

adolescent Kenku  
neutral  
Level 3 rogue

STR	DEX	CON	INT	WIS
11	18	13	16	17

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

Damage Immunities  
 TODO Damage Immunities  
 Condition Immunities  
 TODO Condition Immunities  
 Senses TODO Senses  
 Languages Common Auran ,  
 Adjectives ,

- Kenku Traits: Expert Forger, 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

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

## Factions

**A cloaked figure approaches hurriedly out of a dark alley. Bumping into you. "Kablan the figure says and begins to run."**

**Short and covered head to in a dark cloak, Black feather beak and shining black eye peaking out of the opening**

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## Image Dummy




Image Dummy

Rogue Traits: Sneak  
Cunning Action | Sp  
Cantrips: Mage Har  
Thaumaturgy, Mind  
Spells: Illusory Scrip  
Image, Disguise Se  
Hand Legerdemain

**Special Equipment**

**Combat Tactics**

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**Actions**

Dagger | Claws

**Factions**

**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 of 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 well.

**PERSONALITY**

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