



# 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 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 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 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

## Secrets

Kraven is a weretiger.

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Perception; Survival

**Proficiencies**  
TODO

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TODO Damage Immunities

**Condition Immunities**  
TODO Condition Immunities

**Senses** TODO Senses  
**Languages** Common,  
Thieves' Cant, Elvish,  
**Adjectives** Cunning,

**Special Abilities** -  
**Special Equipment** -

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## Actions

Scimitar | Longbow

## Factions

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# 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.