

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

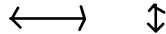


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ROLEPLAYING

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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Proficiencies TODO

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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 plan was to be a successful businessman, dealing with the world of politics and opinion. However, his information gathering met with resistance. His lycanthropy was incredibly costly, and his defence of his family led to unfortunate altercations and murders.

Kraven's hand in the matter was not sailing, art, or magic, but his cunning. Combining his skills, Kraven is one of the few who can afford a costly

x 3235
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