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Lrryk bolde

2500 x 3235
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Image Dummy

Lrryk Bolde

middle aged adult Kenku

Chaotic Neutral

Level 5 Rogue Thief

Pronouns -

he/him

Occupations -

Tavern and Innkeeper

Armor Class -

15

Hit Points -

34 (TODO Hitdice)

Speed -

30.

STR

11 (+1)

DEX

18 (+4)

CON

12 (+1)

INT

13 (+2)

WIS

13 (+2)

CHA

16 (+3)

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", "Kenku Training" => "proficient in your choice of two of the following skills - Acrobatics, Deception, Stealth, and Sleight of Hand.", "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 creator", "Cunning Action" => "Can tak a bonus action on each turn to Hide, Disengage or Dash", "Uncanny Dodge" => "When an attacker she can see hits her with an attack, she can use her Reaction to halve the damage" }], "Thief Abilities" => [{ "Fast Hands" => "you can use the Bonus Action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to Disarm a trap or open a lock, or take the Use an Object action", "Second-Story Work" => "you gain the ability to climb faster than normal; climbing no longer costs you extra Movement. In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier." }] }

Proficiencies -

Proficiency Mod -

Languages -

Common Elvish Thieve's Cant {"id"=>"thieves_guild", "name"=>"Thieve's Guild"}

Adjectives -

Cautious, Mysterious, Competent,

Special Abilities

Special Equipment

Combat Tactics

Actions

Factions

2500 x 3235
↔ ↕

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Roleplaying

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.

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Languages -

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Adjectives -

Cautious, Mysterious, Competent,

Special Abilities

-

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

-

Factions

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Background Story

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'.