

To make one's presence known and admired.

Hero - Villain

The Hero seeks to fight for justice and the greater good, however "good" is defined in their minds. Through their conquest and journey, they will encounter many hurdles that will test their true character. The Hero is objective-focused and can develop a savior complex.

Main goal: To save the day or person, or accomplish a lifelong goal.

Fatal flaw: Tunnel vision in order to focus upon one objective, and fear of failure.

Addiction: Ego-feeding and self-validating behaviors, and narcissism.

Traits: Brave, selfless, strong, and determined.

Drive: Improvement, honor, mastery, and progress.

Fear: Vulnerability, weakness, defeat, and being afraid.

Strategy: Be as strong as possible, and take action fast.

Shadow: Denial, suppression, violence, shame, and fear of defeat.

Magician - Trickster

As an emotional alchemist, the Magician fills their brain with psychological tactics and strategies to win friends and ultimately influence people. They enjoy having an upper edge with their charisma and sharp-witted tongue.

Main goal: To transform situations and influence people from their core.

Fatal flaw: Tendency towards deception and manipulation of others for their own needs.

Addiction: Hallucinogenics, witchcraft, alchemy, and mind-altering substances.

Traits: Catalyst, thoughtful, imaginative, and insightful.

Drive: Transformation, discovery, novelty, and creation.

Fear: Stagnation, doubt, being normal, and being fooled.

Strategy: Coming up with new ideas, and finding new ways of transforming lives.

Shadow: Anger, hatred, jealousy, fear, and insecurity.

Outlaw - Criminal

Are rules meant to be broken? Not necessarily, unless if they have to. The Outlaw seeks to destroy and reinvent the wheel for laws they personally see unfit. This often results in chaos, deceit, and mayhem in order to achieve their goals for a better future.

Main goals: To start a riot or revolution to challenge current norms and accepted ideologies.

Fatal flaw: Habitual destruction and ignorance of the law; criminal activity.

Addiction: Preaching freedom and new ways of thinking.

Traits: Rebellious, shocking, powerful, and radical.

Drive: Freedom, liveliness, change, and liberation.

Fear: Powerlessness, being locked in, ineffectual, and servitude.

Strategy: Disrupt the status quo, and destroy anything that doesn't work.

Shadow: Anger, aggression, recklessness, taking things "too far," and not considering others' safety.

To maintain structure in societal settings.

Caregiver - Slave

The Caregiver sees altruism and self-sacrifice as the pinnacle of maintaining the social structure. They are selfless and generous in their actions and wish to make their loved ones fulfilled and happy through their undying care and dedication.

Main goal: To help others, give freely, and be recognized for their care and dedication.

Fatal flaw: Tendency to "rescue" people who are detrimental to their mental health.

Addiction: Codependency in romantic and platonic relationships.

Traits: Caring, nurturing, maternal, and good listener.

Drive: Helping others, being of service, protection, and healing.

Fear: Selfishness, ingratitude, blame, and helplessness.

Strategy: Being of service first, and putting attention onto others, not themselves.

Shadow: Overbearing, controlling, manipulative, needy, dependent, cold, distant, and unaffectionate.

Creator - Destroyer

At any given time, the Creator has a multitude of projects in the works. Whether it's to release stress or spark a sense of meaning, work is their lifeblood. The Creator aims to wholly accept and channel their authentic self towards the external world.

Main goal: To create and express their thoughts and feelings through various mediums.

Fatal flaw: An abundance of unfinished projects and tendency towards procrastination.

Addiction: Overworking, obsessiveness, and tendency towards poverty.

Traits: Creative, individualistic, future-thinking, and expressive.

Drive: Innovation, discovery, originality, and design.

Fear: Mediocrity, lack of execution, being forgotten, and losing inspiration.

Strategy: Develop artistic skills, and use creativity to solve problems.

Shadow: Fragmentation, self-sabotage, lack of self-awareness, and self-obsession.

Ruler - Tyrant

The Ruler seeks to impose order upon the world. They seek rigidity and responsibility to be in total control of their lives and dictate what should-not could-be done. Structure, in the Ruler's mind, creates the gateway to productivity.

Main goal: To maintain and uphold an orderly life while remaining in control.

Fatal flaw: Incapability to digest chaos or plan around spontaneity.

Addiction: Controlling, adamant behaviors, and a looming sense of elitism.

Traits: Leadership, responsible, analytical, and organized.

Drive: Control, success, prosperity, and community.

Fear: Chaos, losing influence, losing control, and being overthrown.

Strategy: Growing authority, and creating exclusivity.

Shadow: Domineering, controlling, insensitive, and inflexible.

To foster genuine connections with others.

Jester - Hater

The Jester is essentially a free-wheeling, blatant hedonist who will plot silly pranks simply for the fun of it. The moment is the most important-the past and future are mere illusions that eat away at joy. Even in the most dire of situations, the Jester can always find a way to crack a joke.

Main goal: To live in the present and enjoy life without any mental or physical bounds.

Fatal flaw: Loss of self-control and the inability to assume responsibility towards anything.

Addiction: Hallucinogenics, stimulants, depressants, and an adrenaline rush.

Traits: Humorous, positivity, comedic, and cheerful.

Drive: Laughter, happiness, play, and enjoyment.

Fear: Boredom, despair, overly serious, and negativity.

Strategy: Play as a way of discovering, and humor to open people up.

Shadow: Chaotic, out of control, mean, insulting, destructive, and causes damage.

Lover - Seducer

What is there to live without passion and romance? The Lover seeks to ignite and feed the flames of lust to seek an emotional high after high. Although initially energetic, their struggles with true intimacy can ultimately fence them into short-lived flings.

Main goal: To experience a sense of bliss in their relationships.

Fatal flaw: Objectification of others, and problems with intimacy.

Addiction: Relationships, lust, and a tendency to lose oneself in another.

Traits: Passionate, sensual, creative, and romantic.

Drive: Inspire, create intimacy, sensuality, and affection.

Fear: Rejection, being alone, being stuck, and boredom.

Strategy: Becoming more attractive, and creating engaging experiences.

Shadow: Needy, lack of discipline, impulsive, hedonistic, lacking self-care, and dramatic.

Everyman - Follower

The Member will do everything in their will to fit in and feel secure in society. They value tradition, loyalty, and safety. When they unintentionally stick out like a fish out of water, they can develop anxious and compulsive behaviors.

Main goal: To belong to society and fit in seamlessly; to seek peace and security.

Fatal flaw: Being taken advantage of, sticking out unnecessarily.

Addiction: Catering to everyone's needs in order to maintain their social status.

Traits: Dependable, realistic, pragmatic, and down to earth.

Drive: Belonging, fellowship, equality, and inclusion.

Strategy: Be dependable and reliable, and be kind and available to anyone.

Shadow: Need of approval and acceptance, avoids conflict or repress feelings, and fearing self-assertion and independence.

To break free from physical and psychological limits.

Explorer - Raider

The Explorer seeks an escape to focus upon the next adventure. Although self-centered in nature, the Explorer acquires knowledge and understanding from their personal experiences and gritty autonomy. Their definition of success can be defined as, "I did it myself."

Main goal: To be free to wander and interact with surroundings and discover new findings.

Fatal flaw: A sense of ungroundedness; a perpetual feeling of wanderlust.

Addiction: Job hopping, extended travel, new experiences, and hyper-independence.

Traits: Adventurous, ambitious, independent, and daring.

Drive: Discovery, new experiences, freedom, and authenticity.

Fear: Being trapped, conformity, aimlessness, and being deceived.

Strategy: Journeying to feel alive, and escaping from boredom.

Shadow: Reckless, heedless of danger, foolhardy, narrow-minded, and inflexible opinions.

Innocent - Victim

Wide-eyed and overly trusting, the Innocent basks in the oblivion of potential threats to live in their imagined utopia. They are prone to indulging in gluttonous behaviors to further distract from the dangers of the world.

Main goal: To retain their childlike wonder and cheerfulness to live peacefully.

Fatal flaw: Naivety and denial to the dangers of societal hidden traps.

Addiction: Excessive consumerism and dependence on sugary highs.

Traits: Trusting, honest, excited, and care-free.

Drive: Peace, play, happiness for all, and optimism.

Fear: Negativity, complexity, punishment, and confusion.

Strategy: Build trustworthiness, and be straightforward and honest.

Shadow: Naivete, lack of grounding, and being too trusting.

Sage - Elitist

Where there is understanding, there is peace. The Sage values knowledge and wisdom above all and will go great lengths to get their hands on books, experiences, and detailed recounts of past events in order to truly make sense of the world.

Main goal: To attain truth, wisdom, and understanding of life's mysteries.

Fatal flaw: Lack of empathy, judgmentalism, and impracticality.

Addiction: Being morally correct and promoting objectivity in all situations.

Traits: Trusted source, thoughtful, analytical, and intelligent.

Drive: Discovery, teaching, wisdom, and information.

Fear: Misinformation, ignorance, inaccuracy, and being deceived.

Strategy: Show others the path to knowledge, and continually seek knowledge.

Shadow: Opinionated, self-absorbed, cold, insensitive, overly contemplative, and shut-in.