



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.

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; 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 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 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 fulfilling own desires.

Passions

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ROLEPLAYING

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Appearance

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Expressions

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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

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|---------------------|---|---|--|
| Actions - | Passions Sailing; Visual art; Tattoos; Great Ca | Skills Skills Performance; Persuasion; Perception; Survival | Secrets Kraven is a weretiger. |
| Factions | Secrets Kraven is a weretiger. | Proficiencies TODO Damage Immunities TODO Condition Immunities TODO Senses TODO 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 | |