

## LRRYK BOLDE

*middle aged adult kenku  
chaotic neutral  
Level 5 rogue*

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chaotic neutral  
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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**

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

### Special Equipment

- **<b>Conspirator's Bolas</b>**  
**+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 DC save vs. DC equal to the roll that hit plus an additional 2 be grappled. If the target tries to move that turn**
- **they are also knocked prone**

### Combat Tactics

Lrryk has learned the hard way and does 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)**

### Factions

**ROLEPLAYING**

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**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

**Damage Immunities**

TODO Damage Immunities

**Condition Immunities**

TODO Condition Immunities

**Senses** TODO Senses

## Languages

Common Auran Kenku T

Cant ,

**Adjectives** ,

## Special Abilities

- Expert Forgery; Minor Illusions; Second Story; Uncanny Dodge; Combat Action | Martial Weapon

## Special Equipment

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- each target must make a save vs. DC equal to that hit plus an additional or be grappled. If the tries to move that target
- they are also knocked

## Combat Tactics

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## Actions

Glaive (No attacks of opportunity against him)

## Factions

2500 x 3235  
 Image Dummy

## 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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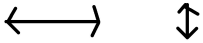


Image Dummy

Cell3

## BACKGROUND STORY

Lrryk is a former bandit leader and co-conspirator in a regional 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 or outs. Forced to make a moral/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 soaked 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'.

## PERSONALITY

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