

Lrryk Bolde

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	DEX	CON	INT	WIS	CHA
11	18	12	13	13	16
(+1)	(+4)	(+1)	(+2)	(+2)	(+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 creater", "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 - +3

Languages -
Common Elvish Thieve's Cant
{ "id"=>"thieves_guild", "name"=>"Thieve's

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	DEX	CON	INT	WIS
11	18	12	13	13
(+1)	(+4)	(+1)	(+2)	(+2)

CHA
16
(+3)

Saving Throws - 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 creater", "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

2500 x 323

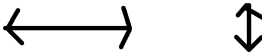


Image Dummy

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

ROLEPLAYING

Introduction

A black 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 maintains a stable life. He keeps the room and tavern do wells.

Passions

Stability is a better day.

Secrets

Lrryk is a bandit leader and a conspirator in a criminal act.

2500 x 3235



Image Dummy

Guild"}

Adjectives -
Competent,

Cautious,

Mysterious,

Special Abilities

1

Special Equipment

1

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

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.

```
a running jump, the
distance you cover
increases by a number of
feet equal to your Dexterity
modifier."}}}
```

Proficiencies -

Languages -

Common Elvish Thieve's
Cant

```
{ "id" => "thieves_guild",  
  "name" => "Thieve's  
Guild" }
```

Adjectives -

Cautious, Mysterious,
Competent,

Special Abilities

1

Special Equipment

1

Combat Tactics

Llyrk 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