



Name: The Not Rebels (NR)
Job Title: Bad boys, stick together, never sad boys.
Department: Dirty Bits

Assessment Date: 19/02/2021
Revision cycle (years): 3
Next assessment due: 19/02/2024



Part 1		The Good
Guideline message on click		
Beneficialisations	Input (0 to 10)	Positive traits. The higher the score, the better the prospect. Evaluator Comments
Adaptilisitement	6.5	= NRs like new toys, but new techniques or ways of working are likely to be met with scepticism. NRs don't much care for change unless it benefits them in some way.
Ambitionality	2	= NRs have little interest in climbing the career ladder. Too much hassle, unless the price is right.
Buttkissilence	5	= Not in any meaningful sense. NRs aren't in the habit of rebelling against management. Hence the name. What they are actually rebelling against, is their own colleagues.
Capabilitiness	8	= The NR takes pride in a job done well and is usually pretty highly capable in their field. But, that field is narrow and there are no gaps in the fence. Variety is not the spice of life. Once the NR finds something they like to do, they'll stick to it, to the exclusion of all else.
Clientificinteractilising	8.5	= Possessed of charm, with a good gift of the gab. With NRs, what you give is what you get back, so probably unsuited to the complaints department.
Creativilinistry	7	= Creative in a practical sense. Good with their hands, NRs have a trial and error approach to design and application of design.
Dataproctectilistics	8	= NRs aren't really interested in the sensitive information side of things. Because it's boring.
Educativitude	5	= State education. After which they got about the business of getting on with life. College is for nerds. NERRRRDS! WEDGIE!
Engagementuration	4	= Yaaawn! NRs consider it a waste of time. Engagement is something tedious to be slept through.
Envirolistinence	0	= SAVE US! To NR's, the world is their garbage dump. Old junk, leaky substances, a collection of clapped out, cold-war era cars. The short-sighted NR's reasoning is that the future won't affect them. It's their children's problem.
Experiencyoldystuff	9	= NRs have been doing what they do since they could walk. They lose a point due to the narrow focus of this experience.
Extrabitsicles	6	= NRs are not averse to utilising their own resources in service to the employer, but they do expect a degree of latitude in return.
Healthandsafetyactility	4	= This one is complex. Whilst the NR has never, technically, had an accident, NR activities can result in a wake of trip hazards, damaged equipment, overloaded transports and generalised mayhem. While others pick up the detritus, NRs saunter happily into the sunset, oblivious to the impact of their actions. NRs consider Health and Safety regulations to be somebody else's problem. At least until the Health and Safety officer pays a visit. At which point NRs will either toe the line, or run and hide.
Humouration	9	= Mayor funny-cakes of gag town, NRs will jape and trick their way through the working day. Amusing wordplay, check. Jokes that make you groan, check. Whoopee cushions and airhorns, check.
Infotechnilisiment	5	= NR interest in information technology is superficial at best. Its function is considered to be for entertainment as opposed to anything of practical use.
Initiativities	8.5	= Adept at problem solving. Especially when they're the cause of the problem.
Je ne sais quoi	9	= An engaging presence. Everybody wants to be their friend. Aww! Fwend! NRs usually acquire an adoring shadow at some point in their working life.
Organisalisticals	6	= They know where they need to be, and what they need to do. If left to their own devices they'll find a routine that suits them and get about doing it. That's it. Move along.
Paperworkilusts	1	= The bare minimum. Paperwork is too much like school, and school is boring. NERRRRDS!
Sarcasmistication	7	= Sarcasm and irony are tools to be used for laughs and funsies.
Workilisingethicism	10	= Remarkably high. Although their attitudes and activities can cause others problems, when they like what they do, NRs are the ones most likely to work extra hours, and are mostly there when needed.
Workplacereationising	7	= NRs happy go lucky natures mean they will get on with people they like and just "switch off" people they don't. NRs solve their own relationship problems. Usually with a West Side Story style dance off.
Workplacetrainilistics	7.5	= Enough to do what they are employed to do. Although they feel they don't actually need it, because they already know everything there is to know about what they do. Or so they think.
Beneficialisations Score	143/230	Meh. That'll do. Beggars can't be choosers.

Part 2		The Bad	
<i>Guideline message on click</i>			
Dangerosities	Input (0 to 10)	Negative traits. The higher the score, the worse the prospect. Evaluator Comments	
Criminalrecordtudiness	2	= NRs have a love of the adrenaline rush of going fast. Which has probably resulted in flashing blue lights in the rear-view mirror a few times.	
Entitlementisiform	6	= Because of their ability in their chosen field, NRs consider themselves of high value. NRs regard the cost of something as irrelevant, so can be persistent when making requests. But they don't get over stressed when it doesn't happen.	
flibbertigibbetism	7	= Yeah. NRs will happily yap for ages then act all "must get on", like you're the one holding them up.	
Idlenessicence	3	= A love of yak-yak aside, NRs will keep trucking until the job is done. Then stop. Still.	
Militancication	1	= NRs love a good moan, but that's as far as it goes.	
Prejudicialment	3.5	= Somewhat. NRs are "Old School". There's no real animosity to any specific demographic. It's just how they were brought up.	
Specialflakenessitude	0	= NRs are hard as nails, and tough as old boots. Skin like a rhino. NRs know how to compartmentalise their working life from who they are.	
Dangerosities Score	22.5/70	Any negative is a bad thing, but could be a lot worse.	

Part 3		The Management Style	
<i>Guideline message on click</i>			
Dark Triad	Input (0 to 10)	An indicator of morality, or lack thereof. A higher score has no impact upon the Workplace Usefulness Score, but increases management potential. Evaluator Comments	
Narcissism	3	= Mildly narcissistic, without being completely oblivious to the needs of others. Although somewhat provincial, NRs are quite content when its not about them.	
Machiavellianism	1	= Enough plotting to get by. What's the point in anything else?	
Psychopathy	5	= Everyday levels of psychopathy, but not so much to be considered intentionally dangerous.	
Dark Triad Score	9/30	Here we go. The human condition is kicking in.	

The Results		Summary	
Final scores			
Workplace Usefulness	4.2/10	Employee potential. The higher the score, the better. If the score is low, what can be done to improve it? Meh! Could be worse.	
Evaluator Summary		= Too cool for school, the NR's narrow focus on doing only what they like doing and capacity for generalised mayhem, has a negative impact on their usefulness score. But their high quality approach to what they do like to do makes them valuable. Keeping the scope of their duties to what they like, will result in a loyal employee.	
Management Potential	3.6/10	Low level local management. Quick, get them a clipboard.	
Evaluator Summary		= Although not "managerial" in nature, NRs have a good rapport with colleagues and would make for a satisfactory foreman or floor manager, provided they can be convinced to perform the duties that go along with the extra money.	
Supplemental		The Not Rebels (NR)	
Most likely to		= Tell an engaging story.	
Most likely to say		= "Wasn't me boss." or "Aww mate! Wait till you hear this one."	

Charts

