



KABLAM

adolescent Kenku
neutral
Level 3 rogue

Pronouns: she/her
Occupations:
Pickpocket / Forger / Sp
Armor Class 14
Hit Points
38 (TODO Hitdice)
Speed 30.

STR DEX CON INT WIS

11 18 13 16 17
(+1) (+4) (+2) (+3) (+4)

CHA

17
(+4)

Saving Throws
TODO Saving Throws
Skills
Proficient in StealthSleight
of HandThieve's Tools and
Forgery Kits
Proficiencies
Damage Immunities
TODO Damage Immunit
Condition Immunities
TODO Condition
Immunities

ROLEPLAYING

Introduction

A cloaked figure approaches hurriedly out of a dark allev. Bumping into you. "Kablam" the

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Damage Immunities
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Condition Immunities
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Senses TODO Senses
Languages Common Auran ,
Adjectives ,

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

Special Equipment

Combat Tactics

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

Actions

Dagger | Claws

Factions

2500 x 3235

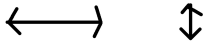


Image Dummy

2500 x 3235

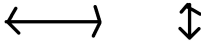


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