



# 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



Image 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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**Proficiencies** TODO

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

**Special Abilities -**  
**Special Equipment**

## Combat Tactics

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

## Actions

Dagger | Claws

## Factions

A  
Thieve's/Assassin's  
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# BACKGROUND 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.