

LRRYK BOLDE

*middle aged adult kenku*  
*chaotic neutral*  
Level 5 rogue

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

CHA

16  
(+3)

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; False hands; Second Story work; Uncanny Dodge; Cunning Action | Martial Weapons.

Special Equipment

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

Combat Tactics

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

Actions

Glaive (No attacks of opportunity against him)

2500 x 3235  
Image Dummy

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## Factions



## 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 an  
aura of mystery beneath his cap and eyes.

### Expressions

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

### Mannerisms

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

### Motivations

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 co-  
conspirator in organized criminal activity until he  
did serious time.

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## BACKGROUND STORY

Lrryk is a former bandit leader and co-conspirator in a region-wide organized crime syndicate. His renown as "Tarback" is prolific. Yet his capture and consequent imprisonment redirected his values and life-goals.

In the harsh prison of Eldon's Passing [any remote town largely designed around its prison] Lrryk was faced with many of the needs he had mistreated on the outside. Forced to make a moral and psychic shift, he befriended some common correction guards and proved to them that his transformation was genuine. It was these corrections officers that taught him the use of the glaive and the value of subduing his enemies rather than murdering them.

When Lrryk was done his time he sought out a small fortune he hid in an abandoned mining camp. With these funds he commissioned the building of his inn and tavern, "the Roost", where he now lives a life of stability with very little tolerance for crime or aspects of 'the Life'.

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