

Age: adolescent  
Race: Kenku  
Pronouns: she/her  
Occupation:

- Pickpocket / Forger / Spy

Class: rogue  
Level: 3  
Alignment: neutral  
Languages:

- Common
- Auran

Factions:

- [A Thieve's/Assassin's Guild](#)

Adjectives:

Armour Class: 14  
Hit Points: 38  
Speed: 30

STR 11	DEX 18	CON 13	INT 16	WIS 17	CHA 17
Saving Throws TODO Saving Throws					

# Role-Playing

## Improv

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~~

## Acting

Motivations: Survival. Serving her masters at the guild  
Passions: Shiny things  
Secrets: Lots of things that she's done for the guild  
Vulnerabilities: Kenku Curse

- Skills:
- Proficient in Stealth
  - Sleight of Hand
  - Thieve's Tools and Forgery Kits

Special Abilities: Kenku Traits: Expert Forgery Kenku Training Mimicry | Rogue Traits: Sneak Attack Cunning Action | Spellcasting: Cantrips: Mage Hand, Thaumaturgy, Minor Illusion Spells: Illusory Script, Silent Image, Disguise Self Mage Hand Legerdemain  
Attacks: Dagger | Claws  
Combat Tactics: She'll fight with her dagger, but will generally try to run first

# 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.