

KRAVEN
HOLTDMOORE

*young human
chaotic neutral
Level 5/5 rogue/bard*

Pronouns: he/him

Occupations:
Sailor; Tattoo Artist; Marksman
Musician

Armor Class 13

2500 x 3235

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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

TODO Saving Throws

Skills

Performance; Persuasion;
Perception; 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

- 3; 3 - 2 | Bardic Inspiration

Cunning Attack | Multiattac

Special Equipment

- Horn of Blastin

Combat Tactics

Kraven is a crafty combatant. H
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When in human form he will ke
distance at first, using his long
and magic. Otherwise, he enga
with his scimitars. When presse
he will retreat to a secluded ar
and transform to slay his
opponents.

Actions

Scimitar | Longbow

Factions

2500 x 3235
Image Dummy

Armor Class 15	
Hit Points 55 (TODO Hitdie)	
Speed 30.	
STR DEX CON INT WIS	
12 17 14 10 15	
(+1) (+4) (+2) (+0) (+3)	
CHA	
17	
(+4)	
Saving Throws	
TODO Saving Throws	
Skills	
Performance; Persuasion; Perception; Survival	
Proficiencies	
Damage Immunities	
TODO Damage Immunities	
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Senses	
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Languages	
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Special Abilities	
<ul style="list-style-type: none">(Pounce) Spells: 0 - 3; 1 - 4; 2 - 3; 3 - 2 Bardic Inspiration Cunning Attack Multiattack	
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<ul style="list-style-type: none">Horn of Blasting	
Combat Tactics	
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Actions	
Scimitar Longbow	
Factions	

Image Dummy

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 sin 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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BACKGROUND STORY

<p>Kraven is not infected. He is what one would call a 'true' weretiger born of the breed in the jungles of Khuile [Any isolated village of Weretigers]. Set upon a collection of river mouths draining into the sea, he and his brood were also skilled sea-men. His clan claimed to be descendents of the original weretigers and remain staunchly noble in their dealings with others with the hopes of changing public opinion towards lycanthropes.</p><p>Kraven set forth on such an information campaign but was met with rebukes and violence. His

lycanthropic form was incredibly dangerous in defence of many violent altercations, many of which unfortunately resulted in murder.

Kraven thus turned his hand to what was in his heart: sailing, artwork, shadows, magic, mystery, and music. Combining these passions, Kraven is one of the first and only tattoo artists in the region who can offer magic tattoos at a costly price.

PERSONALITY

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