Previous Next

x 3235 Dummy

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.

DEX CON INT WIS CHA 12 17 14 10 15 17 (+4)(+4)(+1)(+0)

Saving Throws -Skills -

Performance: Persuasion: Perception: Survival

Proficiencies -

Proficiency Mod - +2

Languages - Common Thieves' Cant Elvish Adjectives - Cunning,

Special Abilities

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

Factions

2500 x 323 KRAVEN

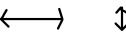


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ROLEPLAYING

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; Messy-styled hair; piercing green

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';

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.

HOLTDMOORE

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Pronouns - he/him Occupations -

Sailor; Tattoo Marksman; Musician Armor Class - 13 Hit Points -

55 (TODO Hitdice) **Speed -** 30.

STR DEX CON INT WIS 12 17 14 10 15 (+1)(+4)(+2)(+0)(+3)

CHA 17 (+4)

Saving Throws -Saving Throws -Skills -

Performance; Persuasion; Perception; Survival Proficiencies -

Languages -

Common Thieves' Cant

Adjectives - Cunning,

Special Abilities

Special Equipment

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Combat Tactics

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