



## Deenz Antisocial Personality Scale (DAPS-R) Questionnaire

### Instructions

Deenz Antisocial Personality Scale (DAPS-R) contains 24 items rated on a 5-point scale. Please answer each question honestly based on your typical thoughts, feelings, and experiences. There are no right or wrong answers.

#	Statement	Strongly Disagree (0)	Disagree (1)	Neutral (2)	Agree (3)	Strongly Agree (4)
1	Helping others? I usually leave that to someone else.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2	I pretend not to notice when someone's having a rough day – just for kicks.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3	Deep connections? I like to keep things casual and playful.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4	I act extra nice... just to see how it plays out.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5	Being 100% honest all the time? Too boring.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6	I like sneaky little tricks to get what I want.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7	Thinking before acting? Nah, surprises are better.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8	Planning ahead feels stiff – I prefer winging it.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9	I find it hard to resist doing what I feel like in the moment.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

#	Statement	Strongly Disagree (0)	Disagree (1)	Neutral (2)	Agree (3)	Strongly Agree (4)
10	Promises? I stretch the truth about them.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
11	Following through on commitments? I pick and choose my battles.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
12	Rules are more like suggestions – I freestyle my way.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
13	Hurting feelings? Oops... I barely notice.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
14	Apologizing feels optional – life's too short.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
15	Rules? I like testing the limits just to see what happens.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
16	I get a little dramatic when I lose my temper.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
17	Arguments can be kind of fun.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
18	I get feisty if someone pushes me.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
19	I enjoy turning on the charm to get my way.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
20	Being charming feels like a harmless superpower.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
21	Making a good first impression? I treat it like a little game.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
22	I take advantage of situations just to see what happens.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
23	Mistakes? I repeat them just to see what surprises I get.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
24	I rarely learn from my "oops" moments – keeps life interesting.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

## Scoring Instructions

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Responses should be summed according to the scoring procedures of the assessment.

Higher scores generally indicate greater expression of the measured construct unless otherwise specified.

## Dimension Scoring Keys

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Dimension	Items	Number of Items
Apathy	1, 2, 3	3
Deceitfulness	4, 5, 6	3
Impulsivity	7, 8, 9	3
Irresponsibility	10, 11, 12	3
Callousness	13, 14, 15	3
Aggressiveness	16, 17, 18	3
Glibness	19, 20, 21	3
Obtuseness	22, 23, 24	3

## Raw Score Ranges

Scale	Items	Possible Range
Apathy	3	0–12
Deceitfulness	3	0–12
Impulsivity	3	0–12
Irresponsibility	3	0–12
Callousness	3	0–12
Aggressiveness	3	0–12
Glibness	3	0–12
Obtuseness	3	0–12
<b>Overall Score</b>	<b>24</b>	<b>0–96</b>

## Source

DM Dar. [Development and Validation of the Deenz Antisocial Personality Scale \(DMAPS-24\)](#): A Measure of Subclinical Traits Associated with Antisocial Personality.

Prepared by [Drdeenz](#)

Interactive Version: [Deenz Antisocial Personality Scale \(DAPS-R\)](#)