

Anarchist (Selfish)

This type of character likes to indulge himself in everything. He is the insurgent, con-man, gambler and the uncommitted freebooter who adventures because he enjoys the thrill, fame and fortune it brings, rather than for any cause (like defending humanity). This character will at least *consider* doing anything if the price is right or the challenge is alluring enough.

Laws and rules infringe on personal freedom and were meant to be broken. He will not hesitate at using strong-arm techniques, breaking and entering, theft, harassment, destruction of private property, and so on. This can also include acting as judge, jury and executioner. These characters are usually the daring anti-heroes who feel the end justifies the means. The Anarchist-aligned person is always looking for the best deal and self-gratification. He will work with good, selfish and evil characters to attain his goals. The Anarchist is continually teetering between good and evil, rebelling against and bending the law to fit *his* needs. Mercenaries and thieves often fall into this category.

An Anarchist Character Will . . .

1. Keep his word, but only if it suits or pleases him.
2. Lie and cheat if he feels it necessary.
3. Not likely to kill an unarmed foe, but will certainly knockout, attack, or beat up one.
4. Never kill an innocent, although his rash and self-serving actions may injure or kill bystanders by accident.
5. Use torture to extract information, but not likely to do so for pleasure.
6. Seldom kill for pleasure.
7. Not likely to help someone without some ulterior motive (even if it's only to show-off).
8. Rarely work within the confines of the law unless it serves his purpose.
9. Constantly breaking the law to achieve his goals.
10. Have little respect for authority, the law, or self-discipline.
11. Not work well within groups; tends to do as he pleases, despite orders to the contrary.
12. Take “dirty” money without hesitation.
13. Possibly betray a friend. “Sorry, pal.”