

## 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** -

**Skills** -

Proficient in Stealth

Sleight of Hand

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:

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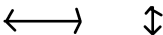


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## ROLEPLAYING

### 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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## BACKG STORY

Kablam's is the ex her family the wilder for a whil way into trying to for herself and recru of the loc Knowing Kenku, s trained to services f quick fing excellent mimicry excellent She does she does i

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