

Evantine Shadowwalker

- Race: Blood Elf
- Career: Rogue, Freelance Assassin, Mercenary, Freelance Doctor with Horde Trauma, Argent Dawn Officer, Honorary Dread Pirate
- Main Physical attributes
 - Sex: Female
 - Age: 50
 - Height: 4'9"
 - Weight: 90
 - Hair: dark red
 - eyes: purple
 - Distinguishing features
 - Small scar on right side, above waist line, from arrow, entering from front, exiting from back
 - Criss-cross of white faded scars on her back and abdomen, resembling someone taking a strap or switch to her
 - on her left side is a long faded scar from a knife wound
 - on her forearms are slight cut marks, from both defensive wounds (on outside of arms) and some look to be self inflicted (on inside of arms).
 - On inside of her thighs are what appear to be claw marks running from knees to mid thigh.
- Personality
 - Is cynical
 - Can be considered a borderline sociopath
 - Is relatively mercenary
 - Is a thief/assassin/spy for higher
 - Believes in punishing betrayal
 - Severely dislikes and mistrusts the Forsaken
 - Hates the Scourge
 - Does not like to call herself "Blood Elf" or Sindorei, preferring "High Elf" or Quel'dorei
 - Does not like the leadership of her people
 - Hates Kael'thas, and believed him to be a traitor before he made his alliance with Kil'jaedan
 - Believes very firmly in loyalty
 - Has a strange view of what is being "loyal"
 - If you are her friend, she will stand by you no matter what.
 - If you pay her, and don't betray her, she will stick by the contract
 - Takes a very hard view on betrayal and being betrayed
 - Has no compunctions against killing
 - Sometimes even enjoys it
 - Has bisexual tendencies, but due to past experiences does not wish to sleep with men.
 - Projects an appearance of both sensuality and lethality

- Unconsciously moves with a lethal grace of a hunting cat
- Usually does not make noise when walking
- The only thing that she's afraid of is not being in control of her life
- Likes to draw
- Tinkers with explosives and machinery.
- Plays Bass guitar
 - Has a guitar autographed by the bass player from L80ETC in her home.
- Is fluent in many languages
 - Common, Thelassian, Darnassian, Troll, Orcish, Taur-ahe, Gnomish, Goblin, Dwarven
- Clothing Style
 - Dresses in form fitting black leather pants most of the time
 - Usually wears loose comfortable shirts mostly in reds and whites.
 - Usually wears a waist length leather jacket (biker jacket)
 - Wears either smoked lens glasses or ruby lens glasses
- Armor Style
 - Tight supple black leather jumpsuit
 - Leather hood and full face mask
 - Mask formed to resemble a death's head
 - Weapon harness also of black leather with a multitude of pouches all over it.
 - Pouches contain various items such as a telescope, matches, her cigarettes, explosives, med-kit, picks, throwing stars, etc.
 - Her bracers have strips of steel in the backs of them to protect her arms, and hooked barbs on the underside of her arm to help disarm opponents
 - On the backs of her hands are metal plates with points extending past the knuckles, and the plates have two throwing knives.
- Weapons of Choice
 - Twin red scimitars
 - Worn on either hip
 - Enchanted to make her move faster in combat.
 - Double long barreled revolver
 - Worn on her back, in a holster able to be drawn over her right shoulder
 - Twin daggers
 - Worn on her back, hanging crossed at the small of her back
 - Throwing stars
 - Has numerous stars in pouches on her harness
 - Each star is coated in a neuro-toxin
- History
 - Was trained to be a spy and assassin for the alliance before the attack on the Sunwell by the scourge
 - Fell in love with a female high elf paladin named Ardiel two years before the attack and began living with her
 - Joined the assassin's guild of Silvermoon

- Shortly after the destruction of the sunwell Ardiel began suffering severe withdraw from arcane energies.
 - While evantine was on a mission, Ardiel made the transition to one of the Wretched.
 - Evantine returned to find one of the extermination squads who executed the Wretched taking Ardiel's body away
 - Evantine shortly after set fire to their home and moved to the hall of her guild
- Was brutally raped and beaten by the guild master several times over the course of a few weeks
 - Most scars on her body were from these repeated beatings
 - Was stabbed in the stomach and left for dead by him when he was finished with her
 - Was found by a young priestess who saved her life
 - When well found the guild master and enacted her revenge
- Left Silvermoon as soon as was able and avoids returning if at all possible.
- Began taking on work as a mercenary fighter, assassin, thief, or spy
 - Mostly works for the Horde or neutral parties
- Began a relationship with a human warlock named Nakhari Kirith.
- Became a doctor with Horde Trauma
- Purchased a house in Ratchet, in the Barrens, as well as several small apartments in Everlook, Gadgetzan and Stormwind.
- Was trained in engineering by the goblins of Ratchet
 - Specializes in making explosives, but also can make other machines
- Joined the Scryers in Shattrath
- Traveled to Northrend to fight the Scourge.



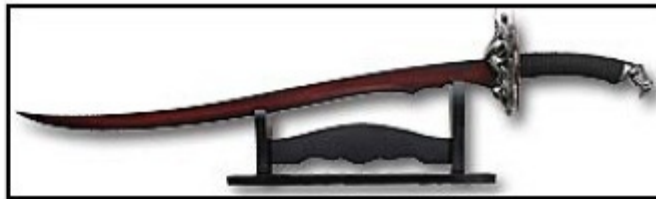
Evantine Shadowwalker



Bracers



Back of hands



Scimitars



Daggers



Throwing stars



gun