



LRRYK BOLDE

Middle Aged Adult Kenku
Chaotic Neutral
Level 5 Rogue

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
TODO Saving Throws
Skills Stealth; Survival;
Acrobatics; Forgery Kit;
Thieve's tools
Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common, Auran,
Kenku, Thieve's Cant,
Adjectives

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

2500 x 3235



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 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 well.

Passions

Stability. Saving for a better day.

Secrets

Lrryk was a former bandit leader and conspirator in organized criminal activity until he did serious time.

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Skills **Skills** Stealth;
Survival; Acrobatics;
Forgery Kit; Thieve's tools

Proficiencies TODO

Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common,
Auran, Kenku, Thieve's
Cant,

Adjectives

Special Abilities Expert
Forgery; Mimicry; Fast
hands; Second Story work;
Uncanny Dodge; Cunning
Action | Martial Weapons.
Special Equipment
Conspirator's
Bolas - +2 to hit up to
three separate creatures.
When thrown these balls
spread into three separate
bolas that strike three
separate chosen targets. If
hit each target must make a
DEX save vs. DC equal to
the roll that hit plus an
additional 2 or be grappled.
If the target tries to move
that turn they are also
knocked prone.

Combat Tactics

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Actions

Glaive (No attacks of opportunity against him)

Factions

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BACKGROUND
STORY

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Cell3