

KABLAM

Adolescent Kenku Neutral Level 3 Rogue

Pronouns - she/her
Occupations - Pickpocket / Forger / Spy
Armor Class - 14

Hit Points - 38 (TODO Hitdice) **Speed -** 30.

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

Saving Throws -

Proficient in Stealth Sleight of Hand

Skills - Thieve's Tools and Forgery Kits

Proficiencies -

Proficiency Mod - +2

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

Role:

2500 x 323



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ROLEP

Introduc

A cleapproache of a dark into you. figure says

run Appeara

Short head to t cloak, BI beak and eyes peak opening

Expressi "Kabli

Manneri

Moves bird-like m **Motivati**

Surviva masters at

Passions Shiny t

Secrets

Lots of she's done

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

Secret

Lots of things that she's done for the guild