



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
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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Damage Immunities
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Special Abilities -
Special Equipment

Combat Tactics

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Actions

Dagger | Claws

Factions

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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.