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)

12 (+1)

(+1)

Saving Throws
TODO Saving Throws

Skills Nature; Medicine; Herbalism; Insight Proficiencies Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities Senses TODO Senses Languages Common, Elven, Druidic.

Special Abilities

Adjectives

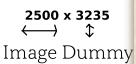
Wild Shape | Primal Strike | Spells: 0 - 4; 1 - 4; 2 -3; 3 - 3; 4 - 3; 4 - 2

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.



ROLEPLAYING

Introduction

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

Appearance

A beautiful but clearly weathered ha with noticeable battle scars. Sleek b mylar hair. Deep brown eyes.

Expressions

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

Mannerisms

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

Motivations

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

Passions

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

Sacrate

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)

12 (+1)

> Saving Throws TODO Saving Throws Skills Skills Nature;

ROLEPLAYING

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

Cell3

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

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

BACKGROUND 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.

my

Actions

Bat

Factions

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 | Spells: 0 - 4; 1 - 4; 2 - 3; 3 -3; 4 - 3; 4 - 2 Special Equipment A pouch of painted twigs gifted from Treants. Each twig can be used to ask a favor of a small animal like

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.

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Actions

Bat

Factions