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MPQ

MPS_alR = Alienation: Believing that others wish them harm; being victims of false and nasty rumors; having been betrayed and deceived; feeling used by "friends"; feeling pushed around; having had a lot of bad luck.

MPS_agR = Aggression: Physically aggressive; enjoying upsetting and frightening others; enjoying scenes of violence (fights, violent movies); victimizing others for own advantage.

MPS_srR = Stress Reaction: Tense and nervous; sensitive and vulnerable; prone to worry and feeling anxious; irritable and easily upset; having changing moods; feeling miserable without reason; being troubled by feelings of guilt and unworthiness.

MPS_scR = Social Closeness: Sociable, liking to be with people; taking pleasure in and valuing close personal ties; warm and affectionate; turning to others for comfort and help.

MPS_abR = Absorption: Responsive to evocative sights and sounds (e.g., a sunset); readily captured by entrancing stimuli (e.g., overpowering music); tending to think in images; have "crossmodal" experiences, including synesthesia (e.g., sounds evoke color experiences); capable of vivid and compelling imaginings; able to vividly re-experience the past; becoming deeply immersed in own thoughts and imaginings; experiencing episodes of expanded (e.g., ESP-like) awareness; experiencing states of altered awareness (e.g., of "stepping outside oneself").

MPS_clR = Control: Reflective; cautious, careful, plodding; rational, sensible, level-headed; liking to plan activities in detail.

MPS_acR = Achievement: Working hard, driving themselves; enjoying working hard; welcoming difficult and demanding tasks; persisting where others give up; ambitious; putting work and accomplishment before many other things; setting high standards; being perfectionistic.

MPS_tdR = Traditionalism: Endorsing high moral standards, religious values, and institutions; expressing positive regard for parents; endorsing strict child-rearing practices; valuing conventional propriety and a good reputation; opposing rebelliousness and unrestricted freedom of expression; condemning selfish disregard of others.

MPS_spR = Social Potency: Being forceful and decisive; persuasive and liking to influence others; enjoying or would enjoy leadership roles; enjoying being noticed, being the center of attention.

MPS_wbR = Wellbeing: Having a cheerful happy disposition; feeling good about themselves; seeing a bright future ahead; being optimists; living interesting, exciting lives; enjoying the things they are doing.

MPS_harR = Harm Avoidance: Not enjoying or would not enjoy participating in dangerous adventures or activities (e.g., skydiving), being in a natural disaster (e.g., a forest fire), being caught in a sudden and dangerous emergency (e.g., a hold-up); deliberately risking serious bodily injury (e.g., riding a runaway horse). Instead, prefer safer activities and experiences, even if they are tedious or aggravating.

SNAP

MANIP = Manipulativeness: reflects an egocentric willingness to use people and to manipulate systems for personal gain without regard for the rights or feelings of others or for abstract ideals, such as fairness. The scale also measures the extent to which a person enjoys exploiting others and views this behavior as a skill. On the low end, the scale taps a self-view of a moralistic posture of selflessness, hyperresponsibility, and rigid honesty.

AGG = Aggression: measures individual differences in the frequency and intensity of the experience of anger and its behavioral expression in aggression. High scorers anger easily with slight provocation, have difficulty controlling their anger and aggression both internally and externally, stay angry longer—to the point of holding grudges and seeking revenge—and derive pleasure from violence.

EXHIB = Exhibitionism: a dimension of overt attention-seeking versus withdrawal from the attention of others. High scorers like to perform and be the center of attention. They dress, act, and speak in ways that call attention to themselves. Low scorers do not enjoy being the focus of attention and try to avoid being noticed. They shun the limelight and behave in ways that will not draw the attention of others.

ENTITL = Entitlement: measures unrealistically positive self-regard and the feeling that one should be treated as a special person versus having a humble, self-effacing attitude. High scorers feel that they are knowledgeable, talented people with such admirable and enviable qualities that they deserve special recognition and privileges. Low scorers feel that they have no special talents or admirable qualities and do not feel that they deserve even what they do have.

DETACH = is a dimension of emotional and interpersonal distance. At the high end, it indicates aloofness from others, emotional reserve,

and a preference for being alone. Low scorers, by contrast, enjoy and seek out interpersonal relationships, and openly express warm feelings for others.

MISTRUST = Mistrust: measures a pervasive suspicious and cynical versus a trustful, even naïvely positive, attitude toward other people. The dimension also taps feelings of injustice and alienation versus security and belonging in relation to the social environment. High scorers are alert to signs of threat and betrayal in interpersonal relationships and close themselves off from others in a self-protective manner.

LOSLFEST/SUICPRON = Low Self Esteem/ Suicide Proneness (subscales of Self Harm): two highly related components: Low Self-esteem and Suicide Proneness which assesses self-destructive. Thus, self-destructive thoughts and behaviors increase as self-esteem decreases, so the overall dimension assesses the tendency to self-harm in the context of self-loathing. High scorers express strong self-dissatisfaction to the point of self-destructiveness. Although the subscales of Low Self-esteem and Suicide Proneness typically are moderately strongly correlated ($\sim .50$), subscale scores should be examined in the case of moderately high scores because such elevations can be obtained by endorsing some items from both subscales or, less commonly but importantly, most of the items from only one subscale.

DEPEN = Dependency: reflects individual differences in self-reliance, locus of control, and self-confidence in decision-making. High scorers look for external direction and approval for their actions and decisions, and are hesitant to act when this is lacking. By contrast, low scorers are self-directed, self-reliant, and self-confident; they are fiercely independent and do not consider others' opinions when making decisions.

IMPUL = Impulsivity: measures the tendency to act on a momentary basis without an overall plan versus the tendency to stop and think things over before acting. High scorers are reckless; they enjoy risky activities, and they spend money and time according to their immediate needs and desires. Low scorers are cautious, careful, "sensible" individuals who prefer a safe and well-planned existence.

HDWK = Workaholism: reflects individual differences in attitudes toward work versus leisure time, a tendency to perfectionism and self-imposed demands for excellence versus a more relaxed attitude toward accomplishments. Work and achievement play a more central role in the lives of high scorers than do family and friends, whereas low scorers prefer leisure and social time over work, and are tolerant of low quality in tasks that they undertake.

ECCPERC = Eccentric Perceptions: measures a dimension of unusualness or oddity in somatosensory perceptions, cognitions, and beliefs. High

scorers report having special perceptual abilities, unusual experiences, and an atypical view of the world. Low scorers deny these characteristics and report being down-to-earth, concrete thinkers.

PROPER = Propriety: taps a dimension of preference for traditional, conservative morality versus rejection of social rules and convention. High scorers are quite concerned with proper conduct, reputation, and social appearances, and they find violation of social standards offensive. The low end of the dimension taps rebellion against what are perceived as old-fashioned values or rigid notions of "right" and "wrong," as well as tolerance of unconventional or socially inappropriate behavior.