# KABLAM

adolescent Kenku neutral Level 3 rogue

Pronouns: she/her

Occupations: Pickpocket / Forger / Spy

**Armor Class 14** 

Hit Points 38 (TODO Hitdice)

Speed 30.

 STR
 DEX
 CON
 INT
 WIS
 CHA

 11 ()
 18
 13
 16
 17
 17

Saving Throws TODO Saving Throws

Proficient in StealthSleight of HandThieve's Tools and Forgery Kits

#### **Proficiencies**

Damage Immunities TODO Damage Immunities Condition Immunities TODO Condition Immunities 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**

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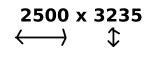


ımage Dummy

# ROLEPLAYING

### 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

### **Motivations**

Survival. Serving her masters at the guild

#### **Passions**

**Shiny things** 

### Secrets

Lots of things that she's done for the guild

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