# 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

**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**

CELL

ONE

 (Pounce) | Spells: 0 - 3; 1 - 4; 2 - 3; 3 - 2 | Bardic Inspiration | Cunning Attack | Multiattack

#### **Special Equipment**

· Horn of Blastin

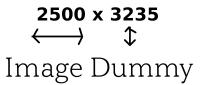
#### **Combat Tactics**

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**



# 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**

"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.

# KRAVEN HOLTDMOORE

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Level 3/3 logue/balu 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 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; 2 - 3; 3 - 2 | Bardic Inspiration | Cunning Attack | Multiattack **Special Equipment** CELL 2 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** 

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