

KABLAM

adolescent Kenku  
neutral  
Level 3 rogue

**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

**Saving Throws** TODO Saving Throws  
**Skills**  
Proficient in StealthSleight of HandThieve's Tools and Forgery Kits

**Proficiencies**  
**Damage Immunities**  
TODO Damage Immunities  
**Condition Immunities**  
TODO Condition Immunities  
**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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CELL 2

2500 x 3235  
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Image Dummy

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ROLEPLAYING
<b>Introduction</b> A cloaked figure approaches hurriedly out of a dark alley, Bumping into you. "Kablam" the figure says and begins to run
<b>Appearance</b> Short and covered head to toe in a dark cloak, Black feathers, beak and shining black eyes peaking out of the opening
<b>Expressions</b> "Kablam"
<b>Mannerisms</b> Moves her head in a bird-like manner
<b>Motivations</b> Survival. Serving her masters at the guild
<b>Passions</b> Shiny things
<b>Secrets</b> Lots of things that she's done for the guild

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