

## 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

-

### 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

2500 x 3235

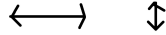


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## ROLEPLAYING

### 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 on 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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**CHA**  
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**Saving Throws**  
TODO Saving Throws  
**Skills** Skills Performance;  
Persuasion; Perception;  
Survival

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities

**Senses** TODO Senses  
**Languages** Common  
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## BACK STORY

Kraven is what you would call a weretiger. He is the junior of the family, the youngest, the most isolated. Set up in a room with no windows, he and his siblings were skilled in the art of deception. Kraven's original stance was to deal with the world on his own terms, but his opinion changed when he met with a certain someone. His lycanthropy was incredibly controlled, a defence of his altercations and unfortunate murders.

Kraven's hand to the world was sailing, art, and magic, mystery. Combining his talents, Kraven is only a man with a tattoo who can offer a costly service.

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