LRRYK BOLDE

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
 CHA

 11 ()
 18
 12
 13
 13
 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 ,

CELL

ONE

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 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.

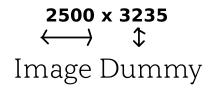
Combat Tactics

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



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

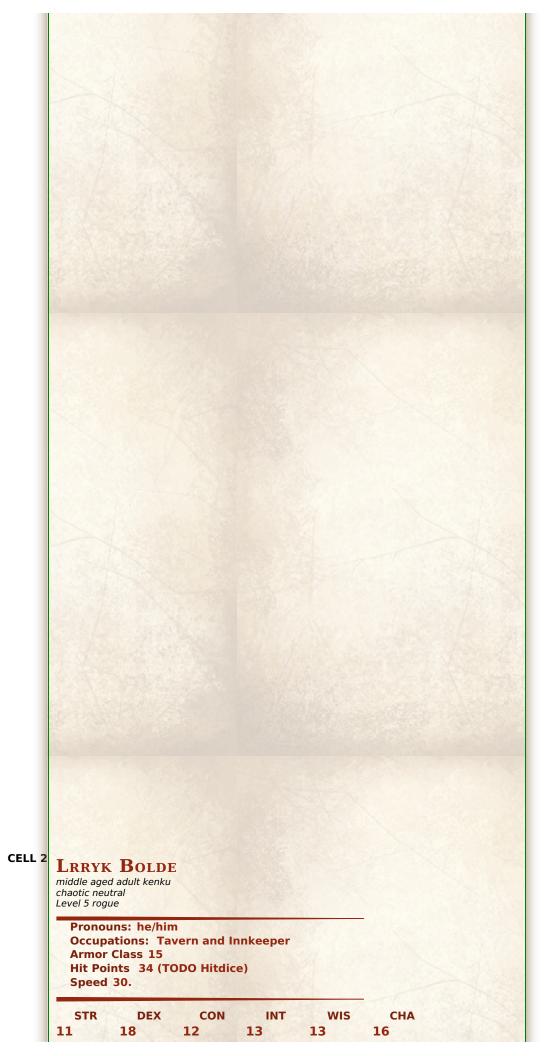
Lrryk seeks to maintain a calm and stable life. He hopes to keep the rep of his inn and tavern free of ne'er do wells.

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.



Saving Throws TODO Saving Throws

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 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.

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

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.