

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

1. **SPIRITUAL** - relating to or affecting the human spirit or soul as opposed to material or physical things.
2. **COMMUNITY-MINDED** - interested in helping the wider community; socially concerned.
3. **COMMANDING** - having the authority to give orders or in a strong position and likely to win or succeed.
4. **COMPETITIVE** - having or displaying a strong desire to be more successful than others.
Synonyms: ambitious, zealous, keen, pushy, combative, aggressive

Having spent the majority of her youth with the deeply superstitious and spiritual tribes from her homeworld, Calindra is first and foremost, a very spiritual person. She seeks to explain events with the spiritual philosophy/lense: that everything is about a struggle or dance between two primal powers -- one of creation and the other of destruction. Furthermore, she sees herself and everyone else as part of this dance or grand design and does not believe that one is more important than the other... at times you must be as savage and cruel as the wilderness, at others nurturing and caring as a mother cat to her babe. Because this upbringing, she is extremely community-minded, and will put the needs of the many before her own; often justifying killing whenever the community could be adversely affected.

Her noble upbringings have also instilled a competitive nature and the belief that she is naturally brought to lead and command others. She expects to be obeyed, but this is tempered by the perspective that one must take into account the needs of the people under their care (the community). However, she further believes that she has the right to decide for them, and will go so far as to challenge those in command if she disagrees with their views. In a more relaxed setting, this competitive nature will translate into taking risks, gambling or challenging others to some friendly competition.