



Voodoo-Lady™



Role/Archetype

The Voodoo-Lady is a Role that (maybe even without here knowledge) that helped the 1980s boys to think it is witchcraft and not 1950s-Stimmoceiver-Technology and "helped" the 1980s Jungs also to buy "spontaneously" the "Voodoo-Graphics-Card" here in the Lucals Arts game **Monkey Island™**

Year: 1990

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



Worrier-Archetype 2



The Big Five

N Neurotizismus: wenig
E Extraversion: zurückhaltend
O Offenheit: offen
C Gewissenhaftigkeit: gewissenhaft
A Verträglichkeit: nicht wenn man Mist baut

Year v.Chr.

Main Achievements

Verteidigung Brief Profile

Humanismus: ***** (5/5)
Technischer Background: ***** (3/5)
Grössenwahn: ☆☆☆☆ (1/5)
Militärischer Hintergrund: ☆☆☆☆ (5/5)
Problem auf Patienten projizieren: (n/a)