

LRRYK BOLDE

middle aged adult kenku
chaotic neutral
Level 5 rogue

Pronouns: he/him
Occupations: Tavern and Innkeeper
Armor Class 15
Hit Points 34 (TODO Hitdice)
Speed 30.

STR	DEX	CON	INT	WIS	CHA
11	18	12	13	13	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

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

$$\begin{array}{c} \text{2500} \times \text{3235} \\ \longleftrightarrow \quad \updownarrow \end{array}$$

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.

Background

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 prisons of Eldon's Passing [any remote town largely designed *around* its prison] Lrryk was faced with many of the ne'er-do-wells he had mistreated on the outs. 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'.