



x 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 | CHA |
| 11 | 18 | 13 | 16 | 17 | 17 |
| (+1) | (+4) | (+2) | (+3) | (+4) | (+4) |

Saving Throws -
Proficient in Stealth
Sleight of Hand
Skills - Thief'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 Thief's/Assassin's Guild
Role:

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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