

## 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
11	18	13	16	17
(+1)	(+4)	(+2)	(+3)	(+4)

**CHA**  
17  
(+4)

**Saving Throws**  
TODO Saving Throws  
**Skills** Proficient in Stealth  
Sleight of Hand  
Thieve'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

-

### Special Equipment

### Combat Tactics

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

### Actions

-

### Factions

**A Thieve's/Assassin's Guild**

2500 x 3235

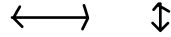


Image Dummy

## ROLEPLAYING

### Introduction

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

### Appearance

Short and covered head to toe in a  
dark cloak, Black feathers, beak and  
shining black eyes peaking out of the  
opening

### Expressions

"Kablam"

### Mannerisms

Moves her head in a bird-like manne

### Motivations

Survival. Serving her masters at the  
guild

### Passions

Shiny things

### Secrets

Lots of things that she's done for the  
guild

## 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
11	18	13	16	17
(+1)	(+4)	(+2)	(+3)	(+4)

**CHA**  
17  
(+4)

**Saving Throws**  
TODO Saving Throws  
**Skills** **Skills** Proficient in  
Stealth  
Sleight of Hand  
Thieve's Tools and Forgery  
Kits

**Proficiencies** TODO

**Damage Immunities**  
TODO Damage Immunities

**Condition Immunities**  
TODO Condition

**Immunities**

**Senses** TODO Senses

**Languages** Common

Auran

**Adjectives**

### Special Abilities

-

### Special Equipment

### Combat Tactics

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

### Actions

-

### Factions

**A Thieve's/Assassin's  
Guild**

## ROLEPLAYING

### Introduction

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

### Appearance

Short and covered head to  
toe in a dark cloak, Black  
feathers, beak and shining  
black eyes peaking 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

## BACK STORY

Kabla  
memory  
that took  
wandering  
on her ov  
made her  
While try  
food for f  
scouted a  
members  
Thieve's  
the natur  
quickly tr  
various s  
guild. He  
make her  
pickpock  
makes he  
and forge  
she's tol  
well.

3235



ummy

Cell3