LRRYK BOLDE

middle aged adult kenku 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

CHA 16

Saving Throws

TODO Saving Throws **Skills**

Stealth; Survival; Acroba 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; Cu Action | Martial We

Special Equipment

- Conspirator's B

+2 to hit up to thr
 separate creatures
 thrown
- these balls spread i separate bolas that three separate chotargets. If hit
- each target must m

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 ar aura of mystery beneath his cap and eyes.

Expressions

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

Mannerisms

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

Motivations

LRRYK BOLDE

middle aged adult kenku chaotic neutral Level 5 roque

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

STR DEX CON INT WIS 11 18 12 13 13

CHA 16

Saving Throws
TODO Saving Throws
Skills

Stealth; Survival; Acrobatics; Forgery Kit; Thieve's tools

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Auran Kenku Thieve's
Cant,
Adjectives,

Special Abilities

 Expert Forgery; Mimicry; Fasthands; Second Story work; Uncanny Dodge; Cunning Action | Martial Weapons.

Special Equipment

- Conspirator's Bolas
 +2 to hit up to three separal creatures. When thrown
- these balls spread into three separate bolas that strike three separate chosen targe If hit
- each target must make a DE save vs. DC equal to the roll that hit plus an additional 2 be grappled. If the target tri to move that turn
- they are also knocked prone

Combat Tactics

Lrryk has learned the hard way as does whatever he can to diffuse conflict. If he has tried everything he will turn to his Conspirator's Bolas to subdue the opponents as negotiate further.

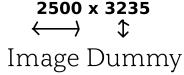
Actions

Glaive (No attacks of opportunity against him)

Factions

ROLEPLAYING

Introduction



save vs. DC equal t that hit plus an add or be grappled. If the tries to move that t

they are also knock

Combat Tactics

Lrryk has learned the hal does whatever he can to conflict. If he has tried ev he will turn to his Conspi Bolas to subdue the oppo negotiate further. 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 coconspirator in organized criminal activity until he did serious time.

Actions

Glaive (No attacks of opportunity against him)

Factions

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

Appearance

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

Expressions

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

Cell3

Mannerisms

Very deliberate but unassuming posturing. Diligently keeps accountin and business notes. Teatotaller.

Motivations

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

Passions

Stability. Saving for a bette day.

Secrets

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