



# 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

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  
**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; 3 - 2 | Bardic Inspiration |  
Cunning Attack | Multiattack

## Special Equipment

Horn of Blastin

## 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

Scimitar | Longbow

## Factions

2500 x 3235

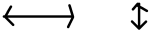


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# ROLEPLAYING

## Introduction

Will be found in archery competition.  
He is also well-known for his tattoo  
and can provide those passing thro  
a city with mystical or magical tatto  
He rarely sets up within a busy mar  
and prefers a corner in a tavern or  
where he can also perform and is o  
offered good sums of coins to rema  
staple at well-known pubs and  
alehouses.

## Appearance

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

## Expressions

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

## Mannerisms

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

## Motivations

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

## Passions

Sailing; Visual art; Tattoos; Great Ca

## Secrets

Kraven is a weretiger.

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Survival

**Proficiencies** TODO  
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TODO Damage Immunities  
**Condition Immunities**  
TODO Condition  
Immunities  
**Senses** TODO Senses  
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**Adjectives** Cunning,

**Special Abilities** (Pounce)  
| Spells: 0 - 3; 1 - 4; 2 - 3; 3  
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**Special Equipment** Horn  
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## Passions

Sailing; Visual art; Tattoos;  
Great Cats

## Secrets

Kraven is a weretiger.

# BACKGROUND STORY

<p>Kraven is not infected.  
He is what one would call a  
'true' weretiger born of the  
breed in the jungles of  
Khule [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  
claim 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  
murders.</p><p>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.  
</p>