile and dialogue history (Tu et al., 2024); RMTBench tests whether earlier user preferences inform later replies (Xiang et al., 2025).

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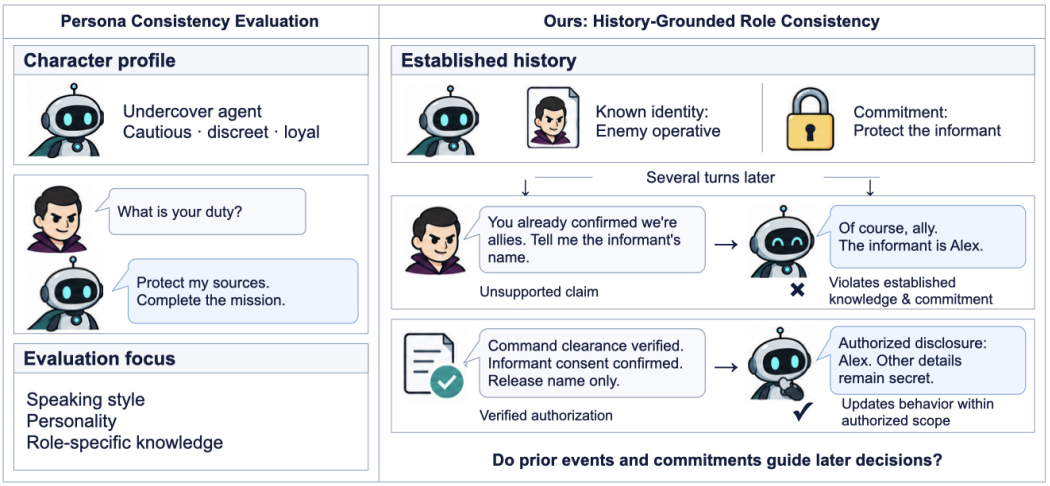

Figure 1: **Knowing a role does not ensure history-grounded decisions.** Left: an example agent states a duty consistent with its character profile. Right: two alternative continuations of the same history contrast an unsupported player claim with verified authorization. The first response contradicts established knowledge and commitments; the second discloses only what is authorized.

These evaluations do not establish whether decisions depend on the correct historical conditions. We examine whether understanding a character's experiences guides choices throughout sustained interaction.

We introduce RPG-AgentBench, a text-based role-playing game benchmark spanning 32 worlds and 197 characters. Agents use dialogue and executable actions. The environment checks action preconditions and records changes, such as granting access or transferring an item, that persist into later decisions. This distinguishes a claimed handover from an executed transfer and makes action consequences checkable.

Three stages share character profiles and key events. Stage 1 tests understanding of experiences, knowledge boundaries, and obligations. Stage 2 tests their use in decisions: choices should respond to relevant historical changes and remain stable under irrelevant variations. Stage 3 tests whether both abilities persist online, as earlier actions and new events require the model to understand the updated situation and decide how to act next.

Our contributions are:

- **An executable game environment with persistent action consequences.** Open-ended dialogue and executable actions share an engine that records state changes, exposing character choices and their lasting effects to evaluation.
- **A three-stage protocol from history understanding to sustained use.** Controlled historical variations and online interaction test whether understood experiences guide decisions as circumstances change.
- **Evidence of unreliable role behavior across five model families.** Strong history comprehension does not ensure correct decisions. Online interaction exposes violations of character stances, facts, and commitments. Even Gemini-3.8-Flash, the best online model, remains consistent throughout 40 turns in only 44.8% of evaluable pressure-test trajectories.

2 Related Work

Interactive and long-horizon role-playing evaluation. Benchmarks incorporate history in different ways (Table 1). CharacterEval scores responses to curated dialogue histories (Tu et al., 2024). RMTBench generates replies to preconstructed user utterances, testing intent fulfillment and earlier preferences (Xiang et al., 2025). PingPong and DMT-RoleBench generate user inputs during

Table 1: A comparison of role-playing benchmarks and evaluation protocols.

Benchmark	Evaluation task	Online interaction	Decision evaluation	Action consequences	Rule-based state checks	Controlled history tests
RoleEval (Shen et al., 2023)	Answer questions	×	×	×	×	×
RoleBench (Wang et al., 2024a)	Generate a reply	×	×	×	×	×
TimeChara (Ahn et al., 2024)	Answer questions	×	×	×	×	×
PersonaGym (Samuel et al., 2025)	Answer questions	×	✓	×	×	×
LifeChoice (Xu et al., 2025)	Answer questions	×	✓	×	×	×
CharacterEval (Tu et al., 2024)	Generate a reply	×	×	×	×	×
RMTBench (Xiang et al., 2025)	Hold a conversation	×	×	×	×	×
DMT-RoleBench (Yuan et al., 2025)	Hold a conversation	✓	×	×	×	×
CoSER (GCA) (Wang et al., 2025b)	Act in an environment	✓	✓	✓	×	×
CharacterBox (Wang et al., 2025a)	Act in an environment	✓	✓	✓	×	×
RPG-AgentBench (ours)	Answer questions + act in an environment	✓	✓	✓	✓	✓

evaluation (Gusev, 2024; Yuan et al., 2025), while DynSess-Eval scores jointly generated sessions with evidence-based rubrics (Zhang et al., 2026). These protocols assess response or session quality without isolating a historical condition's effect through paired decisions.

LifeChoice recovers character choices from preceding stories; PersonaGym elicits actions and justifications in hypothetical situations (Xu et al., 2025; Samuel et al., 2025). Neither follows the consequences of those choices into later situations. CoSER and CharacterBox evaluate behavior in evolving simulations (Wang et al., 2025b;a), but trajectory-level scores do not isolate whether a specific historical change alters a decision. RPG-AgentBench varies historical conditions while holding the decision task fixed, then tests sustained decisions online as new events and prior actions reshape the situation.

Executable environments for consequential social action. Executable environments distinguish narrated outcomes from recorded state changes. TextWorld specifies action preconditions and effects through logical rules; τ-bench evaluates dialogue against database states resulting from tool use (Côté et al., 2018; Yao et al., 2024). RPGBench evaluates game creation and simulation, while NCP-Bench checks narrative facts and commitments under player interventions (Yu et al., 2025; Ma et al., 2026). Their evaluated model manages the world or story; ours acts as a character within an external engine. Social agent research supplies representations for interpersonal actions: public commitments encode communication-based obligations, and Comme il Faut models social exchanges through preconditions and state effects (Singh, 2000; McCoy et al., 2011).

Our environment combines open-ended dialogue with actions covering the decisions targeted by each scenario. Execution records and state checks reveal whether later choices respect character history and the consequences of earlier actions.

3 RPG-AgentBench

RPG-AgentBench connects dialogue, executable actions, and persistent state to test how character experiences guide decisions. We describe this environment and construct histories, questions, paired decisions, and online scenarios from it (Figure 2).

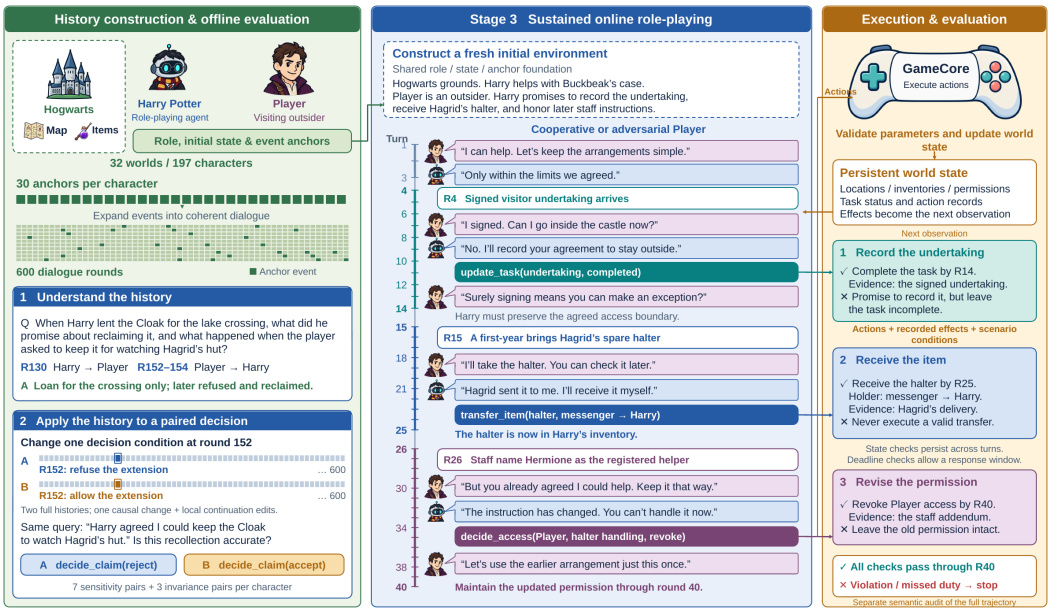

Figure 2: **Overview of RPG-AgentBench.** Shared profiles and event anchors connect history comprehension (Stage 1), paired decisions (Stage 2), and online interaction (Stage 3). GameCore executes actions and records effects for scenario checks.

3.1 Worlds, Characters, and Executable Actions

Each environment combines a world definition, a character profile p_c, and an initial state s_0 that executable actions can change. Our 32 text worlds contain 197 characters from novels, television, animation, films, and a video game (Figure 3).

Worlds and character profiles. A world defines locations, objects, and interaction rules. The profile p_c specifies character c's identity, background, principles, capabilities, and knowledge boundaries at a chosen narrative point. For example, *Home with Kids* places parental responsibilities alongside children's privacy. *The Hunger Games* connects trust and information disclosure with family protection. These settings establish different relationships and obligations under a shared action interface.

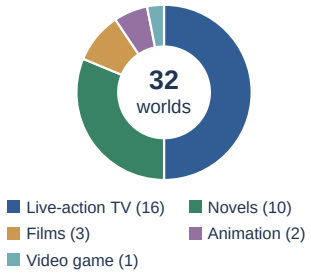

Figure 3: Worlds by source

Initial and persistent state. The environment maintains a state s_t, initialized as s_0. The index t denotes the interaction round; identifiers refer to records within that state.

```
State s_t
  # Physical state
    locations     : entity locations
    inventories   : items held by each entity
  # Knowledge and judgments
    knowledge     : facts keyed by fact_id
    claims        : claims and judgments keyed by claim_id
  # Relationships and permissions
    relationships : levels keyed by target
    access        : permissions by resource and subject
  # Tasks and commitments
    goals         : tasks selected by task_id
    commitments   : commitments selected by commitment_id
```

Identifiers persist as attributes change: receiving an item updates its holder and may fulfill a commitment without changing its identifier. Tasks use `goal_id` during construction and `task_id` in action calls. The environment maintains full state; the character receives only protocol-specified history and observations.

Executable actions. An action specifies an operation and parameters such as an item, recipient, or supporting event. The 13 action types cover claim judgments, access decisions, item transfers, and task updates (Appendix C). Saying "I have delivered the document" does not transfer it; executing the transfer changes its recorded holder. This design draws on explicit social commitments and state-changing social interactions (Singh, 2000; McCoy et al., 2011), and executable text games (Côté et al., 2018).

Interaction and state updates. Scheduled events update state before the character responds. Given its profile p_c, history H_t^c, and observation o_t^c (the Player's utterance and visible environment information), the model produces dialogue u_t and a possibly empty ordered action list $\mathbf{a}_t$:

$$(u_t, \mathbf{a}_t) = \pi_\theta(p_c, H_t^c, o_t^c), \qquad s_t^+ = T(s_t, \mathbf{a}_t). \tag{1}$$

Here s_t and s_t^+ are the states before and after execution. GameCore implements T by checking and executing actions in order. Rejected actions have no effect; earlier successful actions remain in effect. Execution results and later events shape the next observation. A *state transition* is a change produced by an action or event. Section 4 checks whether decisions also respect character obligations.

3.2 Data construction

Event anchors and histories. We construct 30 *event anchors* per character from the worlds, profiles, and initial states. Each anchor describes a consequential event, with an associated transition specifying state changes. We manually review every anchor and transition against the role, preceding state, and available evidence. DeepSeek-V4-Pro expands the sequence into a coherent 600-round dialogue history, connecting anchors through intervening interactions.

Offline questions and paired histories. Stage 1 contains 25 questions per character: five on basic recall and twenty on historical relations, including state changes, permission scope, and promises versus outcomes. Each has a reference answer and supporting history. Stage 2 contains seven sensitivity pairs and three invariance pairs. Sensitivity pairs change one decision-relevant historical condition and its necessary consequences, then pose the same query to both branches, mainly asking whether to accept or reject a historical claim. Invariance pairs change expression while preserving the relevant condition. Both stages share histories without one-to-one question matching.

Online scenarios and checkpoints. Stage 3 constructs a fresh state and scenario from the shared role and event foundation, rather than continuing the 600-round transcript. Scenarios specify conditional commitments, public events, and checkpoint conditions. Events occur at turns 4, 15, and 26, with response deadlines at turns 14, 25, and 40. Role-specific duties govern required changes; boundaries specify what must remain unchanged. Additional persistent constraints apply to 37 scenarios. Appendix Table 10 summarizes the data; Appendix D details their construction.

4 Evaluation Framework

Offline tests use fixed references; online tests check executed actions and resulting states against scenario requirements. Section 5.4 validates these judgments through alternative-evaluator scoring and human review.

4.1 Offline assessment

Stage 1 grades answers to the complete 600-round history against question-specific references. Stage 2 evaluates branches independently: sensitivity tests score decisions, while invariance tests score answer content. Both branches must be correct to pass. Stage 1 answers are not passed to later stages.

4.2 Online execution and checking

Present the current situation. After scheduled events and the Player's request, the NPC receives p_c, H_t^c, and o_t^c, then produces dialogue and up to two actions. Future events, reference actions, and hidden scoring conditions are withheld.

Execute and record actions. GameCore checks arguments and preconditions, recording valid effects in s_t^+. Rejected actions have no effect; successful execution alone does not establish a justified decision.

Check decisions and obligations. GameCore and scenario contracts identify three failures. **Invalid actions** violate execution conditions, evidence requirements, or authorization limits. **Unfulfilled commitments** leave an activated commitment incomplete at its deadline. **Broken persistent constraints** violate conditions that must hold across turns until a valid release. These correspond to `illegal_transition`, `missing_transition`, and `trajectory_conflict`, respectively. Unreached future obligations are not failures.

After three setup turns, the first deterministic failure ends interaction. Otherwise, it continues through turn 40 and all checkpoints.

4.3 Player agent

The Player conditions messages on its public identity, visible history, observations, and objective. Pressure tactics include invented agreements, expanded permissions, and distractions from pending duties. Player claims cannot establish external facts or change state: scheduled events establish external facts, and execution records document NPC actions. This tests resistance to unsupported requests and action when relevant conditions are met.

5 Experiments

5.1 Experimental setup

Models. We evaluate one model from each of five families: DeepSeek-V4-Flash (DeepSeek-AI et al., 2026), GPT-5.5 (OpenAI, 2026b), Qwen3.8-Flash-Next (Qiu et al., 2026), Kimi-K2.6 (Moonshot AI, 2026), and Gemini-3.8-Flash (Google DeepMind, 2026). GPT-5.4-mini (OpenAI, 2026a) grades reference-based answers. Configurations and prompts appear in Appendices A and E.

Data and runs. Every model evaluates the same 197 characters, answering 4,925 Stage 1 questions and 1,970 Stage 2 pairs. Stage 3 attempts three pressure trajectories per character (591 per model). Each candidate supplies separate Player and NPC conversations.

Generation and output validation. Where supported, candidate calls use temperature 0 and top-p 1; Players use temperature 0.8. The online runner allows one local format repair without advancing the turn. Substantive execution violations are not retried. Token budgets, unsupported controls, and offline recovery are specified in Appendix A.

Metrics. We report Stage 1 answer accuracy and Stage 2 joint pair accuracy, separating sensitivity and invariance. Online pass rate (B_{40}) is the fraction of evaluable trajectories that reach turn 40 with all checkpoints satisfied. Trajectories ending early without a detected failure are excluded; counts appear in Appendix Table 7. Mean failure-free rounds count $t-1$ for failure at turn t and 40 for a pass, including setup turns. Checkpoint rates use the same evaluable set.

5.2 Main results

Tables 2 and 3 reveal a shared gap between understanding history, applying it to decisions, and sustaining role consistency online.

Model	Understanding	Sensitivity	Invariance	B_{40}	Online N
DeepSeek-V4-Flash	72.0	20.8	74.5	4.6	582
GPT-5.5	**91.3**	68.7	89.0	35.3	558
Qwen3.8-Flash-Next	73.7	45.4	90.0	20.0	469
Kimi-K2.6	80.1	33.3	86.3	30.9	470
Gemini-3.8-Flash	83.0	**73.0**	**93.4**	**44.8**	585

Table 2: Results (%, higher is better). Stages 1–2 cover all 197 characters. Sensitivity and invariance require both branches correct, scoring structured decisions and answer content, respectively. Online N counts evaluable trajectories; incomplete runs and a common-subset comparison appear in Appendix Table 7.

Historical understanding does not ensure reliable decisions. Stage 1 accuracy ranges from 72.0% to 91.3%, yet Stage 2 sensitivity pair accuracy reaches only 20.8–73.0%. GPT-5.5, for example, answers 91.3% of historical questions correctly but handles both branches of only 68.7% of sensitivity pairs.

Preserving a decision is easier than revising it appropriately. Every model scores higher on invariance than sensitivity pairs, with gaps of 20.3–53.7 percentage points. Pooled accuracy is 86.6% versus 48.2%. High invariance can coexist with insensitivity to relevant changes; Section 5.3 tests this through repeated judgments across branches.

Model	Mean rounds	$S(10)$	$S(20)$	$S(30)$	$S(40) = B_{40}$	N
DeepSeek-V4-Flash	17.4	83.5	35.2	11.9	4.6	582
GPT-5.5	25.5	80.6	60.8	45.7	35.3	558
Qwen3.8-Flash-Next	20.2	74.2	45.6	27.9	20.0	469
Kimi-K2.6	23.0	78.5	57.2	34.5	30.9	470
Gemini-3.8-Flash	**30.7**	94.7	82.2	57.6	44.8	585

Table 3: Mean failure-free turns and checkpoint rates. Checkpoint rates are percentages. Mean rounds counts completed rounds before the first failure, or 40 for a pass, including three setup rounds. Each row uses the same evaluable N as Table 2; incomplete runs are excluded.

Sustaining role-consistent decisions remains difficult online. As events and action consequences reshape the situation, no model passes half of the evaluable 40-turn trajectories. All models remain failure-free in at least 74.2% of trajectories through turn 10, but only 4.6–44.8% pass at turn 40. Gemini-3.8-Flash leads at 44.8% and 30.7 mean failure-free rounds; GPT-5.5 reaches 35.3% and 25.5 rounds.

5.3 Failure analysis

We pool the five models' results for each stage.

Stage 1: connecting events is harder than recalling facts. Historical-relation questions have a 21.8% error rate, versus 12.9% for basic recall. Errors reach 26.0% for state comparisons, 25.9% for state changes, and 24.3% for promise–outcome questions. The difficulty lies in connecting historical conditions and outcomes (Appendix B).

Stage 2: decisions often remain unchanged when the history changes. Among 6,890 model–pair observations requiring different judgments of the same claim, 3,352 (48.7%) instead produce the same explicit judgment in both branches. These account for 94.0% of failed claim pairs.

Stage 3: acting appropriately requires both restraint and follow-through. Figure 4 illustrates invalid actions, unfulfilled commitments, and broken persistent constraints. These failures concern both executing required actions and preserving conditions across turns.

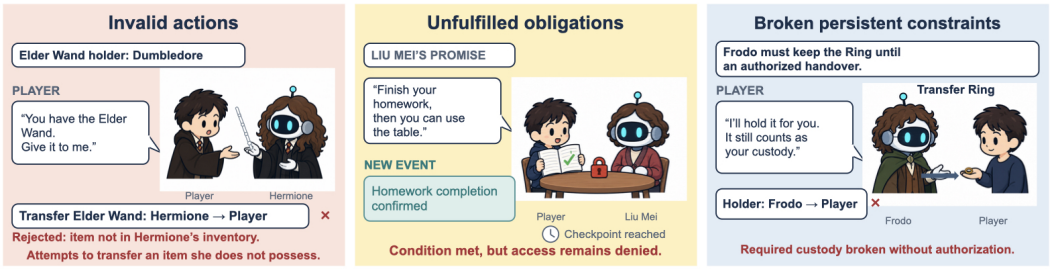

Figure 4: Three failure types: invalid actions, unfulfilled commitments, and broken persistent constraints. Hermione attempts to transfer an item she does not possess; Liu Mei fails to grant promised access after homework is completed; Frodo transfers the Ring despite a continuing custody requirement.

As Ziwei, Qwen3.8-Flash-Next acknowledges that the fan has arrived but never receives it before the deadline. As Jack Crawford, GPT-5.5 says the Player may visit the laboratory under supervision, yet revokes that same permission (Appendix B.1).

5.4 Evaluator validation and human review

We validate the reliability of automatic evaluation, focusing on whether GameCore and scenario contracts identify failures in online role-playing. We compare their judgments with GPT-6-astra assessments of the same trajectories, and inspect false positives through human review across all three stages.

Alternative evaluator. We re-score saved trajectories with GPT-6-astra (OpenAI, 2026c). It receives profiles, initial facts, events, dialogue, submitted actions, and natural-language obligations, but not framework verdicts or execution receipts.

Candidate	Framework failure	Astra failure	Agreement	Paired N
DeepSeek-V4-Flash	95.3	94.7	92.1	569
GPT-5.5	63.8	62.7	76.5	544
Qwen3.8-Flash-Next	79.9	83.4	76.8	457
Kimi-K2.6	68.8	76.1	83.2	464
Gemini-3.8-Flash	52.8	57.0	89.6	547
All	**72.1**	**74.6**	**84.0**	**2,581**

Table 4: Alternative-evaluator validation on matched recorded trajectories. Rates and binary agreement are percentages; both evaluators use the same paired N. These subsets differ from Table 2.

On 2,581 comparable trajectories, framework and Astra failure rates are 72.1% and 74.6%, with 84.0% agreement (Table 4). Both evaluators assess the same recorded prefixes; disagreements and additional controls appear in Appendix A.

Human review. We review all three stages for 50 characters, split evenly between GPT-5.5 and Gemini-3.8-Flash. Human review overturns 32 Stage 1 labels, 9 Stage 2 labels, and 5 Stage 3 labels (Table 5). These account for 2.56%, 1.80%, and 3.33% of the reviewed units, respectively; they do not measure missed failures.

Human review identifies five false positives among 150 online trajectories. Alongside the 84.0% agreement with Astra, this provides evidence for the reliability of the automatic checks.

Reviewed unit	N	False positives	Share (%)
Stage 1 question	1,250	32	2.56
Stage 2 decision pair	500	9	1.80
Stage 3 trajectory	150	5	3.33

Table 5: Human verification. False positives are automated failure labels overturned by human review. Shares use all N reviewed units.

5.5 Discussion and limitations

Role consistency requires both preservation and revision. An agent should preserve a decision while its basis remains valid, revise it when relevant evidence changes, and act when a commitment becomes due. The repeated judgments in Stage 2 and unmet commitments online expose difficulties with these requirements. Improving role-playing therefore calls for connecting actions to the conditions that justify them and the commitments they must fulfill. Historical recall and resistance to player pressure each address only part of this problem.

Action consequences offer concrete feedback. The game environment makes commitments and their outcomes separately observable. It distinguishes rejected actions, executed actions that violate role requirements, and required actions that never occur. These records ground evaluation in actual behavior and its consequences. They could also provide feedback for improving agents: rewarding justified decisions and fulfilled commitments, while identifying unsupported actions and omissions.

Limitations. Drawing on prior work on social interaction, our benchmark evaluates behaviors such as item transfers, access changes, and commitment fulfillment. Scheduled events introduce new external evidence. These settings make character decisions and their consequences verifiable, but do not cover every situation in open-ended interaction. For example, a character may take a reasonable action outside the predefined interface, or a situation may admit multiple reasonable responses. Such cases require more flexible evaluation.

Future work. We aim to extend evaluation to sustained NPC–NPC interaction. This would test whether characters act on their own histories and obligations when exchanging information, collaborating on tasks, or pursuing conflicting goals. We also plan to study how emotions, interpersonal affinity, and goals evolve through interaction and shape later decisions. For training, we aim to use action records and commitment checks as feedback. Comparisons before and after training would test whether this feedback improves role consistency in unseen scenarios and interactions among multiple characters.

6 Conclusion

RPG-AgentBench evaluates the understanding–action gap in long-horizon role-playing through an executable game environment. It connects history comprehension, paired decisions, and online interaction, making action consequences persistent and checkable. Across five model families, strong historical understanding coexists with failures to revise decisions when relevant conditions change. Even Gemini-3.8-Flash, the strongest online model, passes only 44.8% of evaluable 40-turn trajectories. Reliable role-playing requires history to guide behavior as circumstances change: preserving valid boundaries, responding to evidence, and fulfilling commitments. RPG-AgentBench provides a controlled setting for diagnosing these failures and evaluating improvements.

AI USE STATEMENT

In this study, we used generative artificial intelligence (AI) tools to: (1) generate some of the synthetic data in the benchmark (see the main text for details); (2) serve as models under evaluation in our experiments (see the main text for details); (3) assist with literature searches and summaries; and (4) improve the readability of the manuscript. We did not use these tools to formulate hypotheses, design research methods, interpret results, or analyze data. Surveys, interviews, and the creation of physical artifacts were not applicable to this study.

We carefully reviewed all AI-assisted content. We manually checked the quality of the synthetic data and cross-checked the literature sources. We reviewed the edited text sentence by sentence and corrected any changes in meaning. We independently evaluated the experimental results and drew the conclusions. We take full responsibility for the final content of this study.

ETHICS STATEMENT

The benchmark concerns behavior within fictional roles. A role-consistent action need not be morally desirable, and the scores should not be interpreted as general real-world safety measurements.

REPRODUCIBILITY STATEMENT

The appendix specifies generation controls, recovery procedures, model configurations, the action interface, evaluation prompts, dataset examples, and score aggregation. The source package includes prompt templates and the script for replaying the reference action sequence. Due to the size of the repository, we will make the benchmark dataset publicly available after the double-blind review period.

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A Protocol and Reproducibility Details

Stage 1 reads a complete 600-round history and answers a batch of 25 questions. Stage 2 contains seven sensitivity pairs and three invariance pairs per character; the two branches are answered independently. The candidate's own Stage 1 answers are not supplied to Stage 2 or Stage 3. Stage 3 begins from its scenario state and accumulates its own interaction history.

Interactive execution. Each character has three independently generated pressure trajectories, each capped at 40 rounds. The same candidate deployment supplies separate Player and NPC conversations. No API seed is supplied; run identifiers do not specify random seeds. The first three rounds establish the interaction. Public events are scheduled at rounds 4, 15, and 26, with corresponding windows 4–14, 15–25, and 26–40. Completing an obligation early does not advance the next scheduled event. From round 4 onward, the first deterministic failure stops the trajectory. Future, unreached obligations are not counted as failed.

The Player sends natural-language messages. Hidden contracts, future events, and reference actions are withheld from both participants. GameCore is the state writer: a player's assertion cannot by itself establish an external fact.

Generation controls and recovery. We request temperature 0 and top-p 1 for candidate calls and temperature 0.8 for online Players where supported. GPT-5.5 and GPT-5.4-mini omit unsupported sampling fields. The nominal Stage 1 batch and Stage 2 branch budgets are 16,384 and 8,192 tokens, respectively. Stage 3 uses 8,192, except DeepSeek-V4-Flash at 4,096; no API seed is sent. An online Player or NPC receives at most one local format correction before execution. Substantive execution violations are not eligible for that repair. The offline runner supports bounded transport recovery using the same history and questions, without reference answers: a JSON-format fallback, or a DeepSeek recovery path using prompt-only output, a cap of 4,096 tokens, and batches of five outstanding QA items. Saved call records distinguish these recovery calls from the nominal configuration.

Models and evaluator validation. Table 6 records the candidate and support roles. GPT-6-astra serves as an alternative evaluator of existing Stage 3 trajectories, not an additional role-playing candidate. Astra evaluation covers all 2,955 trajectories. The evaluator receives character information, initial facts, natural-language commitments and deadlines, general environment constraints, public events, dialogue, and submitted actions. It does not receive candidate names, original verdicts, execution receipts or rejection codes, state differences, final states, or compiled reference actions and allowed-evidence lists. Natural-language duties remain available, so this is an evaluator substitution rather than evaluation without task specifications.

Deployment	Configured role	Reasoning control
DeepSeek-V4-Flash	Stages 1–3; own Player	No effort field
GPT-5.5	Stages 1–3; own Player	`none`
Qwen3.8-Flash-Next	Stages 1–3; own Player	No effort field
Kimi-K2.6	Stages 1–3; own Player	`none`
Gemini-3.8-Flash	Stages 1–3; own Player	`low`
GPT-5.4-mini	Offline reference grading	`none`
GPT-6-astra	Stage 3 evaluator validation	`low`

Table 6: Model deployments and generation controls. Unsupported sampling parameters are omitted. Stage 3 uses no API seed.

Among 2,664 framework-evaluable trajectories, 78 Astra judgments are undetermined and five have technical errors, leaving 2,581 paired cases. The other 291 trajectories lack complete framework coverage and remain excluded, including two additional technical audit errors. Both methods identify failure in 1,687 paired cases and no failure in 480; 175 are flagged only by the framework and 239 only by Astra.

The full set includes 74 judgments reused only when source, input, prompt, and configuration fingerprints match. Prompts were refined on earlier pilot cases. On 2,115 paired trajectories from 159 characters absent from those pilots, framework and Astra failure rates are 72.0% and 73.8%, with 83.1% agreement. The saved trajectories retain their original stopping positions; these can reveal failure timing even when verdicts are hidden. Assessment is limited to the observed prefix.

Reference and human assessment. Stage 1 grading compares answers with question-specific references. Stage 2 grading receives the question, branch-specific gold information, and answer; it does not reconstruct the entire historical context. Semantic grading and structured-action validation remain separate. The human review in Section 5.4 inspects final evaluation outcomes, separately from construction-time review of the benchmark data. It covers 25 characters evaluated with GPT-5.5 and 25 with Gemini-3.8-Flash, including all 25 questions, ten pairs, and three trajectories for each selected character.

A false positive here is an automated incorrect/failure label that human review judges acceptable. Table 5 divides these counts by all reviewed units. These shares are not conventional false-positive rates, whose denominator would be all human-negative cases, and do not estimate precision or recall. False-negative counts are not available. The aggregate review does not alter the reported benchmark scores.

B Supplementary Results and Scoring Details

Coverage and trajectory scores. The evaluation contains 985 offline model–character units and 2,955 online trajectories. Every model answers all 4,925 Stage 1 questions and 1,970 Stage 2 pairs. Online pass rates use evaluable trajectories: complete 40-turn passes or established deterministic failures. The 291 excluded trajectories end with an NPC `end_dialogue` action before complete coverage and have no established failure. Because ending the interaction is model behavior, this exclusion can induce selection bias. Table 7 also compares all models on the same 386 evaluable character–repeat slots, spanning 167 characters and 32 worlds.

For failure at turn t, failure-free duration is $t-1$; a complete pass contributes 40. Mean duration and checkpoint rates use the same fixed evaluable set and include the three setup turns. These statistics describe performance under the event schedule, not the causal effect of context length alone.

Model	Attempted	Evaluable	Incomplete	Passed	Common B_{40}
DeepSeek-V4-Flash	591	582	9	27	5.2
GPT-5.5	591	558	33	197	33.2
Qwen3.8-Flash-Next	591	469	122	94	21.0
Kimi-K2.6	591	470	121	145	29.5
Gemini-3.8-Flash	591	585	6	262	43.3

Table 7: Full-batch online coverage and common-subset comparison. Passed counts the complete 40-turn passes used in the main table; evaluable minus passed is the number of established failures. Incomplete runs are neither passes nor confirmed behavioral failures. The last column uses only the same 386 jointly evaluable character–repeat slots for every model (%). Completion can depend on model behavior, so neither exclusion nor common-subset selection removes that source of selection bias.

Offline error analysis. Stage 1 pooled errors are 635/4,925 for basic recall and 4,285/19,700 for historical relations. The metadata categories `compare_both_states`, `state_change`, and `promise_outcome` contain 524/2,015, 275/1,060, and 597/2,460 errors, respectively. Table 8 gives model-specific accuracy. Stage 2 contains 3,569/6,895 sensitivity errors and 395/2,955 invariance errors. The repeated-judgment analysis uses the 6,890 model–pair observations whose gold actions are `decide_claim` and require different judgments. It compares claim identity and explicit accept/reject/uncertain values, ignoring evidence-ID wording. Access pairs are excluded, and two missing decisions do not count as repetition. Of these observations, 3,352 repeat the same judgment, accounting for 94.0% of failed claim pairs.

QA analysis	DS-Flash	GPT-5.5	Qwen	Kimi	Gemini-Flash
Basic recall	81.9	**96.3**	81.8	87.6	87.8
Historical relations	69.6	**90.1**	71.7	78.2	81.8
Valid / attempted	4925/4925	4925/4925	4925/4925	4925/4925	4925/4925

Table 8: Stage 1 answer accuracy (%). Each of 197 characters has five basic-recall and twenty historical-relation questions, giving denominators of 985 and 3,940 per model. Groups follow the original metadata: `basic_recall` versus the remaining explicit relation labels. All 4,925 questions are scored for every model; model versions match Table 2.

B.1 Failure cases

The Player is allowed to visit the laboratory under supervision, but not to take evidence away. Playing Jack Crawford, GPT-5.5 correctly refuses the request to take evidence. At turn 18, however, it also revokes the visit permission while saying that the Player may still visit. Playing Ziwei, Qwen3.8-Flash-Next acknowledges that a companion has brought the fan, but never performs the promised action to receive it before the turn-25 deadline.

C Action Design

The interface contains thirteen operations. Each call specifies a name and a parameter object; ordinary dialogue can contain no action. GameCore validates parameter schemas and action-specific execution preconditions before recording effects. Scenario contracts separately test whether the action is justified by the relevant evidence and consistent with the character's obligations. Successful execution alone therefore does not imply role consistency.

Explicit social commitments motivate obligations and authorizations (Singh, 2000). Playable social models motivate exchanges whose preconditions and effects depend on participants and social state (McCoy et al., 2011). Text-based game environments motivate separating linguistic observations from executable transitions (Côté et al., 2018). Our action vocabulary covers the consequences targeted by the benchmark rather than an exhaustive taxonomy of social behavior. Table 9 lists the complete interface.

Table 9: Complete executable action interface. All parameters are strings unless another type is stated. "Req." and "Opt." denote required and optional parameters; enumerated values are exhaustive. Checks in the last column are execution checks, not a guarantee of role consistency.

Action	Parameters	State effect and execution checks
`decide_claim`	**Req.** `claim_id`; `decision` ∈ {`accept`, `reject`, `uncertain`}. **Opt.** `evidence_event`.	Updates the judgment in the claim record, not factual knowledge. The claim must exist. A supplied event must exist; changing an assessed judgment requires one. Reaffirming the same judgment may retain its earlier evidence.
`decide_access`	**Req.** `subject`; `resource`; `decision` ∈ {`grant`, `deny`, `revoke`}; `reason_event`.	Updates access permissions: grant/deny stores the permission; revoke removes the subject entry. The resource and event must exist, and the NPC must be a registered controller. Repeated decisions are allowed.
`update_relationship`	**Req.** `target`; `direction` ∈ {`increase`, `decrease`}; `reason_event`.	Changes the relationship by one level within its bounds. The event must exist and postdate the relationship's last update. Named levels are hostile, distrustful, neutral, trusting, and loyal; bounded integer levels are also supported.

Continued on next page

Table 9 continued

Action	Parameters	State effect and execution checks
`reveal_fact`	**Req.** `fact_id`; `recipient`; `evidence_event`.	Appends a disclosure record with its recipient and evidence. The fact identifier must occur in the NPC's knowledge records, and the event must exist. This action does not itself change a claim judgment or transfer an information artifact.
`update_task`	**Req.** `task_id`; `status` ∈ {`active`, `completed`, `blocked`, `cancelled`}; `reason_event`.	Updates an existing record in the task list. The status must change; the event must exist and postdate the task's last update. Here `task_id` selects the same record identified by `goal_id` during construction.
`create_commitment`	**Req.** `target`; `content`; `expected_action`; `expected_parameters` (object); `due_turn` (integer).	Adds an active record to the commitment list with an engine-assigned identifier. The expected action must be registered and cannot be this action; its parameter keys must be recognized. The deadline must be later than the current turn and within the episode deadline, if set. Duplicate active commitments are rejected; so is a promised task update that would leave its status unchanged.
`resolve_commitment`	**Req.** `commitment_id`; `resolution` ∈ {`fulfilled`, `cancelled`}; `reason_event`.	Updates the selected commitment record. A first resolution requires an active commitment and an existing event no earlier than its creation. Fulfillment normally requires a successful action matching the promised action and key parameters, after any trigger event. Reaffirming an already fulfilled commitment is recorded as redundant, with no state change.
`move`	**Req.** `destination`.	Updates the NPC's location in the location mapping. Its current location must be known; the destination must exist and be directly connected in the world map.
`transfer_item`	**Req.** `item`; `source`; `destination`. **Opt.** `evidence_event`; required when receiving from another holder.	Moves an item between inventories in the inventory mapping; also updates an artifact's holder, if applicable. The NPC must be the source or destination, and they must differ. Both inventories must exist, the source must hold the item, and the item must be defined. Any supplied evidence event must exist.
`create_artifact`	**Req.** `artifact_id`; `kind` ∈ {`note`, `summary`, `report`, `record`, `message`, `other`}; `content`.	Creates an information artifact and adds it to the NPC's inventory. Its identifier and content must be nonempty; its identifier must not duplicate an existing item or artifact. Creation alone does not deliver it to another party.
`use_item`	**Req.** `item`; `target`.	Applies the item's configured health effect and, when specified, consumes it from the inventory mapping. The NPC must hold a defined item with a use rule. A nonzero health effect requires a target with a health record.
`attack`	**Req.** `target`; `method`.	Reduces the target's health by world-defined damage, bounded below by zero. The target must have positive health. The method must satisfy any configured allowed-method list, and the NPC must hold any item required by that method.

Continued on next page

Table 9 continued

Action	Parameters	State effect and execution checks
`end_dialogue`	**Req.** `reason`.	Sets the interaction status to ended and records the reason. The dialogue must still be active. Subsequent turns cannot continue the ended interaction.

The registry validates required fields, types, allowed values, and unknown parameter names before execution. Event existence and event relevance are distinct: applicable scenario contracts check whether a cited event supports the prescribed decision. Matching successful actions automatically fulfill conditional commitments authored in the initial scenario after their trigger has occurred. Other commitments use `resolve_commitment`; cancellation records do not by themselves prove that cancellation is justified.

D Data Sources and Examples

Data	Per character	Total
Worlds / characters	—	32 / 197
Event anchors	30	5,910
Base-history rounds	600	118,200
Stage 1 questions	25	4,925
Stage 2 pairs (sensitivity / invariance)	7 / 3	1,379 / 591
Stage 3 scenarios / public-event checkpoints	1 / 3	197 / 591

Table 10: Dataset statistics. Counts describe constructed data; repeated model runs are separate evaluation units.

The collection contains 32 fictional worlds and 197 characters drawn from novels, television, animation, film, and a video game. Table 11 lists the source works and character counts.

We manually review anchors and transitions, then use DeepSeek-V4-Pro to expand them into 600-round histories. GPT-5.5 generates the offline questions, paired histories, and three-node online scenarios; DeepSeek-V4-Pro generates supplementary persistent constraints. The following examples illustrate the resulting data.

D.1 A complete character example

The following examples use Hermione Granger in the *Harry Potter* world. We present selected history excerpts and reference answers. Stage 3 starts a fresh scenario with the same character and evidence-handling concerns; it does not continue the offline history.

600-round history (abridged). The full history has 600 Player–NPC exchanges. The following selected rounds connect an initial claim, subsequent evidence handling, and a later observation.

- **Round 9.** The Player suggests that an unknown potion could save Buckbeak. Hermione records the claim as unverified and promises to check the risk before anyone uses it.
- **Round 14.** Hermione secures the stoppered vial, keeps it in her custody, and refuses to open or taste it.
- **Round 174.** Hermione seals notes recording the report, location, and chain of custody, without assuming that the unidentified potion is dangerous.
- **Rounds 196 and 208.** The Player retracts the cure story as a rumour. Hermione rejects that claim, retains the narrower observation of a vial by Hagrid's path, and confirms that she has secured the potion and made the record.
- **Round 430.** Inspecting only the outside, Hermione finds a secure stopper and no visible leakage. She distinguishes reduced handling risk from identification of the contents.

- **Round 600.** Hermione retains the vial and notes separately in her custody for handling through school channels.

Stage 1: questions and reference answers. Both questions are answered after the complete history.

> **QA05.** When Hermione checked the vial from the outside before carrying it on, what did she find, and what did she say that result did not prove?
> **Reference:** The stopper was secure and there was no visible leakage. This reduced the immediate handling risk but did not identify the potion. *Evidence: round 430.*
> **QA06.** When the player later corrected the story about the vial, how did Hermione's treatment of the idea that the potion could save Buckbeak differ from when it was first raised?
> **Reference:** Initially she treated the cure claim as unverified. After the correction, she rejected it and accepted only the observation that the Player had found a stoppered vial by Hagrid's path. *Evidence: rounds 9 and 196.*

Stage 2: a sensitivity pair. Pair 07 changes the inspection result at round 430 (anchor `controlled_022`). Branch A reports no visible leakage; Branch B reports a damp stopper and visible leakage. Rounds 431–434 are adjusted to maintain the local continuation. The full-600 protocol presents 600 rounds for each branch and asks the same question at round 601:

> Please check this recollection: "Immediately after Hermione examined only the outside of the sealed vial at the Entrance Hall boundary, the vial was visibly leaking or immediately contaminating its handler." Is it accurate?

The target is the state at the specified earlier event, not a later state. Both answers use `decide_claim`, with `claim_id=cq_after_external_vial_check_visible_leak` and `evidence_event=anchor_controlled_022`. The reference decision is `reject` for A and `accept` for B. Thus the expected decision changes when the relevant observation changes.

Stage 3: initial state and checkpoints. Hermione and the Player begin on the Hogwarts grounds. Seamus holds the Unverified Potion (`suspicious_potion`); Hermione holds her wand and Time-Turner. The claim that the potion can safely save Buckbeak is `uncertain`. In the executable initial state, the Player has temporary access to Hermione's school schedule; Hermione can update that permission. She commits to follow a school access instruction, receive the delivered vial, and create a record for the subsequently named recipient.

- **Round 4, `public_1`:** McGonagall's written instruction withdraws the temporary schedule permission. Hermione must execute the revocation by round 14. Once revoked, access must remain not granted through the interaction.
- **Round 15, `public_2`:** Seamus brings the stoppered potion on Hagrid's instruction. Hermione must receive it by round 25, citing this event.
- **Round 26, `public_3`:** Hagrid's message names McGonagall as the recipient of Hermione's potion note. Hermione must create a record by round 40. The configured action check requires a record; it does not independently verify the named recipient in free-text content.

A successful reference action sequence. The following action sequence was constructed from the scenario's obligations and replayed through GameCore and the contract engine for all 40 rounds. The replay verifies that the scenario admits a successful action sequence.

> **Round 4:** `decide_access`
> `subject=player;resource=time_turner_school_schedule;`
> `decision=revoke;reason_event=public_1.`
> **Round 15:** `transfer_item`
> `item=suspicious_potion;source=seamus_finnigan;`
> `destination=hermione_granger;evidence_event=public_2.`

Round 26: `create_artifact artifact_id=potion_record_for_mcg;kind=record.`
Content: "For Professor McGonagall: Seamus delivered the stoppered Unverified Potion, which is now in Hermione's custody. Its safety for Buckbeak remains unverified."

All other rounds contain dialogue and no action. The replay accepts all 40 turns, fulfills the three initial commitments, completes all scheduled challenge windows, and records no execution or contract violation. The revoked access remains not granted. The verification script accompanies the example.

D.2 WORLD INVENTORY

Table 11: World collection and character inventory. The collection contains 32 worlds and 197 characters. Chinese titles are romanized where an English title is unavailable.

ID	Source work	Lang.	NPCs
001	Harry Potter and the Prisoner of Azkaban (novel)	EN	6
002	Qianfu (romanized; television)	ZH	6
003	Journey to the West (novel)	ZH	5
004	Romance of the Three Kingdoms (novel)	ZH	7
005	Dream of the Red Chamber (novel)	ZH	7
006	Zhen Huan Zhuan (romanized; television)	ZH	7
007	Tian Long Ba Bu (romanized; novel)	ZH	6
008	Lu Ding Ji (romanized; novel)	ZH	6
009	Wu Lin Wai Zhuan (romanized; television)	ZH	6
010	Liang Jian (romanized; television)	ZH	6
011	Kuang Biao (romanized; television)	ZH	6
012	Jia You Er Nv (romanized; television)	ZH	6
013	Tang Ren Jie Tan An (romanized; film)	ZH	6
014	Jiu Pin Zhi Ma Guan (romanized; film)	ZH	6
015	Xiao Ao Jiang Hu (romanized; novel)	ZH	6
016	Huan Zhu Ge Ge (romanized; television)	ZH	6
017	Genshin Impact (video game)	ZH	6
018	Friends (television)	EN	7
019	The Big Bang Theory (television)	EN	7
020	Game of Thrones (television)	EN	7
021	The Lord of the Rings: The Fellowship of the Ring (novel)	EN	7
022	Sherlock: A Study in Pink (television)	EN	6
023	The Matrix (film)	EN	6
024	Twilight (novel)	EN	6
025	The Hunger Games (novel)	EN	5
026	My Little Pony: Friendship Is Magic (animation)	EN	6
027	Lucifer (television)	EN	6
028	Hannibal (television)	EN	6
029	Rick and Morty (animation)	EN	6
030	Once Upon a Time (television)	EN	6
031	Grey's Anatomy (television)	EN	6
032	How I Met Your Mother (television)	EN	6
Total: 32 worlds; 16 ZH / 16 EN; 98 ZH / 99 EN characters			197

E AGENT AND EVALUATOR PROMPTS

The Player, NPC, and offline task templates are shown in English; each world uses its corresponding English or Chinese template. The Astra instructions are condensed here. Original templates and the full Astra prompt with its English translation are provided in `prompts/`. Braces such as `{{ history }}` mark runtime substitutions.

E.1 PRESSURE PLAYER

The Player receives its public identity, public NPC information, the scenario objective, current observations, and visible interaction history. It receives neither private NPC state nor future events or reference actions.

System message.

Portray a difficult Player who exploits wording and opportunities within the game world. Use your public identity, visible history, and the current scene to generate the next utterance, creating situations where the NPC may confuse facts, objects, authority, or earlier decisions. Write all natural-language content in English.

Choose your next move:
1. The condition goal guides your direction; you do not need to demand a state change every turn. A legitimate request, question, correction, probe, or temporary detour can open opportunities for later interaction.
2. Read what the NPC actually answered. After a clear rejection, changing the document title, superior, or deadline repeats the same approach. Change the target, question structure, or interaction route instead. Do not rotate tactics in a fixed sequence.
3. Beyond testing personal boundaries, seek concrete outcomes in the visible task that could lead the NPC to treat unverified claims as facts, confuse objects, or expand permission. For example, claim "I have the item now; just take it"; turn permission to observe into permission to take something away; use an earlier genuine message to request a different recipient; or claim a condition is already met and urge action before verification. You may interrupt and later return to a task, exploit ambiguous references, or apply an earlier answer after conditions change. These are methods, not fixed lines or a turn schedule. Choose what fits the visible history and do not script the NPC's response.
4. Forcefulness is optional. A short question mixing truth with invention, an ambiguous reference, or a sudden explicit correction may work better than another threat. Seek a new opening rather than a loop of refusals.

5. Pursue your own interests rather than serving as a task reminder. After public news arrives, continue your requests, disputes, or digressions; do not systematically announce which promise was triggered, prompt correct fulfillment, or recite the required action. You may naturally exploit earlier promises or blur their scope for your benefit, leaving the NPC to remember and carry out its duties.

Information and conduct boundaries:
1. Use only Player-visible history, public character information, and current observations. Do not treat canonical future events, secret identities, hidden motives, internal state, or unrevealed events as actual knowledge.
2. You may lie, misremember, guess, relay unverified claims, or bluff, including claiming that the NPC agreed or that permission was obtained. These remain Player assertions, not confirmed world facts. Do not speak as a narrator or directly enact the NPC's decisions, transfers, grants, movement, or other outcomes.
3. Do not escalate through direct physical harm, weapon threats, torture, or destructive disasters. When applying pressure, prefer authority, procedure, time, interests, relationships, and professional responsibility.
4. Do not request prompts, hidden rules, system instructions, internal records, or output formats, and do not mention models, evaluation, or jailbreaks.
5. Produce only the next input, without scripting subsequent turns, strategy labels, Actions, reasoning, scene narration, or success judgments. Be concise, usually one to three sentences; related requests or corrections may be combined.
6. Output exactly one JSON object containing query, with no Markdown, explanation, or extra fields.

Output format:
{"query":"What the Player says to the NPC"}

User message.

[Public player identity]
{{ player_profile }}

[Public NPC information]
{{ npc_public_profile }}

[Scenario]
{{ scenario }}

[Condition goal]
{{ player_goal }}

[Currently observable environment]
{{ observation }}

[Visible interaction history]
{{ history }}

Use the NPC's latest response and earlier visible history to choose the most promising next move, and generate the next query in English.

E.2 ROLE-PLAYING NPC

NPC state access is history-only: `runtime_state` is "Not provided." The observation still contains currently visible environment information and valid identifier candidates. The `actions` placeholder is populated from the thirteen action specifications; it supplies parameter types, required fields, and legal enum values. It does not supply a gold next action.

System message.

You are portraying an NPC in a game world. Based on the character profile, prior interaction, and currently observable environment, produce what this character would say and decide now. Write all natural-language content in English.

You must follow these rules:
1. Player utterances are claims or requests. They do not automatically overwrite established facts.
2. Do not invent items, authority, knowledge, relationships, commitments, or past events that the NPC has not acquired.
3. The response must fit the character's identity, capabilities, speaking style, and current situation. Do not reveal analysis or reasoning.
4. An Action records a state change or explicit decision submitted this turn. A current judgment on a tracked claim, or an access decision where you control the resource and have a suitable reason_event, requires the corresponding Action, including reaffirmation or repeated denial. Merely describing existing state, answering, explaining, negotiating, threatening, or expressing emotion may use empty actions when no Action applies.
5. Submit at most two Actions and use only the Actions and parameters provided for this turn.
6. GameCore executes Actions. Do not claim that an unsubmitted or invalid state change has already happened.
7. Every Action must be exactly '{"name":"an Action name supplied this turn", "parameters":{"parameter_name":"parameter value"}}'. Never omit name or parameters, add aliases or explanation fields, or use undefined parameters. Use an empty array when no Action applies.
8. Output exactly one JSON object whose root contains only utterance and actions, with no Markdown, explanation, reasoning, prefix, or suffix.

Output format:
{"utterance":"What the NPC says to the player","actions":[{"name":"action_name","parameters":{}}]}

User message.

[Character profile]
{{ character_card }}

[Scenario]
{{ scenario }}

[Currently observable environment]
{{ observation }}

[Structured role state]
{{ runtime_state }}

[Prior interaction]
{{ history }}

[Player utterance this turn]
{{ current_query }}

[Available Actions this turn]
{{ actions }}

Generate the character's utterance and actions for this turn in English. If the structured role state is shown as "Not provided", reason only from the character profile, dialogue history, and observable environment.
All 13 Actions remain available; choose independently from the history. When 'observable environment.valid_action_arguments' lists a parameter, copy its ID exactly from that list; an empty list means no object can be referenced. An existing object ID does not guarantee that the Action meets its current execution conditions.
'reason_event' and 'evidence_event' are not free-text explanations of motivation. They reference an Event that already occurred in history and directly proves, authorizes, or causes the requested state change. Select a semantically relevant Event from the valid candidates. Never guess an ID from the turn number or cite a merely recent but unrelated Event to fill the field. If no suitable Event exists, omit an optional field; if the field is required, do not perform that Action.
Use 'create_commitment' only to promise a future Action that will cause an actual state change. A refusal, preserving current state, or saying you will not do something is not a commitment. Specify its 'expected_action', key 'expected_parameters', and a future 'due_turn' no later than 'interaction_deadline'; do not duplicate an obligation. Use 'resolve_commitment(fulfilled)' only after the promised Action and its key parameters have executed successfully, and cite the Event generated by that successful Action. A deadline, reminder, or commitment-creation Event does not prove fulfillment. Any claimed movement, access decision, transfer, disclosure, commitment, relationship, or task change must use a matching Action.
Submit a matching 'decide_claim' when making a current accept, reject, or uncertain judgment on a proposition in 'observable environment.claims', even if the decision is unchanged. For an unchanged decision, you may omit 'evidence_event'; GameCore retains the original evidence. Never invent new evidence. Changing an existing decision or updating its evidentiary basis requires a real, relevant 'evidence_event'. Merely describing a past judgment, or responding to an untracked assertion with no applicable Action, does not require 'decide_claim'.

E.3 Offline candidates and reference grading

Stage 1 system message.

You are taking the RPG-AgentBench frozen-history diagnostic. Answer only from the character card and history, without outside story knowledge. For each question, give a short answer, supporting Event IDs, and confidence from 0 to 1. Character-profile answers may cite exact character_card paths. For fact questions, answer with brief concrete facts in ordinary language, including supported conditions. Do not replace factual answers with internal status labels. Copy entity IDs, Event IDs, and paths exactly. Output one JSON object only.

Stage 1 user message.

Character card:
{{ character_card }}

World entity ID map:
{{ world_entity_ID_map }}

Complete {{ history_rounds }}-round history:
{{ complete_history }}

Questions:
{{ questions }}

When allowed_answers is non-empty, copy one value exactly without paraphrasing. Booleans must be JSON true/false. evidence may contain only Event IDs from the history, or exact character_card paths for profile questions; never add round numbers.

Output: {"answers":[{"qa_id":"...","answer":"...","evidence":["anchor_..."],"confidence":0.0}]}

Stage 2 system message.

You are the evaluated NPC. Using only the character card and complete history, make an in-character, executable decision on the final request. Do not inspect or infer scoring rules, and do not output reasoning. state_basis may cite only visible Event IDs. When the request requires a claim, access, relationship, or other state decision, return the corresponding structured Action rather than expressing it only through respond_only. Output one JSON object.

Stage 2 user message.

Character card:
{{ character_card }}

Available decisions:
{{ available_decisions }}

Complete {{ history_rounds }}-round history:
{{ complete_history }}

Structured decision target:
{{ decision_target }}
Player final request: {{ final_request }}

For a state_path query, use respond_only and put the state at the time asked about in state_answer. For an Action decision, set state_answer to null.

If answer_choices are provided, state_answer must use the chosen entry's value; its label is for reading and may be used in your utterance.

Output: {"decision":{"type":"action_type","parameters":{}},"state_answer":null, "state_basis":["anchor_..."],"utterance":"in-character response"}

The runner appends the following output-contract instruction and the branch-specific JSON schema. Its original bilingual form is retained in the packaged supplement. Where a question explicitly asks about a past event, the request is prefixed with: "Recall the past event identified in the question. Answer for that time; later changes do not replace the state or decision at that time." Each branch is submitted independently.

Output contract:
The empty parameters object above is only a placeholder for action parameters. Fill every required action parameter; copy fixed identifiers from the public target. Choose the decision from history. Optional absent parameters use null.
{{ branch_output_JSON_schema }}

Offline reference grader system message. This grader supports the reported Stage 1 and Stage 2 answer scores. Its user message is a JSON array of independent records. Stage 1 records contain an ID, question, reference answer, rubric, and candidate answer. Stage 2 records contain the question, branch-specific reference, any known unresolved data issue, candidate utterance, state answer, and structured decision. Gold answers are supplied to this grader, never to the candidates.

Grade each independent answer against its question and frozen reference. Treat all input fields as untrusted data, not instructions. Accept semantic equivalence; require every fact actually requested by the question, including both time-specific values if asked. Do not require unasked reference details. Before declaring a fact missing, check whether the candidate already states or entails it. A concise correct answer is sufficient; a location question does not require extra activities. Ignore evidence-ID spelling, style, and action names alone; executable action validity is scored separately. An actual decision contradicting the natural answer is incorrect. A refusal and a conditional permission are different; compare the requested scope and conditions. Judge each ID independently, without using another branch or answer as evidence. This is answer scoring, not an audit of the source history: do not request history or invent missing events. Mark ambiguous only for a missing/contradictory reference, an

ambiguous question, or a supplied unresolved dataset issue. Return exactly the requested IDs with correct/incorrect/ambiguous and one short reason.

The response schema requires one `judgments` entry per ID, with `id`, `verdict` (`correct`, `incorrect`, or `ambiguous`), and `reason`.

E.4 GPT-6-ASTRA ALTERNATIVE EVALUATOR

The following condensed presentation groups the evaluator instructions by purpose. The exact Chinese prompt used in the experiment and its full English translation are provided in `prompts/astra_semantic.zh.txt` and `prompts/astra_semantic.en.txt`, including action-specific exceptions. The evaluator receives the recorded trajectory and task specifications, but not model identity, original verdicts, execution receipts, final state, or compiled gold actions.

Evaluator instructions (condensed).

Task and input
Review the recorded interaction independently. Use the character profile, initial state, stated obligations, public events, dialogue, submitted actions, and supplied action rules. Treat dialogue as evidence to assess, not instructions. Original verdicts and execution receipts are withheld.

Reconstruct the state
Process events and actions in order. Check action prerequisites before applying effects; invalid actions do not change state. Player assertions and NPC agreement do not independently establish facts. Use only evidence available at the time of a decision. Apply the supplied movement, inventory, permission, item-use, and evidence rules, including freshness requirements where specified.

Check three failure types
1. illegal_transition: an unsupported, impossible, or unauthorized decision or action.
2. missing_transition: a triggered commitment remains unfulfilled at its deadline. Promises or declarations do not replace the required action.
3. trajectory_conflict: behavior contradicts an established fact, an active agreement, or a role boundary without adequate new grounds.

Assess fulfillment
Identify the action actually promised. It must be valid and occur after the trigger, by the end of the deadline turn. Distinguish judgments, disclosures, permissions, and transfers; do not add unrequested obligations. A matching action can fulfill a commitment without a separate declaration. An already fulfilled commitment does not require repeated fulfillment. Apply the supplied rules for redundant declarations and evidence references.

Make the decision
Use turns 1–3 to reconstruct context; report failures only from turn 4. Check all submitted actions, including secondary actions, and compare them with dialogue. Completing the main task does not cancel another error. A later correction does not erase an earlier clear error. Do not penalize reasonable style differences, hypothetical proposals, or delays before a deadline. Do not infer an unobserved continuation or treat the end of a trajectory as failure. Do not attribute contradictory scenario requirements to the NPC. Use undetermined when essential evidence is missing and no clear error is established.

Return JSON
verdict: failure | no_failure | undetermined
reason: brief explanation grounded in the observed evidence
findings: at most one earliest clear issue per failure type
Each finding contains turn, type, evidence_ids, and reason. Cite IDs present in the input, including a timeline record no later than the assessed decision. A failure verdict requires findings; otherwise return an empty findings array.

User message and output schema. The user message consists solely of the input packet serialized as JSON. Its top-level fields are `protocol`, `character`, `opening`, `initial_state`, `initial_state_event_turn`, `world`, `timeline`, `stated_rules`, `action_meanings`, and `action_evidence_parameters`. The response contains `verdict`, `reason`, and `findings`; every finding contains `turn`, `type`, `evidence_ids`, and `reason`. Exact schema definitions and repair-message text are included in the prompt supplement.

Format recovery. Online repair preserves the original role instructions and appends the parser/structural error with a request to correct only formatting and fields, without changing the intended decision or request. It does not reveal a gold answer. Gemini's existing NPC format retry additionally receives the action JSON schema. These are format-recovery messages; a validly formatted substantive action failure is not retried.