



## KATERINA SACINITE

*older adult half-elf  
lawful evil  
Level 10 druid*

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

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STR DEX CON INT WIS

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**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; 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 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.

### Actions

Bat

2500 x 3235



2500 x 3235  
Image Dummy

STRDEXCONINTWIS					Image Dummy	
12 (+1)	10 (+0)	14 (+2)	10 (+0)	18 (+4)		
CHA						
12 (+1)						
<b>Saving Throws</b> TODO Saving Throws						
<b>Skills</b> Nature; Medicine; Herbalism; Insight						
<b>Proficiencies</b>						
<b>Damage Immunities</b> TODO Damage Immunities						
<b>Condition Immunities</b> TODO Condition Immunities						
<b>Senses</b> TODO Senses						
<b>Languages</b> Common Elven Druidic ,						
<b>Adjectives</b> ,						
<b>Special Abilities</b>						
<ul style="list-style-type: none"><li>Wild Shape   Primal Strike   Spells: 0 - 4 - 4; 2 -3; 3 - 3; 4 - 3 - 2</li></ul>						
<b>Special Equipment</b>						
<ul style="list-style-type: none"><li>A pouch of painted twigs gifted from Treants. Each twig be used to ask a favor of a small animal</li><li>like a raven or raccoon. If used to stir a drink</li><li>it can also charm the person who drinks it</li></ul>						
<b>Combat Tactics</b>						
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.						
<b>Actions</b>						
Bat						
<b>Factions</b>						

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
BACKGROUND STORY
<p>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 still 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.

## PERSONALITY

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