



## 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.

### Actions

Bat

### Factions

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**Special Abilities** Wild  
Shape | Primal Strike |  
Spells: 0 - 4; 1 - 4; 2 -3; 3 -  
3; 4 - 3; 4 - 2  
**Special Equipment** A  
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twig can be used to ask a  
favor of a small animal like  
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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 tankard  
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  
tell 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>