

# The Rebel and Other Types

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## An Introduction

**Carl Jung** first coined the term archetype in 1919 in an essay called *Instinct and the Unconscious*. His idea was that there are primeval types in our subconscious which form into images in individual minds. These images are different, but the archetype can be recognized.

**The Rebel and Other Types** collects ten common archetypes into form playable in roleplaying games. These types should be usable in any game, and are meant to complement character creation rather than replace it.

## Choosing an Archetype

There are three methods of choosing the archetype. These are random method, voluntary method, and dictatory method. In random method, a d10 is rolled and an archetype chosen according to the following table. In voluntary method the player chooses the archetype. In dictatory method the game master chooses the archetype.

d10	Archetype	Page
1	The Caregiver	6
2	The Creator	6
3	The Explorer	7
4	The Hero	7
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## The archebonus

The archebonus is a bonus that is added to/subtracted from a roll. The amount depends on the basic roll used in the system, and is roughly one sixth. Some of the common archebonuses are:

Die	1d6	3d6	1d20	1d100
The archebonus	1	3	3	15

*An example: A Sage uses his talent, Research, in a roll in a system that uses 1d20 for skill resolution. He gets a +3 bonus to his roll.*

## Playing Archetypes

Archetypes represent an aspect of our subconscious. The ten chosen ones should be easy to recognize, and therefore easy to play. It is recommended that each character represents a different archetype, but this is not a rule. A group of five rebels is perfectly ok.

### Goal

The goal means a desire. For example, a Caregiver's goal is to help others. He tries to heal the wounded, if able. Goals give color to a character, defining their actions on an immediate level. If a goal is ever ignored without a good reason, the archebonus is subtracted from all rolls until a new Archetype Token (see Archetype Tokens, page 5) is gained.

### Fear

Every character fears something. For example, the Creator's fear is being mediocre. If he thinks he has made something average, he suffers a penalty for as long as the fear persists. If the character reacts to the fear in entertaining manner, he gains an Archetype Token (see Gaining Archetype Tokens, page 5).

### Weakness

Nobody's perfect. The Explorer's weakness is aimlessness, for example. Sometimes an Explorer just gets lost. Weaknesses provide limitations to actions, making them more challenging. If a weakness is portrayed well, the character gains an Archetype Token (see Gaining Archetype Tokens, page 5).

### Talent

Each archetype also has a talent. This means something he is especially good at. Take the Hero, for example. His talent is fighting. He can perform well in a violent situation. If the talent is of help in a situation, the archebonus can be added to the roll.

## Archetypes in Character Creation

During the character creation five pieces of information (or one, if you want to refer to a table during play) are entered in the character sheet: Archetype, Goal, Fear, Weakness, and Talent. First, choose an archetype (see Choosing an Archetype, page 3). Then mark up Archetype's talents as follows:

Archetype	Goal	Fear	Weakness	Talent
<b>The Caregiver</b>	To help	Selfishness	Martyrdom	Healing
<b>The Creator</b>	To visualize World	Mediocrity	Perfectionism	Creativity
<b>The Explorer</b>	To find out things	Being trapped	Aimlessness	Finding things
<b>The Hero</b>	To master	Weakness	Arrogance	Fighting
<b>The Jester</b>	To have great time	Being bored	Wasting time	Comic relief
<b>The Lover</b>	To have a relationship	Being alone	Losing identity	Personal relations
<b>The Magician</b>	To realize dreams	Negativeness	Manipulation	Mental strength
<b>The Rebel</b>	To overturn	Powerlessness	Dark side	Thinking out of the box
<b>The Ruler</b>	To prosper	Chaos	Authority	Leadership
<b>The Sage</b>	To understand	Ignorance	Never acts	Research

## Archetype Tokens

Each character is also given an Archetype Token (AT). This can be anything from coins to lines on paper. These tokens represent character's path in archetypedom.

### Gaining Archetype Tokens

If a character does something in line with his archetype, he gains an AT. A maximum of five tokens is allowed at any one time. If the character already has five AT's, he can not gain any more until he has used some.

"In line" means doing things according to character's Goal, Fear, or Weakness. This is a matter of roleplaying. The final judge is the Game Master. If the character reacts to a source of fear (such as being trapped for the Explorer) in an entertaining way, he gains an AT. If a weakness crops up in the game, the character gains an AT. If a goal is reached, an AT is gained.

### Using Archetype Tokens

Archetype Tokens can be used to negate adverse effects of archebonuses (see The archebonus, page 3). Thus, a character suffering from his fear can ignore the negative bonus on a roll by using an AT. This means that by suffering from a fear at one time – and thus earning an AT – leads to mastering your fear at some other time. The same goes for weaknesses, of course.

## The Caregiver

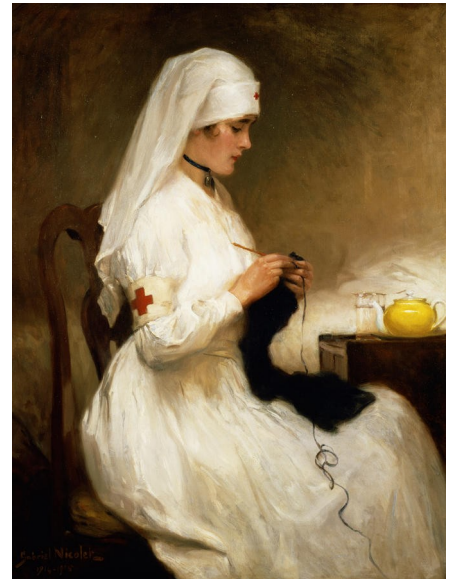
**Goal:** To help others

**Fear:** Selfishness

**Weakness:** Martyrdom

**Talent:** Healing

The Caregiver is the healer. His goal is simply to help those in need. His greatest fear is selfishness, being unable to see things from the other's perspective. This can also be seen in his weakness, which is martyrdom. Sometimes the Caregiver just takes things too personally, carrying burdens meant for others. The Caregiver's talent is in healing living beings. He gains the archebonus in all efforts to heal someone or something.



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## The Creator

**Goal:** To make a vision come true

**Fear:** Mediocre or weak execution

**Weakness:** Perfectionism

**Talent:** Creativity

The Creator is an artistic soul. His goal is realizing dreams and visions for others to see or hear. His fear is to execute things in mediocre or weak way. The Creator aims for perfection: sometimes he just can't finish what he's doing, perfecting the piece endlessly. He gains archebonus for each skill roll dealing with creativity.



## The Explorer

**Goal:** To find out things about the World

**Fear:** Being trapped

**Weakness:** Aimlessness

**Talent:** Finding things

To the Explorer, the World is an enigma. He is continuously trying to find out things about the World. His greatest fear is being trapped, unable to explore. Sometimes this desire leads to aimless wondering and inability to focus. There are so many things in the World! The Explorer's talent lies in finding things, giving the archebonus in searching.



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## The Hero

**Goal:** Expert mastery

**Fear:** Weakness

**Weakness:** Arrogance

**Talent:** Fighting

The Hero seeks mastery in whatever he's doing. He's here to save the day. He fears nothing more than weakness of any kind. Sometimes his sense of personal competence turns into arrogance. The hero is a good fighter, gaining the archebonus in fighting related skills.





## The Jester

**Goal:** To have a great time

**Fear:** Being bored

**Weakness:** Wasting time

**Talent:** Comic relief

There's one in every party. The jester always finds something funny to say or do, appropriate or not. He believes having a good time is the ultimate goal in life. The Jester's worst fear is being bored. Sometimes he wastes time making jokes when action is required. The Jester's talent of always finding the comic relief gives him the archebonus in trying to calm down people.



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## The Lover

**Goal:** Being in a relationship

**Fear:** Being alone

**Weakness:** Losing identity

**Talent:** Personal relations

The Lover fears being alone. He always searches for new relationships, romantic or otherwise. Sometimes his love overcomes him, and he loses his own identity. The Lover excels in personal relations, gaining an archebonus in rolls pertaining to them.



## The Magician

**Goal:** To make dreams come true

**Fear:** Negativeness

**Weakness:** Becoming manipulative

**Talent:** Mental strength

The magicians believes in the power of dreams and miracles. He aims to make people's dreams true. He fears negative consequences for his actions. Sometimes the Magician becomes manipulative, forcing his opinions to others. If mental strength is required in a roll, The Magician gains the archebonus for it.



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## The Rebel

**Goal:** To overturn what isn't working

**Fear:** To be powerless

**Weakness:** Entering the dark side

**Talent:** Thinking out of the box

If something isn't working, the Rebel will try to overturn it. He is always on the lookout for oppression. He fears nothing more than being powerless. Sometimes the Rebel's methods and desires will carry him to the dark side into crime. The Rebel is good in thinking out of the box, getting the archebonus for attempts to find solutions.



## The Ruler

**Goal:** To create a prosperous community

**Fear:** Chaos

**Weakness:** Being authoritarian

**Talent:** Leadership

The Ruler wants to create and lead a prosperous community. He fears chaos, for it cannot be ruled. Sometimes the Ruler abuses his power, becoming authoritarian. If leadership is the skill called for, The Ruler gets the archebonus.



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## The Sage

**Goal:** To understand the World

**Fear:** Ignorance

**Weakness:** Studying details forever and not acting

**Talent:** Research

The Sage sees the World as a riddle to be understood. He constantly tries to find answers. He fears ignorance in self and others. Sometimes research gets the better of him, causing him to study details forever instead of acting. Whenever the Sage researches something, he gains the archebonus.



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