

In creating Calindra, a long long time ago, I had developed her as an ideal: A lightsaber fighting, martial artist, since that's what I see when I see Jedi and Star War movies. They are athletes first and foremost, but they come with all sorts of flaws, and can't be good at everything.

Calindra is by no means perfect either, but she hails from a deserty world that has shaped her into what she is today: Someone who has lived through a wilderness so rugged that you had to be healthy to overcome it; someone who had to rely on herself, and who needs to be aware of her surroundings. That's why she has +4 with lighstabers +3 in Martial Arts, Atheletics, She must be able to fend for herself, and she can't fumble around with a blade. She has to be accomplished and beautiful to watch in combat, and she spent years learning from the best masters. In fact, her noble lineage demanded a strong background with sword forms. Her martial arts were to be used for dueling with a weapon in hand. It so happens that it was a lightsaber instead of a sword.

Skills				
Sovereign (+6)				
Master (+5)				
Adept (+4)	Primary Lightsaber Form			
Proficient (+3)	Primary Martial Arts Form	Secondary Martial Arts Form	Athletics	Subterfuge
Trained (+2)	Endurance	Survival	Perception	Empathy
Learned (+1)	Might Intellect	Blasters	Pilot (S)	Resolve
Mediocre (+0)	Astrogation	Beast Riding	Bladed Weapons	Blunt Weapons
	Crafting	Diplomacy	Dual Wielding	Explosives
	Interrogation	Intimidation	Investigation	Leadership
	Linguistics	Lore	Manipulation	Mechanic
	Medicine	Miscellaneous Weapons	Pilot (L)	Slicing
	Slugthrowers	Tactics		

The +3 in Subterfuge was a means to survival as well. She had to blend, be the blond pretty woman one minute, then fade out so that others couldn't follow her or trace her progress. She had to blend in, and hide in plain sight; has to go from socialite to file and rank, or chat with bounty hunters... deception and playing a part had to be like breathing to her.

The +2 in Endurance, Survival, Perception and Empathy are there to help her with the above core skills. They are meant to tie things together in such a way that she also can fail or let her emotions get the best of her. She can run great distances, but will get winded in the long run. She has what it takes to survive the harsh desert, but she can't always tell if she's being herself deceived. She's just not expert at it. She's sufficiently inexperienced to let her feelings run her from time to time. She's an optimist, and someone who would miss important cues if she doesn't sit down and observe the things around her; she's someone whose emotions are near the surface where she can exploit them to get her way.

Follows with the +1 in might, intellect, blasters, piloting and resolve.

She is also a product of her upbringing: a rich noble brat that's had it easy. She's read all the books that her parents had on many different subjects, she's had tutors, and knows a lot about many things, but isn't an expert in any of them. She's used to idle threats from people, but she might get phased when something happens that she hasn't been trained or ready for. She learned to shoot and to pilot a ship, but would much rather have someone else do the piloting for her. She expects someone to shuttle her around, and she'll wear a blaster just to have one in a bind.

Force Powers	
Grand Master (+6)	
Master (+5)	
Adept (+4)	Telekinesis Force Cloak
Disciple (+3)	Illusion Force Lightning Farsight
Studied (+2)	Amplification Healing Slow Sense
Initiate (+1)	Telepathy Precognition Battle Meditation Control Self

My selection of Force Powers was also based on what I have seen from Jedi: Moving objects, grabbing people and slamming them about (Telekinesis 4) , Force lightning 3 (getting mad and lashing out in anger), etc.

I've chosen all the classic Force Powers from the first movies I grew up with (Episode IV, V, VI), and added a dash of survivalist streak: force cloak (+4) to hide from her enemies when she turns cowardly; a healing (+2) ability to treat herself in the wilderness or when she gets hurt in a duel; slow (+2) to hinder her enemies from catching her; Amplification +2 to let her leap throw the air and land gracefully like a cat, or do some really hard core martial arts moves; telepathy +1, a classic force power from the movies; a dab of of precognition +1, to make her hard to hit and explain her 'spider senses'.

The one skill that does not belong there is Battle Meditation, but it's a Power I was planning on developing for her as she grew in the ranks of CSP. She's to be a leader of sorts in the future, and this power ties in to the Chaos that followed after Palpatine died. Apparently he was controlling the entire fleet at Endor, and when he died, the fleet's resolve wavered and they fled, leaving Endor to the Alliance.