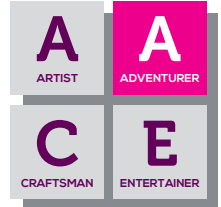




THE ADVENTURER

Creators Group

The Adventurer is one of a group of four Character Types that we call Creators. The Creators, in turn, form a group within our overall Character Family as shown right.



Character Summary

The Adventurer is the 'committee person', constantly looking for the 'next big thing,' and immersing themselves in social activities with energy. An Adventurer will need such experiences, as it is through such activities that they best learn and understand. The imaginative, reflective life is not for them, preferring to jump in and see what happens.

The lack of getting to closure aspect of their character means that they are flexible, but this can also mean they become bored by routine and procedures which they see as irrelevant, and impatient with those who say 'let's think about it first.' The Adventurer wants to suck it and see and, if it doesn't work, well there will always be another opportunity around the corner.

Supreme optimists, Adventurers will work long and hard on activities which interest them but may at times look for something new once the initial fascination has passed. The Adventurer does not enjoy the constraints of deadlines, schedules or end-dates.

"LET'S TRY THAT!"

The Adventurer is pragmatic, tough-minded and will act on the facts and data, rather than emotion. They don't like to be controlled, need to know they can switch horses in midstream and may forget obligations if something more interesting comes up. If an Adventurer does exactly what you tell them, it is only because they wanted to in the first place.

An Adventurer will generally be able to switch tasks with good nature and humour and will enjoy interaction. Being so action-oriented, the Adventurer will look to get on with it and may therefore jump in and get going without being in possession of all the facts as the excitement and rush of potentially interesting action will spur them on. The Adventurer is an excellent champion for the cause, provided someone is checking and can sweep up any debris behind them.

What You Will See

The Adventurer has an incredible ability to react quickly and effectively to immediate needs, such as an emergency or crisis situation. Adventurers enjoy new experiences and dislike being confined in structured or regimented environments. They also want to see an immediate result

Fun-loving, **Outspoken**, Enjoys 'the crack', **Jumps in**, **Practical**, Pragmatic, **Action-oriented**, In the thick of it, Domineering, **Flexible**, Nosy, **Self-indulgent**

for their actions, and don't particularly like lots of theory or anything woolly. For these reasons, they tend to choose roles that involve a lot of interaction with people, with variety and actions they can jump into (and out of) and roles that do not focus entirely on the routine.

- Living in the present moment, preferring the concrete and actual experience
- A dislike of abstract theory without any obvious practical application
- Fast-paced and energetic, likes to see immediate results for their efforts
- Flexibility and adaptability, seldom working from a plan
- An excellent ability to see an immediate problem and quickly devise a solution
- Fun and exciting to be around – risk-takers
- They like initiating things – but not necessarily following them through to completion

What Comes Easy

The Adventurer is the action-oriented type, fun-loving individual who wants to make the most of every moment. They tend to get bored easily, and may be prone to looking for new opportunities often unless they find an outlet for their desire for the new.

They approach life on a day-by-day basis, so long-term commitments are not naturally comfortable for the Adventurer – they may feel and appear committed, but it may only be for that day. They will be happier just doing rather than thinking or planning and the credo might almost be 'what's the worst that can happen'.

- Being charming, witty and generally popular
- Not personally threatened by conflict or criticism
- Excellent and clear-headed dealing with emergency situations
- Enthusiastic and fun-loving, they try to make everything enjoyable
- A competitive flair & mental toughness which drives them to win even in difficult situations
- A 'get after it,' 'can-do' attitude
- A knack for showing not only how certain things can be done but also improved
- The ability to just jump in and get on with it, whatever the conditions

What Needs Developing

The Adventurer is just so good at getting on with things that we assume their commitment is for the longer term. However the Adventurer is committed (wholeheartedly) only for the duration of any job, role or project that holds their interest. Once the interest levels have been reached they naturally want to jump into the next project with gusto.

They are difficult to control and are best at going where it's dirty and though they may leave some debris the action oriented approach means that the job will get done; but before completion the Adventurer will be off on the next project.

- Looking ahead and thinking about longer term implications and planning
- Confronting difficult situations/conflict head on rather than avoid it
- Being more sensitive to their environment and what is going on around them
- Sticking to the task and seeing it through – trying to see the benefit in completion
- Taking time out to consider and understand other people's feelings and their impact
- Sticking with one role or looking for development within their existing environment