

LRRYK BOLDE

middle aged adult kenku

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*middle aged adult kenku
chaotic neutral
Level 5 rogue*

Pronouns: he/him

Occupations:

Tavern and Innkeeper

Armor Class 15

Hit Points 34 (TODO Hitdice)

Speed 30.

STR	DEX	CON	INT	WIS
11	18	12	13	13

CHA

16

Saving Throws

TODO Saving Throws

Skills

**Stealth; Survival; Acrobatics;
Forgery Kit; Thieve's tools**

Proficiencies TODO

Damage Immunities

TODO Damage Immunities

Condition Immunities

TODO Condition Immunities

Senses TODO Senses

Languages

**Common Auran Kenku Thieve's
Cant ,**

Adjectives ,

Special Abilities

- **Expert Forgery; Mimicry; Fast hands; Second Story work; Uncanny Dodge; Cunning Action | Martial Weapons.**

Special Equipment

- **Conspirator's Bolas**
+2 to hit up to three separate creatures. When thrown
- **these balls spread into three separate bolas that strike three separate chosen targets. If hit**
- **each target must make a DC save vs. DC equal to the roll that hit plus an additional 2 be grappled. If the target tries to move that turn**
- **they are also knocked prone**

Combat Tactics

Lrryk has learned the hard way and does whatever he can to diffuse conflict. If he has tried everything, he will turn to his Conspirator's Bolas to subdue the opponents and negotiate further.

Actions

Glaive (No attacks of opportunity against him)

Factions

chaotic neutral
Level 5 rogue

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Proficiencies
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages
Common Auran Kenku T
Cant ,
Adjectives ,

Special Abilities

- Expert Forgery; Minor Illusions; Second Story; Uncanny Dodge; Cunning Action | Martial Weapon Proficiency

Special Equipment

- **Conspirator's Bola** - +2 to hit up to three separate creatures thrown
- these balls spread into three separate bolas that hit three separate cho targets. If hit
- each target must make a save vs. DC equal to that hit plus an additional 10 or be grappled. If they tries to move that target they are also knocked

Combat Tactics

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Actions

Glaive (No attacks of opportunity against him)

Factions

2500 x 3235
Image Dummy

ROLEPLAYING

Introduction

A black-feathered humanoid with a crooked beak adjusts its jacket while jotting in a notebook. "Yes. A room or grub?"

Appearance

Black Kenku. Well built and unassuming with an aura of mystery beneath his cap and eyes.

Expressions

"I'll serve ya what ya. need. Just don't cause any trouble."; "Steer clear of sailors and cutthroats."

Mannerisms

Very deliberate but unassuming posturing. Diligently keeps accounting and business notes. Tea-totaller.

Motivations

Lrryk seeks to maintain a calm and stable life. He hopes to keep the rep of his inn and tavern free of ne'er do wells.

Passions

Stability. Saving for a better day.

Secrets

Lrryk was a former bandit leader and co-conspirator in organized criminal activity until he did serious time.

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BACKGROUND STORY

Lrryk is a former bandit leader and co-conspirator in a regional wide organized crime syndicate. His renown as "Tarback" is prolific. Yet his capture and consequent imprisonment redirected his values and life-goals. In the harsh prison of Eldon's Passing [any remote town largely designed around its prison] Lrryk was faced with many of the needs he had mistreated or ignored. Forced to make a moral/psychic shift, he befriended some common correction guards and proved to them that his transformation was genuine. It was these corrections officers that taught him the use of the glaive and the value of subduing his enemies rather than murdering them. When Lrryk was done his time he sought out a small fortune he hid in an abandoned mining camp. With these funds he commissioned the building of his inn and tavern, "the Roost", where he now lives a life of stability with very little tolerance for crime or aspects of 'the Life'.

PERSONALITY

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