# KRAVEN HOLTDMOOL

young human chaotic neutral Level 5/5 rogue/bard

Pronouns: he/him Occupations: Sailor; Tattoo Artist; Mai Musician **Armor Class 13** Hit Points 55 (TODO H

Speed 30.

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## STR DEX CON INT WIS

CHA

17 (+4)

### **Saving Throws** TODO Saving The

## ROLEPLAYING

### Introduction

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Performance; Persuasion; Perceptio Survival

**Proficiencies** TODO

**Damage Immunities TODO** Damage Immunities **Condition Immunities TODO Condition Immunities** Senses TODO Senses Languages

Common Thieves' Cant Elvish, Adjectives Cunning,

### **Special Abilities**

• (Pounce) | Spells: 0 - 3; 1 - 4; 2 3 - 2 | Bardic Inspiration | Cunn Attack | Multiattack

### **Special Equipment**

· Horn of Blastin

### **Combat Tactics**

Kraven is a crafty combatant. He wi rarely take his weretiger form. Whe human form he will keep distance a first, using his longbow and magic. Otherwise, he engages with his scimitars. When pressed he will ret to a secluded area and transform to slay his opponents.

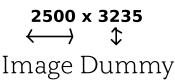
### **Actions**

Scimitar | Longbow

**Factions** 

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Introduction



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## Factions

well-known for his tattoo art and can provide those passing through a city with mystical or magical tattoos. He rarely sets up within a busy market and prefers a corner in a tavern or inn where he can also perform and is often offered good sums of coins to remain a staple at well-known pubs and alehouses.

### **Appearance**

Boy-next-door', boy-band look; Finely dressed; Messy-styled hair; piercing green eyes;

### **Expressions**

"You know, not only do I sing like an Efreeti, I can also hit a Meeroskos from a hundred yards"; "I'll liven up this mundanity..."; "How long can you stare at the moon?"

#### **Mannerisms**

Can never sit still - always a knee bouncing or fingers rapping; offers art or tattoos to anyone in a casual vicinity (tavern, market, etc.); Talks incessantly about his times on the 'High Seas'; **Cell3** 

### **Motivations**

Friendship and emotional or sexual intimacy are Kraven's greatest desires. Not keen on morality or self-actualization, per se, he often tries to impress others at the cost of fulfilling his own desires.

### **Passions**

Sailing; Visual art; Tattoos; Great Cats

### **Secrets**

Kraven is a weretiger.

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## BACKGROUND STORY

Kraven is not infected. He is wh one would call a 'true' weretiger boi of the breed in the jungles of Khuile [Any isolated vilage of Weretigers]. upon a collection of river mouths draining into the sea, he and his bro were also skilled sea-men. His clan claim to be descendents of the origi weretigers and remain staunchly no in their dealings with others with the hopes of changing public opinion towards lycanthropes.Krav set forth on such an information campaign but was met with rebukes and violence. His lycanthropic form was incredibly dangerous in defence many violent altercations, many of which unfortunately resulted in murders.Kraven thus turn his hand to what was in his heart: sailing, artwork, shadows, magic, mystery, and music. Combining the passions, Kraven is one of the first a aly tattee artists in the region who

can offer magic tattoos - at a costly price.

## **Personality**