KATERINA SACINITE

older adult half-elf lawful evil Level 10 druid

Pronouns: she/her Occupations: Tavernk Armor Class 16 Hit Points 64 (TODO H 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; Herba Insight

Proficiencies

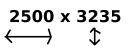


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ROLEPLAYING

Introduction

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Occupations: Tavernkeeper

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> **Saving Throws** TODO Saving Thro **Skills**

Nature; Medicine; Herbalism; Insigh

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 | Spe 0 - 4; 1 - 4; 2 -3; 3 - 3; 4 - 3; 4 -

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 t stir a drink
- it can also charm the person when drinks it.

Combat Tactics

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

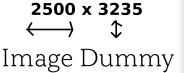
Actions

Bat

Factions

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Actions

Bat

Factions

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.

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

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BACKGROUND STORY

The great battles of the Duplicit [any significant historical war] witnessed the warring of races over sovereignty of nations. While the eland humans were on tenuous grour with regards to alliances and the mixing of races largely frowned upo the increasing lack of militia led to ranked officers looking the other wa when enlisting half-broods. The Sylv 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 st fanatically against the forces sweep across the wildlands.Kater enlisted in the army of allied humar and elves and fought valiantly in the 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 the region. Her experiences in the v sill resonated and her distaste for o races lingered. 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.

Personality