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kablam

2500 x 3235
↔ ↕

Image Dummy

Kablam

Kablam

adolescent Kenku

Neutral

Level 3 Rogue Arcane Trickster

Pronouns -

she/her

Occupations -

Pickpocket / Forger / Spy

Armor Class -

14

Hit Points -

38 (TODO Hitdice)

Speed -

30.

STR

11 (+1)

DEX

18 (+4)

CON

13 (+2)

INT

16 (+3)

WIS

17 (+4)

CHA

17 (+4)

Saving Throws -

Skills -

{ "Kenku Abilities"=>[{ "Expert Forgery"=>"Can duplicate other creatures' handwriting and craftwork. You have advantage on all checks made to produce forgeries or duplicates of existing objects.", "Mimicry"=>"can mimic sounds you have heard, including voices. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.", "Kenku Curse"=>"Can read and write any language they can learn, but can only use the Mimicry ability to speak." }], "Rogue Abilities"=>[{ "Expertise"=>"Double proficiency bonus with Thieve's Tools and Sleight of Hand", "Sneak Attack"=>"Once per turn can add 3d6 to one creature she hits with a ranged or finesse attack if she has advantage on the attack or if the target is engaged with another creature.", "Cunning Action"=>"Can tak a bonus action on each turn to Hide, Disengage or Dash" }], "Arcane Trickster Abilities"=>[{ "Spellcasting"=>[{ "Description"=>"DC 13", "Cantrips"=>"Mage Hand, Thaumaturgy, Minor Illusion", "1st Level"=>"Illusory Script, Silent Image, Disguise Self" }], "Mage Hand Legerdemain"=>[{ "Description"=>"when you cast Mage Hand, you can make the spectral hand invisible, and you can perform the following additional tasks with it -", "Additional Information"=>["You can stow one object the hand is holding in a container worn or carried by another creature.", "You can retrieve an object in a container worn or carried by another creature.", "You can use thieves' tools to pick locks and disarm traps at range.", "You can perform one of these tasks without being noticed by a creature if you succeed on a Dexterity (Sleight of Hand) check contested by the creature's Wisdom (Perception) check. In addition, you can use the bonus action granted by your Cunning Action to control the hand"] }] }] }

Proficiencies -

Proficiency Mod -

+2

Languages -

Common Auran {"id"=>"a_thieve_s_assassin_s_guild", "name"=>"A Thieve's/Assassin's Guild"}

Adjectives -

Sneaky, Naive, Talented,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

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 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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Languages -

Common Auran { "id"=>"a_thieve_s_assassin_s_guild", "name"=>"A Thieve's/Assassin's Guild" }

Adjectives -

Sneaky, Naive, Talented,

Special Abilities

-

Special Equipment

-

Combat Tactics

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

Actions

-

Factions

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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 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 it well.