

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

### Core Personality Traits:

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.

*Repeated from the previous exercise:*

*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.*

#### **A) Optimist and Caring (Nurturing)**

I believe that her spiritualistic nature and community-mindedness brings about a form of optimism and nurturing in Calindra, which grounds her. It is all that is good about her, and her most redeeming qualities. If she only had this side of her personality, she might be able to empathize with others, be forgiving, have patience, listen to others and strive to make the world a better place.

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

Repeated from the previous exercise:

*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.*

### **B) Privileged and Reckless (Vanity)**

Meanwhile, her competitiveness and authority offer a darker side to her persona. Her air of privilege leads to recklessness and makes her fickle, moody, ever vying for the advantage and untrusting of others, hoping to please superiors. She will tend to gamble on a whim, and not only with credits but the lives of others. The ends might just justify the means.

**A + B = C) Internal Strife:**

These two sides to her personality creates a character whose moral compass is set on two entirely different headings, which causes internal strife. One is axed on the heart (family, community, the well being of the many), and the other is axed on cold logic (the life of a few can be gambled for the greater good).

Most of the time, she doesn't have to reconcile either side. For example: in attacking a pirate base, she believes that these people are truly a danger to the greater community. She has no qualms in crushing them. Meanwhile, whenever she is at home with friends and family, she is friendly, caring, playful (see: [Keeping it Together](#)).

The difficulties come when she is forced to choose between the two, like in [Boarding the Zephyr](#) where she has to choose between blindly following orders and bringing back a ship in order for scientists to understand the retrovirus that infected its crew. She knew it was a potential weapon, she knew that it would please her elders, but she knew it could harm family, friends and run rampant thus risking the greater community as a whole.

**Where these traits have gotten her and next steps:**

Given her belief in community and helping others, and given her thirst for power and her gambling nature, Calindra has willingly exposed herself to an ancient force spirit in the hopes of learning ancient Force teachings and powers.

Her vanity led her to underestimate the dangers of inviting a Force Spirit into her mind, the consequence is that the Force Spirit can take over and make her lose control. She now has to deal with the possibility that she might no longer be in charge, and this will dawn on her as the character progresses.