

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

-

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

2500 x 3235

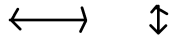


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ROLEPLAYING

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

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BACK STORY

The great Duplicity historical the warring the sovereign While the humans v grounds v alliances . races larg upon, the of militia officers lo way wher broods. Th each tribe different u their natu drew from forces. Ka allied with their ilk. F of the circ a similar i her tribe s against th sweeping wildlands.

Katerina e army of a elves and in the lon various tr eventuall modicum blanket people w and had t themself broader c region. H the war s her dista: races ling Still heavi her psych conflicted traditions embedde and the c her own i establish Kingdom the trees nature. w the tinke technolog magicks.

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