

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)

17 (+4)

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+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', boyband 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 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

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> Saving Throws -TODO Saving Throws Skills -

Performance; Persuasion; Perception; Survival

Proficiencies - TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities -

TODO Condition

Senses - TODO Senses Languages -

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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

BACKG STORY

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Krav such an campaig with reb violence form wa dangero many vimany of unfortur murders

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Secrets

Kraven is a weretiger.

Factions

Secrets

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