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KATERINA SACINITE						
<i>Older Adult Half-Elf Lawful Evil Level 10 Druid</i>						
Pronouns - she/her						
Occupations - Tavernkeeper						
Armor Class - 16						
Hit Points - 64 (TODO Hitdice)						
Speed - 30.						
STR 12 (+1)	DEX 10 (+0)	CON 14 (+2)	INT 10 (+0)	WIS 18 (+4)	CHA 12 (+1)	
Saving Throws -						
Skills - Nature; Medicine; Herbalism; Insight						
Proficiencies -						
Proficiency Mod - +4						
Languages - Common Elven Druidic						
Adjectives -						
Special Abilities -						
Special Equipment - -						
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 -						
Factions						

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 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

<h1>KATERINA</h1> <h2>SACINITE</h2> <p><i>Older Adult Half-Elf</i> <i>Lawful Evil</i> <i>Level 10 Druid</i></p>					
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 - Saving Throws - Skills - Nature; Medicine; Herbalism; Insight Proficiencies -					
Languages - Common Elven Druidic Adjectives -					
Special Abilities -					
Special Equipment - -					
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 -					
Factions					

Roleplay

Introduction The bustling city of New York contrasted with the quiet, composed bar. The tankard to the

Appearance A beautiful, weathered woman with noticeable grey streaks in her sleek black hair. Deep brown eyes

Expression "The wild; the traditions; trees tell us more belong"

Mannerisms Calm in movement, commanding gestures. On the bar, impatience

Motivations Katerin herself to of traditional reigning technology magicks.

Passions Nature, usable power as revered

Secrets