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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	WIS	CHA
12	17	14	10	15	17
(+1)	(+4)	(+2)	(+0)	(+3)	(+4)

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

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 eyes;

Expressions

"You know, not only do I sing like an Efreeti, I can also hit a Meeroskos from a hundred yards"; "I'll live 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.

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