

CELL ONE

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 11 **DEX** 18 **CON** 13 **INT** 16 **WIS** 17

CHA
17

Saving Throws
TODO Saving Throws
Skills
Proficient in StealthSleight of HandThieve'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

- Kenku Traits: Expert Forgery Kenku Training Mimicry | Rogue Traits: Sneak Attack Cunning Action | Spellcasting: Cantrips: Mage Hand

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"

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Special Equipment

Combat Tactics

She'll fight with her dagger, but will generally try to run first

Actions

Dagger | Claws

Factions

2500 x 3235

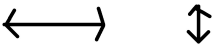


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Contingency Mage Thaumaturgy, Mind Illusion Spells: Illus Script, Silent Image Disguise Self Mage Legerdemain	Mannerisms Moves her head in a bird-like manner Motivations Survival. Serving her masters at the guild Passions Shiny things Secrets Lots of things that she's done for the guild
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