

3235
↕
dummy

KABLAM

Adolescent Kenku
Neutral
Level 3 Rogue

Pronouns: she/her
Occupations:
Pickpocket / Forger / Spy
Armor Class 14
Hit Points
38 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
11	18	13	16	17
(+1)	(+4)	(+2)	(+3)	(+4)

CHA
17
(+4)

Saving Throws
TODO Saving Throws
Skills Proficient in Stealth
Sleight of Hand
Thieve's Tools and Forgery
Kits
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common
Auran
Adjectives

Special Abilities

-

Special Equipment

Combat Tactics

She'll fight with her dagger,
but will generally try to run
first

Actions

-

Factions

**A Thieve's/Assassin's
Guild** -

2500 x 3235

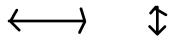


Image Dummy

ROLEPLAYING

Introduction

A cloaked figure approaches
hurriedly out of a dark alley,
Bumping into you. "Kablam"
the figure says and begins to
run

Appearance

Short and covered head to toe
in a dark cloak, Black
feathers, beak and shining
black eyes peaking out of the
opening

Expressions

"Kablam"

Mannerisms

Moves her head in a bird-like
manner

Motivations

Survival. Serving her masters
at the guild

Passions

Shiny things

Secrets

Lots of things that she's done
for the guild

KABLAM

Adolescent Kenku
Neutral
Level 3 Rogue

Pronouns: she/her
Occupations:
Pickpocket / Forger / Spy
Armor Class 14
Hit Points
38 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS
11	18	13	16	17
(+1)	(+4)	(+2)	(+3)	(+4)

CHA
17
(+4)

Saving Throws
TODO Saving Throws
Skills Proficient in
Stealth
Sleight of Hand
Thieve's Tools and Forgery
Kits

Proficiencies TODO

Damage Immunities
TODO Damage Immunities

Condition Immunities
TODO Condition

Immunities

Senses TODO Senses

Languages Common

Auran

Adjectives

Special Abilities

-

Special Equipment

Combat Tactics

She'll fight with her dagger,
but will generally try to run
first

Actions

-

Factions

**A Thieve's/Assassin's
Guild**

ROLEPLAYING

Introduction

A cloaked figure approaches
hurriedly out of a dark alley,
Bumping into you. "Kablam"
the figure says and begins
to run

Appearance

Short and covered head to
toe in a dark cloak, Black
feathers, beak and shining
black eyes peaking out of
the opening

Expressions

"Kablam"

Mannerisms

Moves her head in a bird-like
manner

Motivations

Survival. Serving her
masters at the guild

Passions

Shiny things

Secrets

Lots of things that she's
done for the guild

BACK STORY

Kablam's
memory is th
took her fam
wandering th
her own for a
made her wa
While trying
food for hers
scouted and
members of
Thieve's Guil
the nature K
quickly train
various servi
Her quick fin
an excellent
mimicry mak
excellent spy
does as she'
does it well.