

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 StealthSleight of HandThieve's Tools and Forger 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 Forger Kenku Training Mimicry | Rogue Traits: Sneak Attack Cunning Action | Spellcastir Cantrips: Mage Hand, Thaumaturgy, Minor Illusion Spells: Illusory Script, Silen 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

KABLAM

adolescent Kenku neutral Level 3 rogue

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orgery

A cloaked figure approaches hurriedly out of a

2500 x 3235

Image Dummy

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ROLEPLAYING

Introduction

A cloaked figure approaches
hurriedly out of a dark alley
Bumping into you "Kablam

 Condition Immunities
TODO Condition Immuni
Senses TODO Senses
Languages Common A
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Special Abilities

 Kenku Traits: Expert Kenku Training Mim Rogue Traits: Sneal Cunning Action | Sp Cantrips: Mage Han Thaumaturgy, Mino Spells: Illusory Scrig Image, Disguise Se Hand Legerdemain

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Actions

Dagger | Claws

Factions

gark alley, bumping into you. Kaplam the figure says and begins to run

Appearance

Short and covered head to toe in a dark cloa Black feathers, beak and shining black eyes

Expression:

rgery "Kablam"

tack **Mannerisms** Tasting:

Moves her head in a bird-like manner

Metivations

Survival. Serving her masters at the guil

Passions

Shiny thing

Secrets

ใช่โรฟีฟี things that she's done for the guild

the figure says and begins run

Appearance

Short and covered head to to in a dark cloak, Black feath beak and shining black eye peaking out of the opening

Cell3 Expressions

"Kablam"

Mannerisms

Moves her head in a bird-lik manner

Motivations

Survival. Serving her maste at the guild

Passions

Shiny things

Secrets

Lots of things that she's dor for the guild

BACKGROUND STORY

Kablam's earliest memory is the explosion that took her family. A wandering the wilderness on her own for a while, she made her w into the city. While trying to stee some food for herself, she was scouted and recruited by member of the local Thieve's Guild. Know 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 han excellent spy and forger. She does as she's told and she does well.

Personality

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