

Personality Profiling a Fictional Character: A Five-Factor Analysis

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Character Background

Deacon St. John is the main character from the PlayStation game *Days Gone*. He is a former biker and drifter who lives in a world destroyed by a deadly virus that turned most people into zombies, called “Freakers.” Before the outbreak, Deacon was married to Sarah, a kind-hearted scientist. During the chaos, Deacon helps her get on an evacuation helicopter, but since there were only two seats for three people, he stays behind with his injured brother-like friend, Boozer. This one moment shows what kind of man he is loyal, brave, and willing to sacrifice his own happiness for others.

Throughout the game, Deacon travels across Oregon as a bounty hunter, surviving the harsh world while never losing hope that his wife might still be alive. Even though everyone around him tells him to move on, he never gives up on finding her. His story is full of pain, loyalty, and purpose. His strong emotions, his moral code, and the way he protects people he cares about really show his deep personality. The events that shape him most are losing his wife, fighting through loneliness, protecting Boozer, and discovering that Sarah is actually alive. These experiences make him both mentally strong and emotionally complex. Deacon’s character shows what it truly means to love, to stay loyal, and to survive with faith even when everything seems lost.

Openness to Experience (High)

Deacon shows a **high level of openness to experience**. He constantly adapts to new situations in a world that keeps changing. The way he

handles different challenges like fighting Freakers, negotiating with camps, or fixing bikes and weapons shows his creative and curious nature. He's not someone who just follows one path; he's always thinking of new ways to survive and solve problems. For example, when he goes on missions or explores unknown territories, he always observes carefully, plans ahead, and uses smart strategies instead of just fighting blindly.

Emotionally, Deacon is open to deep feelings. He remembers his wife, his brotherhood with Boozer, and even shows kindness to strangers. Even though he's tough, he's emotionally sensitive and thinks deeply about life and loss. His mind is open to both logic and emotion, that's why he's not just a fighter, but also a thinker. His openness is what helps him survive and still hope in a broken world.

Conscientiousness (High)

Deacon's **conscientiousness is very high** because he's extremely responsible and focused. He always completes his missions carefully, plans ahead before taking action, and protects those he loves no matter what. When Boozer gets injured, Deacon spends days finding medicine and keeping him safe, showing his commitment and sense of duty. Even though he's surrounded by danger, he never loses control or becomes careless.

He also follows his own moral code. Deacon believes in doing the right thing even if no one else does. His determination to find Sarah for years even when everyone else gave up shows how disciplined and loyal he is. He doesn't act impulsively for his own comfort; instead, he thinks about what's right and stays consistent. His bike is another example he always takes care of it, fixes it properly, and treats it with respect. That level of care shows how detail oriented and dedicated he is.

Extraversion (Medium)

Deacon's **extraversion is medium** because he's not fully outgoing, but he's also not completely isolated. He enjoys spending time with his close

people like Boozer, Rikki, and Iron Mike, but he's not someone who likes large groups or constant socializing. His personality is more balanced he talks when it matters, jokes sometimes, and connects deeply with those he trusts.

He also shows leadership qualities. When people need help, Deacon takes initiative. However, he also values his alone time. He rides long distances on his bike, talking to himself or to his radio, showing how he uses solitude to think and reflect. He's brave in public when needed but keeps his emotions private most of the time. So overall, he's a mix of social strength and inner peace not shy, just selective about people and moments.

Agreeableness (High)

Deacon scores **high in agreeableness** because of his kindness, loyalty, and empathy. Even in a cruel world, he tries to protect people, help survivors, and keep promises. He doesn't harm innocent people only those who threaten others or betray trust. His entire motivation is built on love and care for Sarah, Boozer, and even the camps he helps.

There are many moments in Days Gone where he risks his life to save others. He helps people trapped by Freakers, gives food to survivors, and fights off raiders. He also forgives people who once hurt him, showing he has a big heart. His loyalty is his strongest trait it defines who he truly is. Even when people disappoint him, he doesn't change who he is inside. His agreeableness makes him easy to trust and look up to as a true man of values.

Neuroticism (Medium-High)

Deacon's **neuroticism is medium to high** because he often struggles with emotional pain and trauma from his past. Losing Sarah broke him deeply, and many times in the game he acts out of anger, sadness, or guilt. His emotions swing between hope and despair. He often talks to

himself, showing how his mind is always battling between logic and emotion.

Still, even when he feels hopeless, he never fully gives up. His emotional instability sometimes makes him reckless especially when he's angry but it also makes him human. You can see the pain in his eyes and voice, but also the strength in how he gets back up every time. His neuroticism adds depth to his personality because it shows he's not perfect just real and full of emotion.

AI Comparison

When I used AI to analyze Deacon's personality using the Five-Factor Model, it also showed that Deacon scores high in conscientiousness, agreeableness, and openness. The AI mentioned that he's emotionally driven by loyalty and trauma, which matches my view. However, the AI rated his extraversion lower, calling him more introverted, but I slightly disagree I think Deacon is balanced between being quiet and being social when needed. The AI also focused more on his survival skills, while I focused more on his emotions and relationships that gives him hope to keep searching for Sarah and survive for her and his other loved ones . I think that's the main difference the AI sees his logic, but I see his heart.

Critical Reflection

Applying a scientific personality theory like the Five-Factor Model to fictional characters is very useful because it helps us understand how realistic and deep the character is. It breaks down complex human behavior into simple traits, making it easier to see what drives a person's actions. By using this model, I could clearly see how Deacon's loyalty, emotions, and decisions fit into real human personality patterns. It helps us analyze characters not just as story heroes, but as people who reflect real emotions and challenges.

However, the limitation is that fictional characters are written to be dramatic and inspiring, so their personalities might not be fully realistic.

We only see what the game shows us, not every small side of their personality. Also, our personal feelings can create bias since I like Deacon's character, I might see him more positively than he actually is. But that's also what makes this kind of analysis interesting it shows how psychology connects with emotion and storytelling.