



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

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

Special Equipment

Horn of Blasting

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.

2500 x 3235



Image Dummy

ROLEPLAYING

Introduction

Will be found in archery competition.
He is also well-known for his tattoo
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; Finel
dressed; Messy-styled hair; piercing
green eyes;

Expressions

"You know, not only do I sing like an
Efreeti, I can also hit a Meeroskos fr
hundred yards"; "I'll liveen up this
mundanity..."; "How long can you sta
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 incessa
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 fulfillin
own desires.

Passions

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

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 liveen 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

BACKGROUND STORY

<p>Kraven is not infected.
He is what one would call a
'true' weretiger born of the
breed in the jungles of
Khule [Any isolated village
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.</p><p>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.</p><p>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.
</p>

Appearance

Actions

Scimitar | Longbow

Factions

Passions

Sailing; Visual art; Tattoos; Great Ca

Secrets

Kraven is a weretiger.

Skills **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 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

Secrets

Kraven is a weretiger.