

Age: middle aged adult

Race: kenku

Pronouns: he/him

Occupation:

- Tavern and Innkeeper

Class: rogue

Level: 5

Alignment: chaotic neutral

Languages:

- Common
- Auran
- Kenku
- Thieve's Cant

Factions:

Adjectives:

Armour Class: 15

Hit Points: 34

Speed: 30

STR 11	DEX 18	CON 12	INT 13	WIS 13	CHA 16
--------	--------	--------	--------	--------	--------

Saving Throws TODO Saving Throws

Role-Playing

Improv

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.

Acting

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.

Vulnerabilities:

Skills:

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

Special Abilities: Expert Forgery; Mimicry; Fast hands; Second Story work; Uncanny Dodge; Cunning Action | Martial Weapons.

Attacks: Glaive (No attacks of opportunity against him)

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.

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 DEX save vs. DC equal to the roll that hit plus an additional 2 or be grappled. If the target tries to move that turn
- they are also knocked prone.

Story

Lrryk is a former bandit leader and co-conspirator in a region-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 prisons of Eldon's Passing [any remote town largely designed *around* its prison] Lrryk was faced with many of the ne'er-do-wells he had mistreated on the outs. Forced to make a moral and 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'.