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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
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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

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BACKSTORY

Kablam's memory is terrible. She took her fan and wandered through the city on her own for days, until she made her way to the guild. While trying to find food for herself, she scouted and met several members of the Thieve's Guild. She learned of the nature of the guild and quickly trained herself in various services. Her quick fire and an excellent mimicry made her an excellent spy. She does as she is told and does it well.