

**LRRYK BOLDE**  
middle aged adult kenku  
chaotic neutral

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## Combat Tactics

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## Actions

## Actions

2500 x 3235  
Image Dummy

chaotic neutral  
Level 5 rogue

**Pronouns:** he/him  
**Occupations:**  
Tavern and Innkeeper  
**Armor Class** 15  
**Hit Points** 34 (TODO H  
**Speed** 30.

**STR DEX CON INT WIS**  
11 18 12 13 13  
(+1) (+4) (+1) (+2) (+2)

**CHA**  
16  
(+3)

**Saving Throws**  
TODO Saving Throws  
**Skills**  
Stealth; Survival; Acrob  
Forgery Kit; Thieve's to  
**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunit  
**Condition Immunities**  
TODO Condition Immuni  
**Senses** TODO Senses  
**Languages**  
Common Auran Kenku T  
Cant ,  
**Adjectives** ,

**Special Abilities**

- Expert Forgery; Min  
hands; Second Stor  
Uncanny Dodge; Cl  
Action | Martial We

**Special Equipment**

- <b>Conspirator's B  
- +2 to hit up to the  
separate creatures  
thrown
- these balls spread i  
separate bolas that  
three separate cho  
targets. If hit
- each target must m  
save vs. DC equal t  
that hit plus an add  
or be grappled. If t  
tries to move that t  
they are also knock

**Combat Tactics**

Lrryk has learned the ha  
does whatever he can to  
conflict. If he has tried eve  
he will turn to his Conspirator's  
Bolas to subdue the opponents and  
negotiate further.

**Actions**

Glaive (No attacks of opportunity  
against him)

**Factions**

2500 x 3235  
Image Dummy

**ROLEPLAYING**

**Introduction**

A black-feathered humanoid with a crooked beak adjusts its jacket while jotting in a notebook. "Yes. A room or grub?"

**Appearance**

Black Kenku. Well built and unassuming with an aura of mystery beneath his cap and eyes.

**Expressions**

"I'll serve ya what ya. need. Just don't cause any trouble."; "Steer clear of sailors and cutthroats."

**Mannerisms**

Very deliberate but unassuming posturing. Diligently keeps accounting and business notes. Tea-totaller.

**Motivations**

Lrryk seeks to maintain a calm and stable life. He hopes to keep the rep of his inn and tavern free of ne'er do wells.

**Passions**

Stability. Saving for a better day.

**Secrets**

Lrryk was a former bandit leader and co-conspirator in organized criminal activity until he did serious time.

against him

**Factions**

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## BACKGROUND STORY

Lrryk is a former bandit leader and co-conspirator in a region-wide organized crime syndicate. His renown as "Tarback" is prolific. Yet his capture and consequent imprisonment redirected his values and life-goals

In the harsh prisons of Eldon's Passing [any remote town largely designed around its prison] Lrryk was faced with many of the ne'er-do-wells he had mistreated on the outs. Forced to make a moral and psychic shift, he befriended some common correction guards and proved to them that his transformation was genuine. It was these corrections officers that taught him the use of the glaive and the value of subduing his enemies rather than murdering them.

When Lrryk was done his time he sought out a small fortune he hid in an abandoned mining camp. With these funds he commissioned the building of his inn and tavern, "the Roost", where he now lives a life of stability with very little tolerance for crime or aspects of 'the Life'.

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