



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



Image Dummy

ROLEPLAYING

Introduction

Will be found in archery competition. He is also well-known for his tattoo art 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; 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 a tattoos to anyone in a casual vicinity (tavern, market, etc.); Talks incessal 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 fulfilling 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

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Languages Common,
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Special Abilities -
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Actions

Scimitar | Longbow

Factions

ROLEPLAYING

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Sailing; Visual art; Tattoos;
Great Cats

Secrets

Kraven is a weretiger.

BACKGROUND STORY

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 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. 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.