



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

11 18 12 13 13
(+1) (+4) (+1) (+2) (+2)

CHA

16
(+3)

Saving Throws
TODO Saving Throws
Skills Stealth; Survival;
Acrobatics; Forgery Kit;
Thieve's tools
Proficiencies
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

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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.

BACKGROUND
STORY

<p>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</p>
<p>In the harsh prisons of
Eldon's Passing [any remote
town largely designed
<i>around</i> 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.</p><p>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'.</p>

2500 x 3235

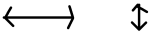


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