

## 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

### Skills

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

**Proficiencies** TODO

**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

2500 x 3235

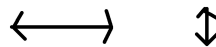


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## ROLEPLAYING

### 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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