

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

CHA
17
(+4)

Saving Throws
TODO Saving Throws
Skills Proficient in Stealth
Sleight of Hand
Thieve'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

-

Special Equipment

Combat Tactics

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

Actions

-

Factions

A Thieve's/Assassin's
Guild

2500 x 3235

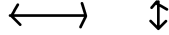


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ROLEPLAYING

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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BACKSTORY

Kablam's memory is terrible. She took her first steps wandering through the streets of her own for. She made her way. While trying to find food for her. She scouted and found members of the Thieve's Guild. She learned the nature of the guild. She quickly trained in various services. Her quick fire. She is an excellent mimicry master. She is an excellent spy. She does as she sees fit. She does it well.

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