

## 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

**CHA**

12

**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 Dru  
**Adjectives** ,

### Special Abilities

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

### Special Equipment

- A pouch of painted twigs gif  
from Treants. Each twig can  
used to ask a favor of a sma  
animal
- like a raven or racoon. If use  
to stir a drink
- it can also charm the person  
who drinks it.

### Combat Tactics

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

### Actions

**Bat**

### Factions

## ROLEPLAYING

### Introduction

The chaos of the bustling  
tavern is contrasted by the  
composed keep behind the  
She pushes a tankard towa  
you.

**A beautiful but clearly weathered half-elf with noticeable battle scars. Sle blond mylar hair. Deep bro eyes.**

**"The wild ain't so wild;  
depending on who you are  
The traditions of the tree:  
us where we mortals truly  
belong"**

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

**Katerina has resigned herself to a common life of tradition. Desires reigning in expanding technologies & magic.**

**Nature. Trees. Any usable product of nature as rever**

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

12

## TODO Saving Throws

Nature; Medicine; Herbal  
Insight

## Damage Immunities


### Condition Immunities

**Senses** TODO Senses

### Common Elven Druidic

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

- A pouch of painted gifts from Treants



## Image Dummy

## Introduction

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

A beautiful but clearly weathered half-elf with noticeable battle scars. Sleek blond mylar hair. Deep brown eyes.

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

Image Dummy

- gned from Treants
- twig can be used to
- favor of a small ani
- like a raven or raco
- to stir a drink
- it can also charm th
- who drinks it.

### Combat Tactics

Katerina is a combat veter shows. She confronts opp first with the bat under h things escalate, she tran into a Wild Shape.

### Actions

Bat

### Factions

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

<p>The great battles of the Duplicity [any significant historical war] witnessed the warring of races over the sovereignty of nations. While elves and humans were on tenuous grounds with regards alliances and the mixing of ra largely frowned upon, the increasing lack of militia led t ranked officers looking the ot way when enlisting half-brooc The Sylvan elves, each tribe aligned with different unique aspects of their natural environment, drew from vario natural forces. Katerina's trib allied with Treants and their i Raised by Druids of the circle Selune [or a similar moon God/dess], her tribe stood fanatically against the forces sweeping across the wildland </p><p>Katerina enlisted in t army of allied humans and elv and fought valiantly in the lor war. When various treaties w eventually reached and a modicum of peace blanketed 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 fo other races lingered.</p><p>heavily traumatized, her psyc remains conflicted between tl traditions deeply embedded i her being and the desire to achieve her own imagined go of establishing a Sylvan Kingd that celebrates the trees and creations of nature. while abandoning the tinkering wtl technologies and dark magick </p>

## PERSONALITY

<p>The great battles of the Duplicity [any significant historical war] witnessed the warring of races over the sovereignty of nations. While 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-bloods. 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 Selune [or a similar moon God/dess], her tribe stood fanatically against the forces sweeping across the wildland.

<p>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 still resonated and her distaste for other races lingered.

<p>heavily traumatized, her psyche remains conflicted between the traditions deeply embedded in her being and the desire to achieve her own imagined goal of establishing a Sylvan Kingdom that celebrates the trees and creations of nature. while abandoning the tinkering with technologies and dark magick.