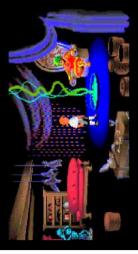
Vodoo-Lady™



Role/Archetype

Year: 1990

The Voodoo-Lady is a Role that (maybe even without here knowledge) that helped the 1980s boys to thinkg it is whichcraft and not 1950s-Stimoceiver-Technology and "helped" the 1980s Jungs also to buy "spontanously" the "Voodoo-Graphics-Card" here in the Lucals Arts game Monkey Island"

It looks more or less equal to the samce scene in Pirates of the Caribbean" or also Oracle in the movie Matrix was the same Archetype





The Big Five

Year v.Chr.

N Neurotizismus: wenig
E Extraversion: zurückhaltend
O Offenheit: offen

C Gewissenhaftigkeit: gewissenhaft A Verträglichkeit: nicht wenn man Mist baut Main Achievements

Profile

 #umanismus:
 ***** (5/5)

 Flechnischer Background:
 ****** (3/5)

 Grössenwahn:
 ****** (1/5)

Grössenwahn:

Militärischer Hintergrund:

Problem auf Patienten projizieren:

(5/2)