

ROLES

| | PERCENTAGE (Yarbro) | REQUIRE TO FULFILL ROLE (Yarbro) |
|----------------|---------------------|---|
| SERVER | 25% (7/28*) | Nothing |
| ARTISAN | 22% (6/28) | A structure |
| WARRIOR | 17% (5/28) | A challenge |
| SCHOLAR | 14% (4/28) | A study |
| SAGE | 10% (3/28) | Wisdom (and someone to impart it to) |
| PRIEST | 8% (2/28) | A higher ideal (and means to impart it) |
| KING | 4% (1/28) | A mandate (and kingdom to act upon it) |

WHAT OBSTACLES COLLECT (Yarbro)

Self-deprecation collects faux pas.

Self-destruction collects malfunctions.

Martyrdom collects derisions.

Stubbornness collects disasters.

Greed collects losses.

Arrogance collects embarrassments.

Impatience collects disappointments.

Compiled by Shepherd Hoodwin

*Ed Hamerstrom recognized that the roles are 1–7/28. The percentages are rounded.