**CDW:AUT/WIN 2017 – Character Concept II-Imbuing Personality I**

**1. Non-sociable-** tends to work alone, trusts very few, furtive, and independent

**2. Observant-** keeps eye out for trouble, studies the environment and all in it, and cautious

**3. Protective-** Will defend loved ones to the death, motherly-instinct

**4. Resourceful –** crafty, uses environment to advantage

Shadow is a non-sociable lone wolf because of the lack of trust for others and the hesitancy to rely on others. She prefers getting things done quickly and efficiently without anyone to hold her back, and has learned that not everyone who calls themselves a friend is one. The loss of the one she loved to their Jedi masters kept herself locked up for many years. She has also come to be very observant for trouble as well as for people’s actions and behaviors, and has also used this as a basis of her ranger skills in the wilderness. This has always helped her to plan her next move of approach to a situation, and has also helped her to determine who she can trust. The assassin is also resourceful, using what she has observed in an environment to tackle a situation. This includes using the shadows of a tree to sneak up on her enemy as well as luring a victim to the edge of a cliff only to pull him over to his death. This has also played out in her occasional pranks on her husband in revenge for all the times her husband intentionally gives her a hard time. Though a lone wolf in personality, she is also protective of the ones close to her such as her family. Her motherly-instinct is strong when it comes to her children, and she uses it to drive her to better herself to be able to protect them and her husband more efficiently. This is a result having grown up in a galaxy she saw to be cruel, while also resulting from when her parents had given her to the Jedi for a better life. Their sacrifice has always been a strong fundamental building block for Shadow, inspiring her to do whatever is necessary to keep her family safe.