

KATERINA SACINITE

older adult half-elf
lawful evil
Level 10 druid

Pronouns: she/her
Occupations: Tavernkeeper
Armor Class 16
Hit Points 64 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
12	10	14	10	18
(+1)	(+0)	(+2)	(+0)	(+4)

CHA

12
(+1)

Saving Throws TODO Saving Throws
Skills Nature; Medicine; Herbalism; Insight
Proficiencies

ROLEPLAYING

Introduction

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Skills Nature; Medicine; Herbalism; Insight

Proficiencies TODO

Damage Immunities TODO Damage Immunities

Condition Immunities TODO Condition Immunities

Senses TODO Senses

Languages Common Elven Druidic
Adjectives ,

Special Abilities

- Wild Shape | Primal Strike | Spellcasting
0 - 4; 1 - 4; 2 - 3; 3 - 3; 4 - 3; 4 - 3

Special Equipment

- A pouch of painted twigs gifted from Treants. Each twig can be used to ask a favor of a small animal
- like a raven or racoon. If used to stir a drink
- it can also charm the person who drinks it.

Combat Tactics

Katerina is a combat veteran and it shows. She confronts opponents first with the bat under her bar. If things escalate, she transforms into a Wild Shape.

Actions

Bat

Factions

ROLEPLAYING

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Condition Immunities TODO Condition Immunities
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Languages
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- Wild Shape | Primal
Spells: 0 - 4; 1 - 4; 2 - 4; 3 - 3; 4 - 2

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- like a raven or racoon to stir a drink
- it can also charm the drinker who drinks it.

Katerina is a combat vet who shows. She confronts opponents first with the bat under her heel. When things escalate, she transforms into a Wild Shape.

Bat

The chaos of the bustling tavern is contrasted by the composed keep behind the bar. She pushes a tankard towards you.

A beautiful but clearly weathered half-elf with noticeable battle scars. Sleek blond mylar hair. Deep brown eyes.

"The wild ain't so wild; depending on who you are"; "The traditions of the trees tell us where we mortals truly belong"

Calm and composed in movement. Light but commanding nods and gestures. Drums fingers on the bar with calm impatience.

Katerina has resigned herself to a common life of tradition. Desires reigning in expanding technologies & magicks.

Nature. Trees. Any usable product of nature as revered.

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BACKGROUND STORY

<p>The great battles of the Duplici [any significant historical war] witnessed the warring of races over sovereignty of nations. While the el and humans were on tenuous grou with regards to alliances and the mixing of races largely frowned up the increasing lack of militia led to ranked officers looking the other wa when enlisting half-broods. The Syl elves, each tribe aligned with differi unique aspects of their natural environment, drew from various natural forces. Katerina's tribe allied with Treants and their ilk. Raised by Druids of the circle of Selune [or a similar moon God/dess], her tribe st fanatically against the forces sweep across the wildlands.</p><p>Kateri enlisted in the army of allied humar and elves and fought valiantly in th long war. When various treaties wei eventually reached and a modicum peace blanketed the region, her per were less isolated and had folded themselves into the broader culture th the region. Her experiences in the v still resonated and her distaste for o races lingered.</p><p> Still heavil traumatized, her psyche remains conflicted between the traditions deeply embedded into her being an the desire to achieve her own imagi goals of establishing a Sylvan Kingd that celebrates the trees and creati of nature. while abandoning the tinkering with technologies and darl magicks.</p>

