



Special Abilities

- Kenku Traits: Expert Thief, Kenku Training Mimicry
- Rogue Traits: Sneaky, Cunning Action | Spells: Mage Hand, Cantrips: Mage Hand, Thaumaturgy, Mind Action
- Spells: Illusory Script, Image, Disguise Self, Hand Legerdemain

Special Equipment

Combat Tactics

She'll fight with her dagger, but she generally try to run first.

Actions

Dagger | Claws

Factions

Black feathers, beak and shining black eyes peeking 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

Cell 3

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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 is told and she does it well.

PERSONALITY

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