

[Previous](#)[Next](#)

kraven holtdmoore

**2500 x 3235**  
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Image Dummy

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## Kraven Holtdmoore

**young adult Human**

**Chaotic Neutral**

**Level 6/6 Rogue/Bard Swashbuckler/College of Ink**

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### Pronouns -

he/him

### Occupations -

Sailor; Tattoo Artist; Marksman; Musician

**Armor Class -**

13/15

**Hit Points -**

55/122 (TODO Hitdice)

**Speed -**

30/40 in Tiger Form.

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**STR**

12/17 (-5)

**DEX**

17/15 (-4)

**CON**

14/16 (-5)

**INT**

10/10 (-4)

**WIS**

15/13 (-4)

**CHA**

17/11 (-4)

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**Saving Throws -**

**Skills -**

{ "Weretiger Abilities"=>[ { "Keen Hearing and Smell"=>"Advantage on perception rolls that involve Hearing and Sight", "Tough Hide"=>" +2 to AC in Tiger and Half-Tiger forms.", "Lycan Immunity"=>"Immune to non-magic or non-silver Bludgeoning, Piercing and Slashing damage in all his forms. Resistance to poison", "Heightened Prowess"=>" +1 to Strength and Dexterity saving throws in Tiger or Half-Tiger", "Shapeshift"=>"The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies", "The Curse"=>"Humanoid Creatures he bites must make a constitution saving throw against DC 15 or become cursed with Lycanthrope", "Pounce"=>"(Tiger or Hybrid Form Only). If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action"}], "Rogue Abilities"=>[ { "Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creater", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge"=>"When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage"}], "Swashbuckler Abilities"=>[ { "Fancy Footwork"=>"you learn how to land a strike and then slip away without reprisal. During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn", "Rakish Audacity"=>"You can give yourself a bonus to your initiative rolls equal to your Charisma modifier. You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to

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**Proficiencies -**

**Proficiency Mod -**

+2

**Languages -**

Common Thieves' Cant Elvish {"id"=>"thieves\_guild", "name"=>"Thieve's Guild"}

**Adjectives -**

Cunning, Artistic, Sly,

**Special Abilities**

**Special Equipment**

**Combat Tactics**

**Actions**

**Factions**

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## Roleplaying

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### 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*

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*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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**Adjectives -**

Cunning, Artistic, Sly,



**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**

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## **Passions**

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## **Secrets**

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# **Background Story**

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Kraven is not infected. He is what one would call a 'true' weretiger born of the breed in the jungles of Khuile [Any isolated vilage of Weretigers]. Set upon a collection of river mouths draining into the sea, he and his brood were also skilled seamen. 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. 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. 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.