

2500 x 3235  
Image 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
11	18	13	16	17
(+1)	(+4)	(+2)	(+3)	(+4)

**CHA**

17  
(+4)

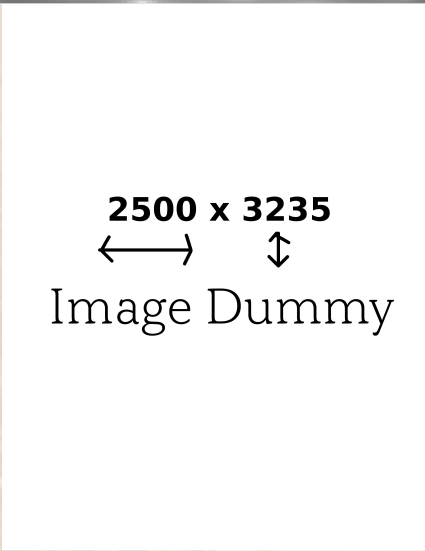
---

**Saving Throws** TODO Saving Throws  
**Skills**  
Proficient in StealthSleight of HandThieve's Tools and Forgery Kit  
**Proficiencies** TODO  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common Auran ,  
**Adjectives** ,

---

**Special Abilities**

- Kenku Traits: Expert Forgery Ke



## 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"

# 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 Thro  
**Skills**  
Proficient in StealthSleight of HandThieve's Tools and Forgery Kit  
**Proficiencies** TODO  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**Senses** TODO Senses  
**Languages** Common Auran ,  
**Adjectives** ,

---

**Special Abilities**

- Kenku Traits: Expert Forgery Ke  
Training Mimicry | Rogue Traits  
Sneak Attack Cunning Action |  
Spellcasting: Cantrips: Mage H  
Thaumaturgy, Minor Illusion Sp  
Illusory Script, Silent Image,  
Disguise Self Mage Hand  
Legerdemain

**Special Equipment**

**Combat Tactics**

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

**Actions**

Dagger | Claws

**Factions**

## ROLEPLAYING

---

### Introduction

A cloaked figure approaches hurriedly out of a dark alley, Bumping into you. "Kablam" the figure says and begins to run

**Appearance**

<p>Rogue Traits: Sneak, Cunning Action   Spells: Cantrips: Mage Hand, Thaumaturgy, Minor Spells: Illusory Script, Image, Disguise Self, Hand Legerdemain</p>	<p><b>Mannerisms</b></p> <p>Moves her head in a bird-like manner</p> <p><b>Motivations</b></p> <p>Survival. Serving her masters at the guild</p>
<p><b>Special Equipment</b></p>	<p><b>Passions</b></p> <p>Shiny things</p>
<p><b>Combat Tactics</b></p> <p>She'll fight with her dagger generally try to run first</p> <p><b>Actions</b></p> <p>Dagger   Claws</p> <p><b>Factions</b></p>	<p><b>Secrets</b></p> <p>Lots of things that she's done for the guild</p>

## Combat Tactics

## Actions

## Factions

Moves her head in a bird-like manner

Survival. Serving her masters at the guild

## Shiny things

Lots of things that she's done for the guild

Lots of things that she's done for the guild

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.