KABLAM

Adolescent Kenku Neutral Level 3 Roque

Pronouns: she/her Occupations: Pickpocket / Forger / Spy Armor Class 14 Hit Points
38 (TODO Hitdice) Speed 30.

STR DEX CON INT WIS

18 13 16 (+1) (+4) (+2) (+3) (+4)

CHA

17 (+4)

> **Saving Throws** TODO Saving Throws
>
> Skills Proficient in Stealth

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Image Dummy

STR DEX CON INT WIS

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CHA

17 (+4)

ROLEPLAYING

Introduction

A cloaked figure approaches hurried out of a dark alley, Bumping into yo "Kablam" the figure says and begin

Appearance

Short and covered head to toe in a cloak, Black feathers, beak and shin black eyes peaking out of the opening

Expressions

"Kablam"

Mannerisms

Moves her head in a bird-like manne

Motivations

Survival. Serving her masters at the

Passions

Shiny things

Lots of things that she's done for the quild

(+1) (+4) (+2) (+3) (+4)

Saving Throws

TODO Saving Throws

Skills Skills Proficient in Stealth Sleight of Hand Thieve's Tools and Forgery

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 Kenku Training Mimicry | Rogue Traits: Sneak Attack Cunning Action | Spellcasting: Cantrips: Mage Hand, Thaumaturgy, Minor Illusion Spells: 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

Actions

ROLEPLAYING

Introduction

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

Appearance

Short and covered head to toe in a dark cloak, Black feathers, beak and shining black eyes peaking out of the opening

Cell3 **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

BACKGROUND STORY

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.

Sleight of Hand
Thieve'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

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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

A Thieve's/Assassin's Guild

Dagger | Claws

Factions

A Thieve's/Assassin's Guild