

KABLAM

adolescent Kenku neutral Level 3 rogue

Pronouns: she/her
Occupations:
Pickpocket / Forger / Spi
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 StealthSleig of HandThieve's Tools a Forgery Kits

Proficiencies

Damage Immunities

Immunities

TODO Damage Immunit **Condition Immunities** TODO Condition

Image Dummy

ROLEPLAYING

Introduction

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

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Proficiencies TODO

Damage Immunities
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Condition Immunities
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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

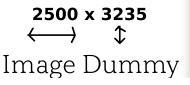
Combat Tactics

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

Actions

Dagger | Claws

Factions



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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"

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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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.

Personality