

Age: older adult
Race: half-elf
Pronouns: she/her
Occupation:

- Tavernkeeper

Class: druid
Level: 10
Alignment: lawful evil
Languages:

- Common
- Elven
- Druidic

Factions:

Adjectives:

Armour Class: 16
Hit Points: 64
Speed: 30

STR 12	DEX 10	CON 14	INT 10	WIS 18	CHA 12
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Saving Throws TODO Saving Throws

Role-Playing

Improv

Introduction: The chaos of the bustling tavern is contrasted by the composed keep behind the bar. She pushes a tankard towards you.
Appearance: A beautiful but clearly weathered half-elf with noticeable battle scars. Sleek blond mylar hair. Deep brown eyes.
Expressions: "The wild ain't so wild; depending on who you are"; "The traditions of the trees tell us where we mortals truly belong"
Mannerisms: Calm and composed in movement. Light but commanding nods and gestures. Drums fingers on the bar with calm impatience

Acting

Motivations: Katerina has resigned herself to a common life of tradition. Desires reigning in expanding technologies & magicks.
Passions: Nature. Trees. Any usable product of nature as revered.
Secrets:
Vulnerabilities:

Skills:

- Nature; Medicine; Herbalism; Insight

Special Abilities: Wild Shape | Primal Strike | Spells: 0 - 4; 1 - 4; 2 -3; 3 - 3; 4 - 3; 4 - 2
Attacks: Bat
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.

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.

Story

The great battles of the Duplicity [any significant historical war] witnessed the warring of races over the sovereignty of nations. While the elves and humans were on tenuous grounds with regards to alliances and the mixing of races largely frowned upon, the increasing lack of militia led to ranked officers looking the other way when enlisting half-broods. The Sylvan elves, each tribe aligned with different 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 stood fanatically against the forces sweeping across the wildlands.

Katerina enlisted in the army of allied humans and elves and fought valiantly in the long war. When various treaties were eventually reached and a modicum of peace blanketed the region, her people were less isolated and had folded themselves into the broader cultures of the region. Her experiences in the war sill resonated and her distaste for other races lingered.

Still heavily traumatized, her psyche remains conflicted between the traditions deeply embedded into her being and the desire to achieve her own imagined goals of establishing a Sylvan Kingdom that celebrates the trees and creations of nature. while abandoning the tinkering with technologies and dark magicks.