Project 42: Character Creator for Stories

Description:

This AI helps you generate rich, imaginative characters for your stories, games, or roleplay. Just describe the setting or role, and it outputs a name, backstory, personality traits, and appearance—great for writers and D&D fans alike.

character_creator.py

```python
import openai
import os
import gradio as gr

# Load the OpenAI API key
openai.api_key = os.getenv("OPENAI_API_KEY")

# Function to generate a character profile
def generate_character(role_or_setting):
    # Prompt AI to act like a creative character designer
    messages = [
        {
            "role": "system",
            "content": (
                "You are a character creation assistant for fantasy and sci-fi
                "Based on the user's input, generate a detailed character prof
                "1. Name, 2. Age, 3. Species/Race, 4. Role/Class, 5. Backstory
                "Make it vivid and creative."
            )
        },
        {
            "role": "user",
            "content": f"Create a character based on: {role_or_setting}"
        }
    ]

    try:
        # Call OpenAI API to generate the character
        response = openai.ChatCompletion.create(
```

```python
        model="gpt-3.5-turbo",
        messages=messages
    )

    # Return character profile
    return response['choices'][0]['message']['content'].strip()

    except Exception as e:
        return f"Error: {str(e)}"

# Gradio interface to input role or world
iface = gr.Interface(
    fn=generate_character,
    inputs=gr.Textbox(label="Character Role or Setting (e.g. elf archer in a s
    outputs="text",
    title="🧙 Character Creator for Stories",
    description="Describe a role, class, or setting—and I'll create a vivid ch
)

# Launch the character builder
iface.launch()
```