

KATERINA
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older adult half-elf

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older adult half-elf
lawful evil
Level 10 druid

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

STRDEXCONINTWIS

1210141018
(+1)(+0)(+2)(+0)(+4)

CHA

12
(+1)

Saving Throws
TODO Saving Throws
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 | Primal Strike
Spells: 0 - 4; 1 - 4; 2 -3; 3 - 3;
- 3; 4 - 2

Special Equipment

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

Combat Tactics

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

Actions

Bat

Factions

ROLEPLAYING

2500 x 3235
Image Dummy

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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

Calm and composed in movement. Light but commanding nods and gestures. Drums fingers on 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 reverence.

Secrets

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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 regard 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. Sylvan elves, each tribe aligned with different unique aspects of their natural environment, drew from various natural forces. Katerina's tribe allied with Trear 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 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 still resonated and her distaste for other races lingered.

Still hearing the war as a 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 trees and creations of nature. without abandoning the tinkering with technologies and dark magicks.

PERSONALITY

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