

2500 x 3235
Image Dummy

KABLAM

adolescent Kenku
neutral
Level 3 rogue

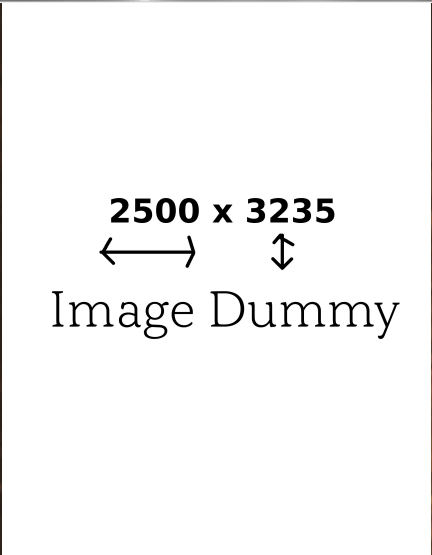
Pronouns: she/her
Occupations:
Pickpocket / Forger / Spy
Armor Class 14
Hit Points 38 (TODO Hitdice)
Speed 30.

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 Forge Kits
Proficiencies TODO
Damage Immunities
TODO Damage Immunities
Condition Immunities
TODO Condition Immunities
Senses TODO Senses
Languages Common Auran ,
Adjectives ,



ROLEPLAYING

Introduction

A cloaked figure approaches hurriedly out of a dark alley, Bumping into you. "Kablam" the figure says and begins to run

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Special Abilities

- Kenku Traits: Expert Forger, Kenku Training Mimicry | Rogue Traits: Sneak Attack, Cunning Action | Spellcasting Cantrips: Mage Hand, Thaumaturgy, Minor Illusion | Spells: Illusory Script, Silent Image, Disguise Self Mage Hand Legerdemain

Special Equipment

Combat Tactics

She'll fight with her dagger, but v generally try to run first

Actions

Dagger | Claws

Factions

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Appearance

Short and covered head to toe in a dark cloak,
Black feathers, beak and shining black eyes
peaking out of the opening

Expressions

"Kablam"

Mannerisms

Moves her head in a bird-like manner

Motivations

Survival. Serving her masters at the guild

Passions

Shiny things

Secrets

Lots of things that she's done for the guild

Cell 3

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BACKGROUND
STORY

Kablam's earliest memory is the
explosion that took her family.
After wandering the wilderness
her own for a while, she made
way into the city. While trying to
steal some food for herself, she
was scouted and recruited by
members of the local Thieves
Guild. Knowing of the nature of
Kenku, she was quickly trained to
perform various services for the
guild. Her quick fingers make her
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mimicry makes her an excellent
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PERSONALITY

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