

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
(+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 - 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 shows. She confronts opponents first with the bat under her banner. If things escalate, she transforms into a Wild Shape.

Actions
Bat
Factions

Image Dummy

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Actions

Bat

Factions

Secrets

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 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.

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 magicks.

PERSONALITY

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Katerina enlisted in the army

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