katerina sacinite

Katerina Sacinite

older adult Half-Elf
Lawful Neutral
Level 10 Druid Circle of the Moon

Pronouns -

she/her

Occupations -

Tavernkeeper

Armor Class -

16

Hit Points -

64 (TODO Hitdice)

Speed -

30.

STR

12 (+1)

DEX

17 (+4)

CON

14 (+2)

INT

16 (+3)

WIS

18 (+4)

CHA

14 (+2)

Saving Throws -

Skills -

{"Half-Elf Abilities"=>[{"Fey Ancestry"=>"Advantage on saving throws againts charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Mask of the Wild"=>"Can attempt to hide even when only lightly obscured by natural phenomenon", "Wood Elf Magic"=>"Once per long rest can cast Guidance, Longstrider and Pass Without Trace without expending a spell slot. Spell DC"}], "Druid Abilities"=>[{"Druidic"=>"You know Druidic, the Secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a Message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.", "Spellcasting"=>[{"Description"=>"Spell DC 16", "Cantrips"=>"Guidance, Produce Flame, Shillelagh, Shape Water", "1st Level"=>"Beast Bond, Goodberry, Ice Knife, Thunderwave", "2nd Level"=>"Barkskin, Heat Metal, Lesser Restoration", "3rd Level"=>"Call Lightning, Dispell Magic, Speak with Plants", "4th Level"=>"Dominate Beast, Wall of Fire, Divination", "5th Level"=>"Maelstrom, Scrying"}], "Wild Shape"=>"you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or Long Rest. Your druid level determines the Beasts you can transform into, as shown in the Beast Shapes table. At 2nd Level, for example, you can transform into any beast that has a Challenge Rating of 1/4 or lower that doesn't have a flying or Swimming speed. You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a Bonus Action on Your Turn. You automatically revert if you fall Unconscious, drop to 0 Hit Points, or die"}], "Circle of the Moon Abilities"=>[{"Combat Wild Shape"=>"you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action. Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.", "Circle Forms"=>"The rites of your

circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1. You ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there. Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down", "Primal Strike"=>"your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.", "Elemental Wild Shape"=>"you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental"}]}

Proficiencies -

Proficiency Mod -

+4

Languages -

Common Elven Druidic

Adjectives -

Calm, Straight-Forward, Haunted,

Special Abilities

Special Equipment

Combat Tactics

Actions

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 and magicks

Passions

Nature. Trees. Any usable product of nature as revered.

Secrets

N/A

Katerina Sacinite

older adult Half-Elf
Lawful Neutral
Level 10 Druid Circle of the Moon

Pronouns -

she/her

Occupations -

Tavernkeeper

Armor Class -

16

Hit Points -

64 (TODO Hitdice)

Speed -

30.

STR

12 (+1)

DEX

17 (+4)

CON

14 (+2)

INT

16 (+3)

WIS

18 (+4)

CHA

14 (+2)

Saving Throws -

Skills -

{"Half-Elf Abilities"=>[{"Fey Ancestry"=>"Advantage on saving throws againts charm and immune to sleep magic", "Darkvision"=>"Can see 60 in dim light as though it was bright light and in darkness as if it was dim light", "Mask of the Wild"=>"Can attempt to hide even when only lightly obscured by natural phenomenon", "Wood Elf Magic"=>"Once per long rest can cast Guidance, Longstrider and Pass Without Trace without expending a spell slot. Spell DC"}], "Druid Abilities"=>[{"Druidic"=>"You know Druidic, the Secret language of druids. You can speak the language and use it to leave hidden messages. You and others who know this language automatically spot such a Message. Others spot the message's presence with a successful DC 15 Wisdom (Perception) check but can't decipher it without magic.", "Spellcasting"=>[{"Description"=>"Spell DC 16", "Cantrips"=>"Guidance, Produce Flame, Shillelagh, Shape Water", "1st Level"=>"Beast Bond, Goodberry, Ice Knife, Thunderwave", "2nd Level"=>"Barkskin, Heat Metal, Lesser Restoration", "3rd Level"=>"Call Lightning, Dispell Magic, Speak with Plants", "4th Level"=>"Dominate Beast, Wall of Fire, Divination", "5th Level"=>"Maelstrom, Scrying"}], "Wild Shape"=>"you can use your action to magically assume the shape of a beast that you have seen before. You can use this feature twice. You regain expended uses when you finish a short or Long Rest. Your druid level determines the Beasts you can transform into, as shown in the Beast Shapes table. At 2nd Level, for example, you can transform into any beast that has a Challenge Rating of 1/4 or lower that doesn't have a flying or Swimming speed. You can stay in a beast shape for a number of hours equal to half your druid level (rounded down). You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a Bonus Action on Your Turn. You automatically revert if you fall Unconscious, drop to 0 Hit Points, or die"}], "Circle of the Moon Abilities"=>[{"Combat Wild Shape"=>"you gain the ability to use Wild Shape on your turn as a bonus action, rather than as an action. Additionally, while you are transformed by Wild Shape, you can use a bonus action to expend one spell slot to regain 1d8 hit points per level of the spell slot expended.", "Circle Forms"=>"The rites of your circle grant you the ability to transform into more dangerous animal forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast with a challenge rating as high as 1. You ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there. Starting at 6th level, you can transform into a beast with a challenge rating as high as your druid level divided by 3, rounded down", "Primal Strike"=>"your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.", "Elemental Wild Shape"=>"you can expend two uses of Wild Shape at the same time to transform into an air elemental, an earth elemental, a fire elemental, or a water elemental"}]}

Proficiencies -

Languages -

Common Elven Druidic

Adjectives -

Calm, Straight-Forward, Haunted,

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

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 and magicks

Passions

Nature. Trees. Any usable product of nature as revered.

Secrets

N/A

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-bloods. 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 the Moon, 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 sill 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.