STR
 DEX
 CON
 INT
 WIS

 11
 18
 13
 16
 17

 (+1)
 (+4)
 (+2)
 (+3)
 (+4)

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 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)

17 (+4)

2500 x 3235

Image Dummy

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ROLEPLAYING

A cloaked figure approaches hurried out of a dark alley, Bumping into yo "Kablam" the figure says and begin

Short and covered head to toe in a

cloak, Black feathers, beak and shin

black eyes peaking out of the openir

Moves her head in a bird-like manne

Survival. Serving her masters at the

Lots of things that she's done for the

Introduction

Appearance

Expressions

Mannerisms

Motivations

Passions

Shiny things

guild

"Kablam"

Saving Throws
TODO Saving Throws
Skills SI

Proficient in Stealth Sleight of Hand Thieve's Tools and Forgery Kits

Proficiencies

Skills

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition

Immunities
Senses TODO Senses
Languages Common,
Auran,
Adiectives

Special Abilities

Combat Tactics

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

Actions

Dagger | Claws

Factions

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

ell3 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

BACKGROUND STORY

Kablam's earliest memory is the explosion that took her family. After wandering the wilderness on her own for a while, she made her way into the city. While trying to steal some food for herself, she was scouted and recruited by members of the local Thieve's Guild. Knowing of the nature Kenku, she was quickly trained to perform various services for the guild. Her quick fingers make her an excellent pickpocket, her mimicry makes her an excellent spy and forger. She does as she's told and she does it well.

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