

Kablam

## KABLAM

Adolescent Kenku  
Neutral  
Level 3 Rogue Arcane Trickster

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

STR	DEX	CON	INT	WIS	CHA
11	18	13	16	17	17
(+1)	(+4)	(+2)	(+3)	(+4)	(+4)

### Saving Throws - Skills -

{ "Kenku Abilities" => [ { "Expert Forgery" => "Can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.", "Mimicry" => "can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.", "Kenku Curse" => "Can read and write any language they can learn, but can only use the Mimicry ability to speak." }, { "Rogue Abilities" => [ { "Expertise" => "Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack" => "Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creature.", "Cunning Action" => "Can tak a bonus action on each turn to Hide, Disengage or Dash" }, { "Arcane Trickster Abilities" => [ { "Spellcasting" =>

[ { "Description" => "DC 13", "Cantrips" => "Mage Hand, Thaumaturgy, Minor Illusion", "1st Level" => "Illusory Script, Silent Image, Disguise Self" }, { "Mage Hand Legerdemain" => [ { "Description" => "when you cast Mage Hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it -", "Additional Information" => [ "You can stow one object the hand is holding in a container worn or carried by another creature.", "You can retrieve an object in a container worn or carried by another creature.", "You can use thieves' tools to pick locks and disarm traps at range.", "You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check. In addition, you can use the bonus action granted by your Cunning Action to control the hand" ] ] } ] }

**Proficiencies** -  
**Proficiency Mod** - +2

**Languages** -  
Common Auran  
{ "id" => "a\_thieve\_s\_assassin\_s\_guild", "name" => "A Thieve's/Assassin's Guild" }  
**Adjectives** - Sneaky, Naive, Talented,

### Special Abilities

### Special Equipment

### Combat Tactics

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### Proficiencies

**Languages** -  
Common Auran

2500 x 3235

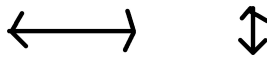


Image Dummy

2500 x 3235



Dummy

## 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

### 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

Combat Tactics

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

Actions -

Factions

```
{ "id" => "a_thieve_s_assassin_s_guild",  
  "name" => "A Thieve's/Assassin's Guild" }
```

Adjectives -

Sneaky, Naive, Talented,

Special Abilities -

Special Equipment -

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