



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
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
raccoon. 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.

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

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

Appearance

A beautiful but clearly weathered ha
with noticeable battle scars. Sleek b
mylar hair. Deep brown eyes.

Expressions

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

Mannerisms

Calm and composed in movement. L
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 o
nature as revered.

Secrets

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

<div>Actions</div> <div>Bat</div> <div>Factions</div>	<div>Secrets</div>	<div>Medicine; Herbalism; Insight</div> <div>Proficiencies</div> <div>TODO</div> <div>Damage Immunities</div> <div>TODO Damage Immunities</div> <div>Condition Immunities</div> <div>TODO Condition Immunities</div> <div>Senses</div> <div>TODO Senses</div> <div>Languages</div> <div>Common, Elven, Druidic,</div> <div>Adjectives</div>
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