









## Background

### Character History

With around 50 years of life experience, Ekaterin is young indeed from the perspective of an elf that grew up with her kind. The memories of her family have all but faded. Before even fully grown, she was taken from her family as they travelled, abducted by the Kolgari, made to be a servant to some rich family. A role, that she had not been suited to and eventually she is sent away to be drafted into the military.

She finds she has a knack for this human way of fighting in heavy armour and with big, hefty swords. Demonstrating also some ability to show responsibility and fight smart, she is made a squad leader quickly, young even by human standards. In the Kolgari army she feels at home for a time.

But then, her company is sent to take part in the battle for the minotaur capital. Even before the battle there are rumours amongst the ranks that one of the other companies seems mutinous. It isn't the first time she's heard that, however, and doesn't put much stock to it. But the battle turns to fiasco when that company does not fulfill their orders and against the original battle plan, part of the enemy's forces is not cut off, when that company in question fails to divert part of a river. For herself, engaged in the fighting at that point, it means that she barely manages to get even a fraction of the forces in her charge out alive. Only handful of the few dozen under her order survive the ordeal.

Later the news of the other company's misdeed arrives and also that of their punishment. The rest of the assembled army is made to watch as that whole company is put to the sword. Gruesome punishment had always been a part of the life in the Kolgari army and any other army, Ekaterin had thought, but this is way more than that. In particular when added to the fact that battle plan called for the flooding of a city and death of a large number of civilians, it clearly shows her the callous disregard for life of the Kolgari elite. And suddenly Ekaterin does not feel at all at home any more.

In an opportune moment a few weeks later, she fakes her death and deserts the Kolgari army and Empire.

Not knowing where to find her elven family, one that she doesn't really share a bond with anymore anyway, she starts to look for people that want to take the fight to the Kolgari leaders. She accepts that that means killing some of her former brothers and sisters in arms, but reasons that it must be done for the greater good. While she has abandoned most of her Kolgari kit in the escape, she has kept some of the insignias of her former position in the Kolgari military, figuring that it might prove to be useful at some point.



### Character Portrait

### Appearance

A rather short elf with neck-long gold-blonde hair, green-blue eyes and once-pale skin, somewhat darkened by exposure to sunlight and the elements.

### Enemies

### Allies & Organizations

### Organization Symbol

1ST LEVEL	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
Spell Slots	□	□						



## High elf Spells

### Cantrips (0 Level)

KN. SPELL	DESCRIPTION
W. Fire Bolt	Spell attack for 1d10 Fire dmg; unattended flammable objects ignite; +1d10 at CL 5, 11, and 17

Spell attack modifier: **+5**Spell save DC: **13**

Spellcasting ability

**Intelligence**

## Eldritch Knight

### Cantrips (0 Level)

SPELL	DESCRIPTION
Booming Blade	Melee wea atk with cast; hit: 0d8 Thunder dmg, if it moves next rnd +1d8; +1d8 at CL5, 11, & 17
Prestidigitation	Minor trick; harmless sensory effect, illusory image, snuff light, clean/soil/chill/warm/flavor etc.

Spell attack modifier: **+5**Spell save DC: **13**

Spellcasting ability

**Intelligence**

### 1st Level

SPELL	DESCRIPTION
Burning Hands	All in area 3d6+1d6/SL Fire dmg; save halves; unattended flammable objects ignite
Find Familiar (R)	Gain the services of a familiar; can see through its eyes; it can deliver touch spells; see B (10gp cons.)
Shield	If hit by attack +5 AC until start of next turn; or stop Magic Missile spell from doing any dmg to me

SAVE	SCHOOL	TIME	RANGE	COMP	DURATION	B	PG.
—	Evoc	1 a	5 ft	V,S	Instantaneous	S	142
—	Trans	1 a	10 ft	V,S	1 h (D)	P	267
Dex	Evoc	1 a	15-ft cone	V,S	Instantaneous	P	220
—	Conj	1 h	10 ft	V,S,M†	Instantaneous	P	240
—	Abjur	1 rea	Self	V,S	1 rnd		