

KRAVEN HOLTDMOORE

Young Human Chaotic Neutral Level 5/5 Rogue/Bard

Pronouns: he/him Occupations: Sailor; Tattoo Artist; Marksman; Musician Armor Class 13 Hit Points 55 (TODO Hitdice) Speed 30.

STR DEX CON INT WIS12 17 14 10 15
(+1) (+4) (+2) (+0) (+3)

17 (+4)

Saving Throws
TODO Saving Throws
Skills
Performance; Persuasion;
Perception; Survival
Proficiencies
Damage Immunities
TODO Damage Immunities
TODO Condition
Immunities
Senses TODO Senses
Languages Common
Thieves' Cant Elvish

Special Abilities

Adjectives Cunning,

Special Equipment

Combat Tactics

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

Actions

Mary Control

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Factions

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ROLEPLAYING

Introduction

Will be found in archery competitions. He is also 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; Messystyled hair; piercing green eyes;

Expressions

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"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':

Motivations

Friendship and emotional or sexual intimacy are Kraven's greatest desires. Not keen on morality or self-actualization, per se, he

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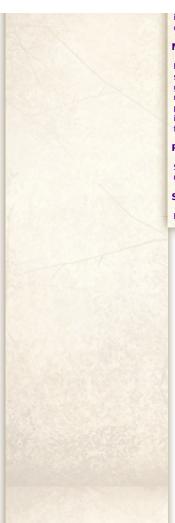
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Passions

Sailing; Visual art; Tattoos; Great Cats

Secrets

Kraven is a weretiger.

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