

ENNEAGRAM

1. Trait Table

Type	Core Trait	Core Motivation	Core Fear
1	Moral absolution	Being moral	Being corrupt
2	Warm/caring	Getting love	Devoid of love
3	Ambitious	Being admired	Being failure
4	Self-introspective	Being unique	Being common
5	Knowledge-driven	Having autonomy	Being overwhelmed
6	Security-driven	Being safe	Being unsafe
7	Optimistic	Have good experiences	Face negative experiences
8	Dominating	Expand control	Being powerless
9	Easy-going	Having harmony	Facing chaos

2. Outward Appearance

Type	Vibe	Wing 1	Vibe	Wing 2	Vibe
1	Judge	1w2	Leader	1w9	Socialist
2	Carer	2w1	Tutor	2w3	Parent
3	Protagonist	3w2	Motivator	3w4	Villain
4	Individualist	4w3	Artist	4w5	Recluse
5	Genius	5w4	Philosopher	5w6	Innovator
6	Commoner	6w5	Strategist	6w7	Chef
7	Adventurer	7w6	Friend	7w8	Player
8	Ruler	8w7	Enjoyer	8w9	Leader
9	Neighbour	9w8	Laidback	9w1	Rebel

3. Method (v1.0.0)

1. Read out the table from **section 1**.
2. For each types core trait, motivation, and fear, score them on range of [1,5].
3. Then multiply all the 3 scores of each type.
4. Arrange the scores in descending order.
5. For same scores, square the 3 possible differences, then place **low scorer higher**.

6. According to the arrangement decide the main enneagram, its wing, and tri-type.
